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TOWN BACKDROP:
WOLVERTON



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TOWN BACKDROP: WOLVERTON

Wolverton rests on the rocky shores of the far-flung Lonely Coast. The mighty fortress Caer Syllan keeps a protective eye over its harbour which hosts ships from all over the world coming to trade for the precious metals and gems pulled from the nearby mines. A muddy, noisy place, Wolverton is home to hardy frontier folk eking a living from the earth while contending with half-goblin tribes, packs of shadow wolves and other monsters dwelling in the nearby Tangled Woods.

Although the town serves as Lord Locher's seat and the capital of the Lonely Coast Wolverton's muddy streets are far from safe. While regular patrols ward Wolverton and the surrounding villages from monstrous incursions, new threats rise to weaken the Lochers' iron-fisted grip. Merchants tired of high taxes and tariffs secretly plot ways to take power while in the streets smuggler gangs fight one another in a vicious turf war. Beyond these threats lurk even greater dangers. In a black stone tower, a vile necromancer plots his path to lichdom and the conquest of the Lonely Coast while a villainous monster secretly makes his home in the previously abandoned sea caves of Morveren's Galley. Thus, brave adventurers will always find a welcome among the folk of Wolverton!

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Although this supplement is set on the Lonely Coast, it can be easily adapted to almost any GM's home campaign.

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STAT BLOCKS BY CR

CR	NAME	DETAILS	PAGE
1/3	Peasant	LN human commoner 1	24
1/2	Lady Tamsyn Locher	NG female human sorcerer (destined) 1	25
1/2	Merchant	LN Male human expert 2	24
1/2	Smuggler	CN male human warrior 1/expert (sailor) 1	24
1/2	Watchman	LN male human warrior 2	24
1	Eseld Negus	NE female human fighter 1/rogue 1	29
2	Enrist Negus	CN male human wizard (evoker) 3	29
4	Pera Safaden	NE female human cleric (Braal) 5	31
5	Hols Nance	LN male human fighter 6	27
5	Therrin Bhule	LN male middle-aged human fighter 4/aristocrat 2	26
6	Feradul Alwynnaith	NE male half-elf wizard (necromancer) 7	30
6	Melyor Vosper	LG female old human cleric (Darlen) 7	27
7	Galden Hearhtop	LN male halfling cleric (Conn) 5/expert 3	26
7	Lord Kenver Locher	LN male human fighter 6/aristocrat 2	25
8	Zar the Mangler	CE male half-orc barbarian 6/rogue 3	28

THE LONELY COAST

A Pathfinder Roleplaying Game Compatible Mini-Campaign Setting by Creighton Broadhurst

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the southern storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that seemingly chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures. The perils of the Lonely Coast are legion and thus there is always a need for those with stout hearts and skill with blade and spell or for those merely hungry for glory to defend humanity's most tenuous enclave.

"...this PDF does a remarkable job of walking the edge between ease of implementation into a given setting and conveying it's very own atmosphere..."

Endzeitgeist (five stars)

"A perfect starting area for a new campaign, small enough to be dropped into just about any GM's campaign."

Kevin Ray (five stars)

"A neat and elegant adventure setting"

Megan Robertson (five stars)

"Download this PDF for free and you will get a taste of how great their products generally are."

Darren Ehlers (five stars)

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THE LONELY COAST AT A GLANCE

Turbulent waters and forbidding, trackless forests separate the Lonely Coast from the gaudy lights of civilisation. Pirates and slavers ply the storm-tossed waters while goblins and other foul things creep through the gloom of the Tangled Wood that chokes the forgotten holds and sacred places of the Old People. Deep within the forest, a narrow, rock-choked defile piled deep with shadow cuts through a nameless range of rugged, tree-shrouded hills birthing dark, fearsome legends of terrifying monsters and glittering, doom-laden treasures.

Ruler: Lord Kenver Locher (LN male human aristocrat 2/fighter 6)

Government: Feudal fief

Population: 6,200

Alignments: LN, N, CN, NG, NE

Languages: Common, Goblin

Towns: Wolverton (pop. 1,826)

Villages: Bossin (pop. 648); Hosford (pop. 678); Oakhurst (pop. 413); Swallowfeld (pop. 526)

Fortifications: Caer Syllan

Resources: Lumber, tin and slate

Sites of Interest: Arius' Watchtower, Deepwater Lake, the Priory of Cymer, the Orestone, Talan's Bluff, the Twisted Gorge.

FEATURES OF THE LONELY COAST

The Lonely Coast has the following major features:

Dense Woodland: The Tangled Wood shrouds most of the coast. Much of it is unexplored.

Trails and Tracks: Meandering tracks link the main settlements with a patchwork of farms and the isolated farmsteads of hunters and charcoal burners.

Cliffs: Lofty cliffs dominate the approaches to the Lonely Coast. In a few places, shingle beaches stand at their base, but most are inaccessible from the cliffs above.

Hills: A nameless range of rugged, tree-cloaked hills rises to the north. Beyond the range lies the deep Tangled Wood.

LOCATIONS OF NOTE

The Lonely Coast has several locations of interest:

Talan's Bluff: The remains of an ancient hill fortress, sprawl across the summit of a high hill giving impressive views over the Tangled Wood.

Arius' Watchtower: A ruined tower hidden deep in the Tangled Wood, the watchtower is famous for the powerful conjurer who once dwelled within (and for the eldritch manner of his disappearance).

The Twisted Gorge: Many caves and passageways honeycomb the steep, overhanging cliffs of this foul place. Ferocious monsters dwell here in profusion.

Deepwater Lake: This lake's cold and deep waters are rumoured to hide much treasure (and a ferocious beast).

Priory of Cymer: An isolated, rundown church dedicated to Darlen (Appendix 1) and the defeat of a slumbering evil said to lurk beneath the priory.

The Orestone: A wind-swept and wave-lashed shard of rock upon which many ships have come to grief, the Orestone is clearly visible from Wolverton.

DISTANCES & JOURNEY TIMES

These tables show distance and travel times between settlements; simply find the intersecting table entry to determine a journey's distance or time. Table entries list distances to the nearest mile and times to the nearest hour.

DISTANCES

	Wolverton		
	Bossin	Hosford	Oakhurst
Bossin	4 miles	12 miles	8 miles
Hosford	12 miles	6 miles	18 miles
Oakhurst	8 miles	14 miles	26 miles

TRAVEL TIMES (20 FT. BASE SPEED)

	Wolverton		
	Bossin	Hosford	Oakhurst
Bossin	2 hours	6 hours	4 hours
Hosford	6 hours	3 hours	9 hours
Oakhurst	4 hours	7 hours	13 hours

TRAVEL TIMES (30 FT. BASE SPEED)

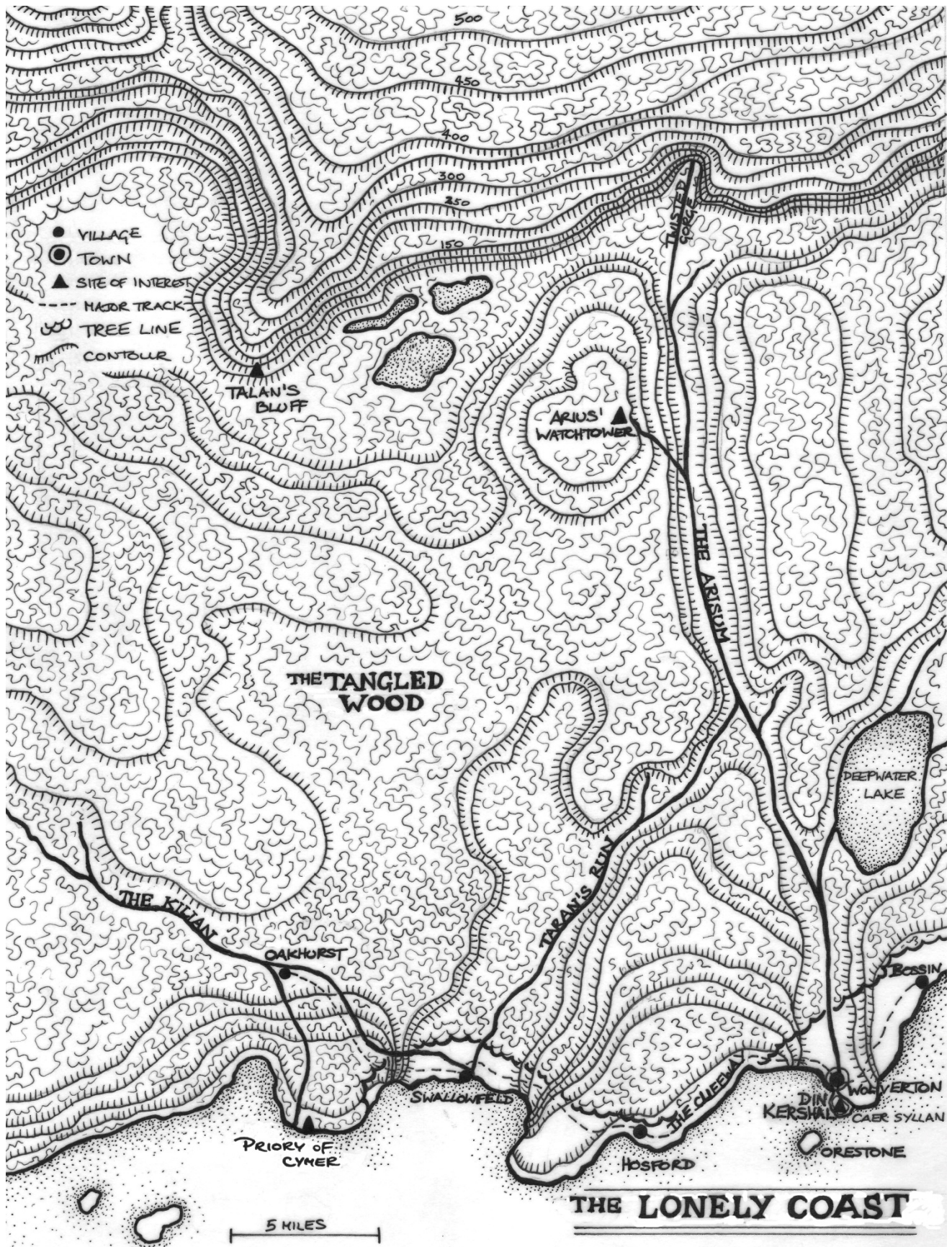
	Wolverton		
	Bossin	Hosford	Oakhurst
Bossin	1 hour	4 hours	3 hours
Hosford	4 hours	2 hours	6 hours
Oakhurst	3 hours	5 hours	9 hours

TRAVEL TIMES (40 FT. BASE SPEED)

	Wolverton		
	Bossin	Hosford	Oakhurst
Bossin	1 hour	3 hours	2 hours
Hosford	3 hours	2 hours	5 hours
Oakhurst	2 hours	4 hours	7 hours

TRAVEL TIMES (50 FT. BASE SPEED)

	Wolverton		
	Bossin	Hosford	Oakhurst
Bossin	1 hour	2 hours	2 hours
Hosford	2 hours	1 hour	4 hours
Oakhurst	2 hours	3 hours	5 hours



WOLVERTON AT A GLANCE

A sturdy wooden stockade protects the mud, squalor and noise of Wolverton, the largest settlement on the Lonely Coast and the seat of the Lochers' power. Ships crowd its docks in a bustle of commerce that flows up the Arisum and along the Cliff Way to the villages of Swallowfeld, Bossin, Hosford and notorious Oakhurst.

DEMOGRAPHICS

Ruler Therrin Bhule (aristocrat 2/fighter 4)

Government Autocracy

Population 1,923 (1,851 humans, 33 dwarves, 21 halflings, 9 half-elves, 4 elves, 3 half-orcs, 2 gnomes)

Alignments LG, NG, LN, N, LE, NE

Languages Common, Dwarf, Elven, Goblin

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

Qualities Racially intolerant (half-goblins), strategic location

Danger 0; **Disadvantages** None

TOWN LORE

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

DC 10: Wolverton is named after the vicious shadow wolves dwelling in the Tangled Woods.

DC 15: Gangs of smugglers regularly dock at Wolverton.

DC 20: Merchants plot against Lord Locher to rule Wolverton and the Lonely Coast in his stead.

NOTABLE LOCATIONS

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

1. **Artolek's Tower:** The illusionist, Artolek, dwells in this tower whose appearance constantly shifts to suit his whim.
2. **The Hare and the Ass:** Having few rooms, locals crowd its large tavern room for its fairly priced meals and ales.
3. **Kersey and Mayne:** This shop specializes in travel and adventuring equipment.
4. **Therrin Bhule's Manor:** The reeve's manor.
5. **Kiyana's Armour Shop:** Kiyana fashions and repairs armour in the workshop attached to her shop.
6. **The River's Rest:** This pleasant inn and tavern catering to outsiders stands on the Arisum's east bank.
7. **Cemetery:** Wolverton's citizens lie interred in mausoleums.
8. **Gio Varrin's House:** The inventor and tinkerer Gio Varrin creates strange wonders in his home.
9. **White Cliffs:** Wolverton's elite build their homes on the steep bluffs overlooking the ocean.

10. **The Moonlight Knavery:** Wolverton's only theatre.

11. **Wolverton Jail:** Wolverton confines its criminals in this well-maintained and well-manned prison.

12. **Justice of the Light:** A small temple dedicated to Darlen also serves as Wolverton's courts.

13. **The Veale House:** Twin witches, one mute, one blind, divine fortunes from their home.

14. **Beryan's Forge:** Beryan runs Wolverton's most prosperous smithy.

15. **Fellowship of Friendship:** This stout, richly appointed temple houses the followers of the god, Conn.

16. **The Smiling Wolf:** This seedy bar near the docks serves as the Night Reavers' base.

17. **The Goblin Hole:** Sailors often frequent this sprawling, dilapidated tavern near the docks.

18. **The Golden Turnip:** A dicing hall and brothel hides the activities of the Crazy Sharks gang.

19. **Water Meadows:** Wolverton's weekly market takes place here in this often flooded field.

20. **Kargan's Manse:** The fiery evoker Kargan the Red lives in this stout tower.

21. **Beren Skewes' Warehouse:** Skewes' warehouse serves as the hideout of the wicked Blood Weepers gang.

22. **Ahearn's Emporium:** This well to do shop serves the general populace of Wolverton.

23. **Feradul's Tower:** The secluded necromancer Feradul plots from this dark stoned tower.

24. **Docks:** Wolverton's docks are always a riotous collection of noise, sights and smells.

25. **Din Kershal:** A narrow ridge of rock connects this stony promontory to the mainland.

26. **Morveren's Galley:** A network of caves riddles Din Kershal.

27. **Caer Syllan:** The Lochers' castle rests on the western end of Din Kershal.

28. **The Arisum:** This river divides Wolverton almost in half.

LOCATIONS BY CATEGORY

Inns The Hare and the Ass, the River's Rest

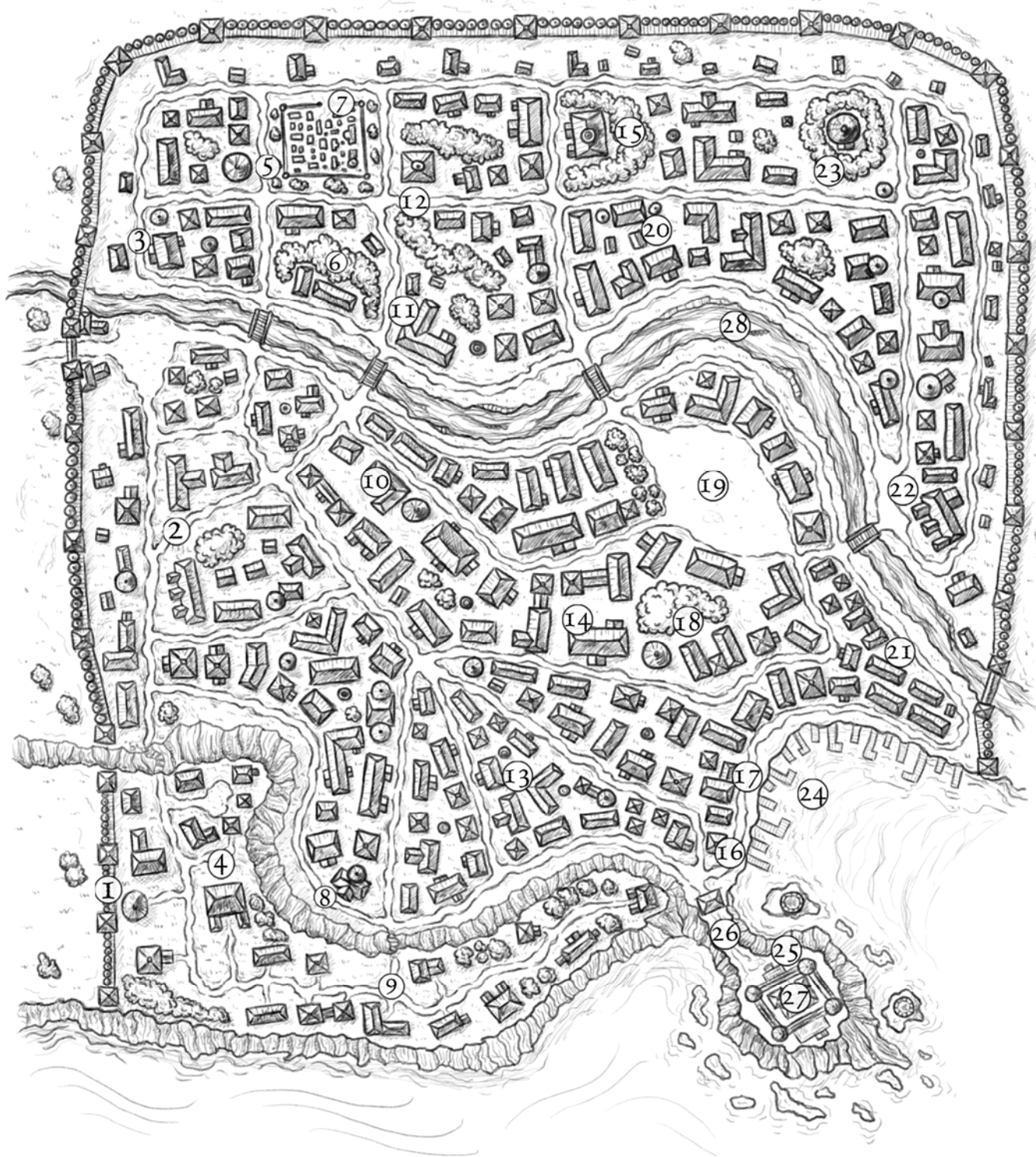
Taverns The Goblin Hole, the Golden Turnip, the Smiling Wolf

Homes Artolek's tower, Feradul's tower, Gio Varrin's house, Kargan's Manse, Therrin Bhule's manor, the Veale house

Businesses Ahearn's Emporium, Beryan's Forge, Kersey and Manye, Kiyana's Armour Shop, the Moonlight Knavery

Fortifications Caer Syllan, Din Kershal

Temples Fellowship of Friendship, Justice of the Light



INHABITANTS

Appearance Men keep their hair and beards short while women often wear their hair coiled up in buns atop their heads.

Dress Most citizens wear drab, earth and neutral tone clothing of simple tunics and breeches. Merchants wear lots of jewellery and belt their tunics with brightly coloured sashes. Jewellery is often simple, fashioned from semi-precious stones.

Nomenclature *male* Alan, Conton, Deryan, Ferrin, Nory, Tendrist; *female* Camsyn, Dory, Keryan, Odrel, Yseld; *family* Ahearn, Bhule, Jewell, Negus, Varrin.

NOTABLE FOLK

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

Alan Jewell (location 27; LN male human expert 3/warrior 2) Alan serves Lord Locher as a capable and dedicated steward.

Artolek (location 1; CN male human wizard [illusionist] 8) Artolek keeps his true appearance hidden by magic and shrouds his tower in illusion to add to his mystique.

Beren Skewes (location 21; LE male human rogue 3/expert 3) Considered one of Wolverton's "nobles" and the second richest man in town, Beren seeks to find a way into rulership.

Beryan Huln (location 14; N male human ex-paladin 3) A paladin whose vices got the better of him, Beryan is now a smith.

Cadan Manye (location 3; LN male half-elf fighter 3/wizard 3) With his gnome partner, Cadan runs a general shop catering to explorers, adventurers and the foolhardy.

Conton Willowpole (location 18; CN male halfling rogue 3/fighter 2) Conton heads the struggling Crazy Sharks gang and tries to keep peace between Wolverton's smugglers.

Digory Ahearn (location 22; LN male human expert 3) Wolverton's wealthiest and greediest merchant.

Ebrel Menadue (location 9; LN old female human aristocrat 3/bard 2) Born into money, Ebrel's social balls are the lynchpin of Wolverton's slowly emerging moneyed aristocratic class.

Enrist Negus (location 20; LE male human wizard 3) Scrawny, troublemaking Enrist, an apprentice to Kargan the Red, feels his newfound power elevates him above "common" folk.

Eseld Negus (location 20; LE female human fighter 1/rogue 1) Enrist's older and bigger sister, Eseld feels it is her duty to humiliate those who mock or disrespect her family.

Feradul Alwynnaith (location 23; LE male half-elf wizard [necromancer] 7) This brooding necromancer seeks lichdom and dominion over the Lonely Coast.

Galden Hearthtop (location 15; LN male halfling cleric 5/expert 3) Rumour has it the serious-minded Galden, Wolverton's first halfling high priest of Conn, has a bit of dwarf in him.

Gio Varrin (location 8; NG male human expert 3) Inventor and tinkerer, Gio is also the father of Hosford's current reeve.

Gor Thunderhammer (location 2; CG male half-orc expert 2/fighter 4) Gor owns The Hare and the Ass and brews a popular dark beer taught to him by the dwarven family that took him in and raised him.

Hoff Stelde (location 6; N male human expert 3) A prim and meticulous man, Hoff takes great pride in the River's Rest.

Hols Nance (location 11; LN male human fighter 6) Nicknamed "No Nonsense Nance", this grizzled warrior keeps strict order in Wolverton as the captain of the town guard.

Is't'sha'ka (location 26; LE male dark naga) This hideous dark naga recently took control of the Blood Weepers.

Jory Veale (location 13; N male human witch 4) Blind Jory, along with his mute twin sister, deal in fortunes and divinations.

Kargan the Red (location 20; CG male dwarf wizard 7) Boisterous and loud, Kargan prefers loud, flashy spells.

Kiyana Yuellywn (location 5; CG female elf expert 5/wizard [universalist] 8) This lithe armourer crafts the best armour on the coast.

Lord Kenver Locher (location 27; LN male human aristocrat 2/fighter 6) Lord Locher rules with a stern but fair hand.

Lory Veale (location 13; N female human witch 4) Mute, Lory and her blind twin brother specialize in fortune telling and divination, often of lost objects and missing persons.

Melyor Vosper (location 12; LG female old human cleric 7) The high priestess of Darlen, Melyor is Wolverton's magistrate and is somewhat hardened by years of dispensing frontier justice.

Pera Safaden (location 21; NE male human cleric 5) Turned to evil by a curse, the former lover of Bossin's Jacca Landers leads the infamous Night Reavers gang.

Ruan Kersey (location 3; NG male gnome rogue 4) Retired trapfinder and "security" expert, Ruan runs a general store with his former adventuring partner.

Tamsyn Locher (location 27; NG female human sorcerer [destined] 1) Lord Locher's headstrong daughter and only child, Tamsyn's magic powers began to manifest at her 16th birthday, a fact she hides from her father.

Therrin Bhule (location 4; LN male middle-aged human aristocrat 2/fighter 4) Therrin serves as Wolverton's loyal reeve.

Tillo Iwanda (location 10; CN male human bard 6) Exotically handsome Tillo owns Wolverton's first (and only) theatre.

Zar the Mangler (location 21; CE male half-orc barbarian 6/rogue 3) Zar's half-orc nature makes him the perfect puppet for Is't'sha'ka's as the leader of the Blood Weepers.

MARKETPLACE

Resources & Industry Farming, fishing, trade

Base Value 1,100 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th; **Minor Items** 3d4; **Medium Items** 1d6; **Major Items** –

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

- **Armour** +2 chainmail (4,300 gp)
- **Potions & Oils** *potion of disguise self* (50 gp), *potion of detect thoughts* (300 gp)
- **Scrolls (Arcane)** *identify* (25 gp), *tongues* (375 gp)
- **Scroll (Divine)** *entropic shield* (25 gp), *augury* (150 gp)
- **Weapon** +1 bastard sword (2,335 gp)
- **Wondrous Item** *cloak of resistance* +4 (16,000)

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Wolverton 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	Lord Locher wishes to expand his holdings by creating a new settlement at Deepwater Lake. He needs heroes to clear the area of monsters.
03-04	Strange things happen around Lord Locher's daughter, Tamsyn; she's rarely seen in public, now.
05-06*	The witch, Morveren, lives! She kidnaps naughty children at night and spirits them away.
07-08	Pera Safaden recently visited the temple of Conn. When she left, she looked angry.
09-10*	The ladies like that newcomer, Tillo Iwanda. They say a faraway king put a bounty on his head for stealing away his queen.
11-12	A fisherman saw something lithe and black dive from Morveren's Galley into the water.
13-14	Digory Ahearn's daughter, Jenna, eloped with the Skewes boy. Digory's been trying to track her down but he's had no luck.
15-16	Hols Nance is grimmer than usual. He worries about "dark shadows slipping into town."
17-18*	Never visit Artolek uninvited. Those who do wander forever in the maze hidden in his tower.
19-20	Kargan the Red wants to open a magical academy. He can't even control his one apprentice!
21-22	The Veale twins are an odd lot. They often talk to a third sibling who isn't even there.
23-24	Feradul seeks adventurers to explore Arius' Watchtower.
25-26	Gor brews the best dwarven beer and he's not even a dwarf! This annoys his dwarven customers.
27-28*	Therrin Bhule is plotting with Beren Skewes to overthrow Lord Locher.
29-30	Alan Jewell's been consulting with Wolverton's resident wizards about accursed Oakhurst.
31-32	That so called "wizard," Enrist, and his bully sister are always looking for a fight.
33-34	Late at night, I saw a half-goblin in Wolverton!
35-36	Beren Skewes is always interested in employing those with certain "talents."
37-38	Feradul slinks around the graveyard at night.
39-40*	The Veale twins are descended from Morveren and they curse people they don't like.
41-42	Explosions often come from Gio Varrin's house. What is that crazy old man working on now?
43-44	Some of Conn's clergy aren't happy with having a halfling high priest.
45-46	Kiyana is a great armourer but she makes her best armour only for those she considers friends.
47-48*	A shadow wolf is loose in town!

49-50	Tillo Iwanda wants Artolek the illusionist to assist him in crafting a new performance for his theatre.
51-52*	The watch commander, Hols Nance, and the high magistrate, Melyor Vosper, are lovers.
53-54	Magistrate Melyor Vosper will not rest until she has eradicated corruption from Wolverton. She particularly hates that merchant, Beren Skewes.
55-56	Beryan is in love with that elf lady in town but too shy to court her. That's why he is drinking again.
57-58	The town guard is keeping an eye on the graveyard; someone is stealing corpses.
59-60	Hoff Stelde is a bit of a cold fish but if you have a lot of coin or a bit of fame, he warms right up.
61-62*	Lord Locher's daughter is a hideous, deformed creature – some even say a demon. That's why no one has seen her lately.
63-64	No one talks about it, but Pera Safaden and that gloomy wizard, Feradul, used to adventure with Jacca Landers, the reeve of Bossin.
65-66	The soldiers report they've been seeing lone half-goblins close to Wolverton. What are they up to?
67-68	Beren Skewes was seen leaving the Goblin Hole last night.
69-70	The merchants are putting economic pressure on Lord Locher to remove Bhule as reeve and institute a merchant's council.
71-72	Ruan Kersey retired from adventuring after losing his lover during an adventure.
73-74*	Kargan is going to challenge Feradul to a duel!
75-76	Gio Varrin is working on a new invention that might actually work!
77-78	Melyor Vosper wants to crack down on the local smugglers but lacks the necessary manpower.
79-80	Enrist Negus has been spending time with the Blood Weepers. That can't be good!
81-82	The work on the jail is going poorly. The merchants keep raising the prices of building materials.
83-84	Cadan Manye keeps a special stash of magic items for sale to special customers.
85-86	I heard some dwarves talking about how to steal Gor Thunderhammer's beer recipe.
87-88*	I saw Artolek's true face – he is one of those dark skinned elves from the Ebon Realms.
89-90	Pera Safaden once saved me from being robbed; she's not as bad as people say.
91-92	More corpses float in the Arisum as the Night Reavers and Blood Weepers settle old scores.
93-94	Lady Menadue is planning a party but only the rich are invited. She's always looking for extra security.
95-96	A young girl has been asking about magic. Why doesn't she visit one the wizards living here?
97-98	Many people think we'd be better with the merchants instead of Lord Locher running things.
99-100*	Alan Jewell, Locher's steward, is an evil magician that uses his powers to enslave Lord Locher!

*False rumour

HISTORY

Over a century ago, a ship carried Lord Maban Locher and his men to the far flung Lonely Coast, a frontier area inhabited by ruthless tribes of monsters. Realizing the rich potential for gems and precious metals locked within the cliffs hugging the Lonely Coast, Maban Locher set about colonizing the unforgiving area. Setting camp on the highly defensible Din Kershal, he soon faced his first challenge. Within a series of sea caves linking Din Kershal to the mainland, lived the fearsome witch, Morveren. While the details of Morveren are lost to time, it is told that Locher and his men finally cornered the creature in her lair, slaying her and sealing whatever they found in there away. With the first threat to his plans defeated, Locher turned to the task of creating the first settlement.

While the building of *Caer Syllan* on Din Kershal progressed, those that came with Locher set up the settlement, at first nothing more than a small village, that would become *Wolverton*. Locher's second challenge came that first winter when an unnaturally organized group of wolves descended on the village. Three days the battle raged, as the leader of the pack seemingly directed the wolves' assault with something approaching human intelligence. The villagers, trapped in their homes fought back as best they could while Lord Locher led lightning quick strikes from Din Kershal before retreating. Finally, during a night of heavy snow, the wolves launched their final assault. During that epic battle, Lord Locher, despite suffering numerous wounds, slew the great wolf leader with his spear, the Locher ancestral weapon, *Eirmiir*. That battle, a great victory for the settlers, earned the village the name *Wolverton*.

Ten years after arriving at the Lonely Coast, construction finished on the impregnable fortress of *Caer Syllan*. With *Caer*

Syllan serving as a bastion against the depredations of pirates, more trade began to flow into *Wolverton* borne by the bright canvas sails of foreign ships. Meanwhile, soldiers protected the growing small town from the roving bands of half-goblins and shadow wolves lurking in the nearby *Tangled Woods*. It was also during this time that *Wolverton's* initial and quickly built wall was replaced with a new, higher stockade and the dry ditch deepened and expanded.

The criminal element soon emerged in the wake of *Wolverton's* rising prosperity. Smugglers docked their ships safely in *Wolverton's* natural harbour and began to set up bases of operations. At first, there was a rise in violence as the smugglers violently competed with each other before realizing that a truce was in their best interest, a truce that has lasted mostly intact until recently.

Today, *Wolverton* continues to grow and is now home to over 1,900 souls. This growth, however, threatens the long held power of the Lochers who have ruled the region with an iron grip for over a hundred years. A rising merchant class has begun to voice their discontent with ever rising taxes and tariffs. The thought of a merchant aristocracy sounds appealing to many of them. So far, no one has yet been able to organize the squabbling merchants into a unified force.

KINGDOM BUILDING

Wolverton makes an ideal location for rulership. Presented below are statistics for using *Wolverton* with the kingdom building rules.

The following terrain lies around *Wolverton*:

- **Farm:** Numerous small farms dot the countryside outside of *Wolverton*.
- **Mine:** *Wolverton* owes its existence to the many mines in the nearby cliffs.
- **River:** The *Arisum* runs through *Wolverton*.
- **Road:** *Wolverton* lies along the *Cliff Way*, the road that connects it to many of the other villages in the *Lonely Coast*.

Wolverton has several different kinds of building:

- ***Caer Syllan (Castle):*** This formidable castle sits on the rocky promontory, *Din Kershal*.
- ***Docks (Pier):*** *Wolverton's* docks carry the precious metals unearthed in its mines to other lands.
- ***Wolverton Jail (Jail):*** Law and order are taken very seriously, in *Wolverton*.
- ***Water Meadows (Market):*** *Wolverton* holds a weekly market here that draws large crowds.



DAILY LIFE

Wolverton's citizens might seem at first glance to be a hard and dour people. Shaped by life on the frontier, far away from any major cities and always under threat from the half-goblin tribes and other dangerous denizens of the Tangled Woods, the townsfolk know they must be on their guard. Life can be hard and short. Yet, they appreciate what they have and strive to improve their lot to give a better future to their children. The townsfolk often arise before the sun gets up to prepare for the day. After breakfast, shops open and stay open until dark. Fishermen get up even earlier, to bring the catch to the markets before they close. When night falls, doors lock, not against each other, but as a habit to protect against the terrors that stalk the night (though Wolverton is much safer than in the past). Commerce still continues on the docks but any business at night is usually of the illicit kind. For regular common folk, the evening hours are spent with family and engaging in enjoyable activities. Large families are encouraged in Wolverton, as the Lonely Coast takes its fair share of lives through disease and battle.

FESTIVALS & TRADITIONS

In late Winter, when the worse snows are over and a hint of spring tinges the air, Wolverton celebrates its victory over the wolves that assailed the town during its first winter long ago. Called "Wolves' Night," the townsfolk bake biscuits shaped like wolves and children eat sweet breads representing wolf fangs. A parade is held and some adults wear wolf pelts to scare the children while the story of that famous battle is recited.

Worshippers of Darlen celebrate the Summer Solstice to honour their god. Lighting a large bonfire on the safety of Din Kershal, the townsfolk engage in dances to call down Darlen's blessing of protection on themselves and the nearby farms. Some non-worshippers attend for the dancing and drinking but Lord Locher keeps a contingent of soldiers on duty to ensure the festivities do not get out of hand.

In the Fall, Conn decrees a holiday to foster the community spirit. Businesses stay open later than usual and offer discounts on goods and services. Neighbours often bake a special cake for one another that is eaten later that evening.

The Water Meadows hosts a weekly market at the end of the week. Most of Wolverton's merchants attend as well as some from the neighbouring towns to sell their wares. Minstrels provide entertainment and many of Wolverton's taverns set up a keg or two of their finest to slake the shoppers' thirst. Most of those attending come from the nearby villages, farms and homesteads, using the excuse to visit Wolverton and experience town life.

LAW & ORDER

Wolverton maintains a well-disciplined town guard that makes regular, routine patrols. If expecting trouble or responding to a particularly dangerous incident, a cleric of Darlen often accompanies the patrol. Troublemakers are quickly hauled off to the jail where they eventually appear in the magistrate's court. Sentences for minor crimes include time in the stocks and community service. Serious crimes such as murder warrant more severe punishment, most often hanging or execution by beheading. While Hols Nance runs a tight ship, corruption is still common among town guardsmen, especially those patrolling the docks districts who are paid to occasionally turn a blind eye.

While the Darlenites run the criminal courts, the clerics of Conn handle the bulk of other legal matters, offering their services as lawyers, mediators and adjudicators. It is not uncommon to see two Connites from the same temple passionately arguing on opposing sides of a case as victory raises one's status in the church.

Lord Locher regularly sends out patrols along the Cliffway, the road connecting Wolverton to the nearby villages. Ever vigilant for half-goblin war bands and other monsters raiding out of the Tangled Woods, these patrols are entrusted with the Lonely Coast's safety. It is a grim, hard job with little reward.

Instead of a traditional thieves guild controlling illicit activities, a number of smuggler crews fill that void. In times past, the crews formed a loose confederacy to keep an uneasy peace (though fights still occasionally occurred). Recently, two of the most powerful crews, the Night Reavers and the Blood Weepers (both under new leadership), have become increasingly aggressive. As a result, the number of dead smugglers found floating in the harbour is on the rise and the authorities fear having to intervene in a brewing war between the gangs.

TRADE & INDUSTRY

Wolverton thrives primarily on trade. Its docks reach out into a natural harbour safe from attacks under the watchful eye of Din Kershal's towers. The metals mined from Wolverton's cliffs, as well as from Hosford, along with the crops produced by Bossin and Swallowfeld, and the furs taken by Oakhurst, all flow through Wolverton onto ships bound for distant lands. Other merchants import foreign goods, moving them on caravans to the surrounding villages.

The citizens not involved with trade most commonly work in Wolverton's nearby mines or ply their ships along the coast, fishing. Those seeking more excitement (or working off a criminal sentence) join Lord Locher's militia, safeguarding the Cliffway from monstrous incursions.

SIGHTS & SOUNDS

A thriving frontier town, Wolverton's muddy streets are always a lively place.

D%			
01-02	Sailors scramble to unload crates from a recently arrived galley under a merchant's stern gaze. He screams in fury as a barrel slips off the gangplank, plunging into the water.	29-30	A woman beats the dust out of a rug hung on a line while her children play in the mud at her feet, rolling around in it like pigs.
03-04	A large, reptilian creature crawls along Artolek's Tower, howling in rage as per the <i>major image</i> (DC 17 Will) spell while people look on delightedly.	31-32	The hiss of hot steel hitting water mingles with the clangour of hammers on anvils as smoke billows forth from forges in an open air smithy. A soot-covered man mops his head with a rag.
05-06	A wagon with a busted wheel holds up traffic along one of the bridges spanning the Arisum. Irate cries ring out from the wagon travelling behind it.	33-34	A man, his head and arms locked in stocks in front of a sturdy stone building, calls loudly for a drink followed by a proclamation of his innocence. A barrage of rotted vegetables assails him, thrown by a raggedy old woman and her brood of dirty children.
07-08	A group of people crowd outside the magistrate court. They are having a heated argument about taxes being raised. They lower their voices, though, when two guardsmen wander by.	35-36	A group of skinny children run along a shingle beach during low tide on Din Kershal. They carry bags with them, looking for washed up treasure amongst the driftwood.
09-10	A family floats makeshift paper boats down the Arisum. A DC 15 Perception check detects a body floating face down in the river nearby.	37-38	The smell of salt and fish suffuses the air near the docks as a fishing boat unloads the day's catch. A cat suddenly pounces and makes off with one of the smaller fish.
11-12	At the Moonlight Knavery theatre, a man announces the new performance of "I Loved a Dragon of a Man" begins within the hour.	39-40	Merchants haggle over a bolt of silk at a stand when one of them, offended, suddenly scoops up mud and flings it at the other.
13-14	A strong smell of incense wafts from a small house. Closer inspection shows a sign above the door depicting an open eye surrounded by arcane markings.	41-42	A small boy at a stall calls out, "Fresh fish soup- the best in all of Wolverton!" He then pours a small bowl of the thin gruel for a customer, a thin old man with a pronounced limp who flashes a completely toothless smile.
15-16	A patrol of four stern-faced town guardsmen march down the street determinedly. A woman in the flowing robes of a Darlenite follows them.	43-44	The smell of cooked lamb and potatoes wafts appetizingly from a tavern with a sign depicting a rabbit and donkey. The door opens as someone leaves, letting the sound of warm laughter drift outside.
17-18	A horse-drawn carriage speeds by, splattering bystanders with mud. A group of children dart out of its way as it passes by recklessly, heading for a series of high bluffs dotted with houses.	45-46	Folks gather around a dwarf with a bristling red beard in front of a well-appointed house. With a grin, the dwarf utters the language of magic before launching a ball of fire high into the air before it explodes in a shower of harmless sparks to great applause from the onlookers.
19-20	A group of deeply tanned sailors stumble out of an inn, obviously drunk. One of them retches on the ground before passing out. His fellows leave him to his rest.	47-48	Workers load crates and barrels onto a flat bottomed river barge in the Arisum. A whiff of exotic spices hangs in the air for a brief moment as one of the crates is loaded.
21-22	A man drives a noisy herd of goats before him, heading for a large stone fortress. He argues with the guards at its outer stone ward before they begrudgingly raise the portcullis and allow him access.	49-50	A small funeral procession winds its way through town. A Connite, swinging a censer filled with thick incense, leads the group towards a cemetery filled with towering mausoleums.
23-24	An argument erupts between two men in scholarly robes wearing the holy symbol of Conn. Heatedly, they begin to debate a point of law dealing with inheritance, both men shoving books in each other's faces to make their point.	51-52	A man stumbles about as if drunk, pushing through the crowd of people. He collapses onto his knees for a moment before pitching forward into the muddy street, a dagger sticking out of
25-26	A group of children engage in a mud fight near the Arisum before an adult comes by and drags them away.		
27-28	Mailed soldiers escort a manacled half-goblin		

	his back. A DC 15 Perception check spots a red tear tattooed under his right eye.
53-54	Townfolk lay down wooden boards to serve as makeshift walkways due to the Arisum recently flooding the western half of Wolverton.
55-56	A DC 20 Perception check sees an older halfling slip a town guardsman a small pouch. The guardsman takes a quick look around before pocketing the pouch and moving on.
57-58	A pair of grizzled hunters carry the carcass of a shadow wolf on a pole down the street, heading towards a building giving off the acrid smell of a tannery.
59-60	An exotically dressed merchant, his well-oiled moustache teased into an unusual shape, steps down from a gangplank, followed by his equally exotic guards. A Wolverton merchant greets the foreigner in a strange language as he leads him into town.
61-62	Town guardsmen on a small, flat bottomed raft use poles in an attempt to fish a corpse out of the water. The strong current keeps moving the corpse away from them as they drift further downstream.
63-64	Merchants argue loudly in the Water Meadows, one of them trying to forcibly move his neighbour's stall with little luck.
65-66	A clamour arises as a man in freshly polished, silvery full plate tumbles and falls into a nearby merchant's stall, spilling fruit and vegetables. The man kicks his armoured legs and waves his arms futilely in an effort to stand up.
67-68	A horn blows a loud, long note. With a groan of protest, the portcullis protecting Caer Syllan rises and a group of mailed soldiers on horseback thunder out.
69-70	Small fishing boats sail towards Wolverton, avoiding the wake of a larger ship, bearing a flag of a distant country heading into port.
71-72	A wagon bearing vegetables almost tips over as the horse pulling it suddenly rears up to avoid a group of children that ran in front of it. The wagon driver curses vehemently as he regains control of the wagon.
73-74	A beautiful elven woman wearing a blacksmith's apron inspects a pair of daggers at a stall before shaking her head in disapproval while the merchant looks on nervously.
75-76	Dogs growl at one another over a pile of discarded fish head and guts. Both dogs sport battle scars from previous fights. They are interrupted by a sea gull that swoops in and makes off with the choicest guts.
77-78	Pedestrians clamber over narrow, crooked foot bridges criss-crossing the Arisum. Below, a flat

	bottomed river barge barely makes it under one of the teetering bridges as it passes below.
79-80	Barefoot women walk through the muddy streets, baskets of laundry held high, heading towards the Arisum where a number of other folk busily wash clothes in the river.
81-82	Seagulls caw greedily as they swoop down on piles of refuse piled between the narrow, cramped buildings along the docks. The smell of rotting fish taints the still air, while beyond, the sea drifts lazily at low tide.
83-84	Workers mill about the Wolverton jail, hammers at work as they construct scaffolding to erect the first wall of what appears to be a new wing. A prisoner yells invectives at the workers from behind a barred window.
85-86	Private guards escort a group of richly dressed townfolk towards a paved road that winds up a set of steep sided bluffs where a row of houses perch glowing red in the setting sun.
87-88	The rich smell of cooked crab and warm bread wafts invitingly from a pleasant two-storey inn sitting on the eastern bank of the Arisum. A servant diligently washes even the slightest smudge off the clear glass windows.
89-90	A beggar picks through a pile of refuse behind a tavern, holding up discarded wine flasks in the hopes of getting a drop before tossing them away. A town guardsman passes by him without even a glance.
91-92	A merchant sits behind a stall, weighing small silver nuggets against a stack of foreign coins on a large set of scales while an exotically dressed woman, a large snake wrapped over her shoulders, looks on with a bored expression.
93-94	People mill noisily around a large, open air market, haggling at numerous merchant stalls while the delicious smells of fish and crab stew drift in the air. A bard plays a jaunty tune on a wooden flute while another juggles burning torches. A fearsome looking half-orc grins as he taps a keg of golden brown beer.
95-96	Loud whistling noises and something sounding like a small explosion erupt from a large house. Oddly enough, passers-by do not even give it a second glance, just nodding knowingly.
97-98	A scrawny man in a robe and another man with a sword circle one another while a crowd looks on. The scrawny man shoots a jet of fire and the swordsman flees into the crowd.
99-100	Smoke rises from the chimneys of many small wood and stone houses, blown away by a wind heavy with the smell of salt and fish.

EVENTS

The events below can be used randomly or inserted into your adventure to add some local colour.

D%		
01-02	As the PCs navigate the streets, they see people turn and run in terror. Ahead, flames shoot from a young woman's (Tamsyn Locher) hands, igniting a nearby stall as she screams in terror, yelling "No, not again! Help, please!"	25-26 A group of young women surround the PCs, placing garlands on their heads before skipping off as suddenly as they appeared.
03-04	A hunched figure in a heavy cloak bumps into one of the PCs. A DC 20 Perception check notices it is a disguised half-goblin (here to deal with one of Wolverton's smuggling gangs).	27-28 People run by carrying buckets of water. Ahead, flames crawl along the upper storey of a tall house where a woman by an open window cries for help.
05-06	A street urchin offers a PC a free bowl of stew. If the PC accepts it, the stew tastes rather bland. The urchin then attempts a Sleight of Hand check (+1) to steal the PC's coin pouch.	29-30 Kargan the Red approaches the PCs, if he sees a wizard type in the group. He asks that PC if he wants to have a fireball shooting contest. The loser has to buy dinner at the River's Rest.
07-08	One of the PCs matches the description of a man wanted by the guard. A patrol intercepts the PCs, demanding that particular PC comes along quietly and without trouble.	31-32 A man runs out of the Ahearn General Store, careening towards the PCs as he clutches something against his chest. A merchant in the store's doorway yells, "Thief!"
09-10	A man in stocks outside the Justice of the Light yells to the PCs to free him. Proclaiming his innocence, he tells of a small fortune hidden away he will give them. It is, of course, a lie.	33-34 A man thrusts a piece of paper at the PCs asking them to sign it. It is a petition to Lord Locher to lower taxes.
11-12	A desperate woman approaches the PCs. She is seeking her brother who was last seen at the shingle beach around Din Kershal. She is afraid either the tide got him or worse, that he went exploring Morveren's Galley.	35-36 A knife fight breaks out between a man and halfling. The halfling nimbly dodges out of the way, causing the other man to inadvertently attack a random PC (+2 melee, 1d3-1 damage).
13-14	A young sea drake attacks fishing boats a few hundred yards off the docks. A DC 15 Perception check notices a harpoon sticking out of the beast. The pain is driving it berserk.	37-38 An attractive woman in a tight gown approaches a PC and offers him a free drink at the Golden Turnip.
15-16	A wagon, with a broken wheel, blocks traffic on one of the larger bridges crossing the Arisum. Its two drivers, a gnome and a half-elf, notice the strongest PC and beckon him over for help.	39-40 A chamber pot dumped out of a window may hit a random PC. That PC must make a DC 10 Reflex save to avoid getting covered in the chamber pot's foul contents.
17-18	Tillo Iwanda approaches the PCs near the Moonlight Knavery, targeting the PC with the highest Charisma score. He tells the PC he has the perfect look for his new play.	41-42 A richly dressed merchant looks the PCs up and down and then offers the one with the highest Strength score 10 gp to serve as his bodyguard at his stall in the Water Meadows. He is afraid someone will steal his favourite spot there.
19-20	Near Artolek's tower, a green dragon (a <i>major image</i> [DC 17 Will]) materializes and lashes out at the PCs. If they react aggressively, nearby townsfolk howl with derisive laughter.	43-44 A fierce looking half-orc appears in the doorway of the Hare and the Ass. He asks the PCs to come in and try a new ale he has been working on. The first pint is on him, he says.
21-22	Beryan stumbles out of a tavern and collapses in front of the PCs. With tears in his eyes, he retches and then whispers the name "Kiyana" before falling unconscious at their feet.	45-46 A group of men gather in a square, loading crossbows. When they see the PCs, they call them over and explain that somehow there is a shadow wolf loose in town. There is a 50 gp bounty for its head.
23-24	The PCs hear the cry of a small boy. The tide is coming in, causing the shingle beach around Din Kershal to disappear. The lad has climbed as high as he can but he cannot hold on long before the rough waves claim him.	47-48 A seedy looking man in a fine tunic approaches the PCs. He explains that his master (Beren Skewes) is always looking for men of talent if they are interested in work.
		49-50 Along the docks, two merchants argue about who makes the best fish stew. Seeing the PCs, they ask they assist them in a blind taste test. Both stews are equally bad.
		51-52 Enrist Negus bumps into a random PC. Infuriated, he turns on the PC, demanding an apology. If not given one, he immediately challenges that PC to a duel.

53-54	Townfolk begin heading towards Din Kershal. If the PCs ask why, they are told Lord Locher is holding an important meeting concerning Wolverton and the future of the Lonely Coast.
55-56	As the PCs pass by the Goblin Hole, a bar fight spills out onto the street, quickly encompassing them. A drunk swings a chair at a random PC (-2 melee, 1d6+1 nonlethal damage).
57-58	A loud explosion sounds from Gio Varrin's house followed swiftly by roiling smoke pouring from the windows. The door opens and Gio Varrin stumbles out, bumping into a random PC.
59-60	The PCs see a pair of feet lying in an alleyway suddenly disappear, dragged away. If they investigate, they see a member of the Night Reavers dragging off a slain Blood Weeper.
61-62	A town guardsman approaches the PCs, showing them a sketch of Tamsyn Locher. The guardsman claims Tamsyn went missing yesterday afternoon. There is a 100 gp reward for those who find her.
63-64	Two farmers argue over a milk cow while a bushy bearded halfling (Galden Hearhtop) listens patiently in front of the Fellowship of Friendship. The cow moos loudly as the PCs approach and the argument shows no sign of subsiding.
65-66	A woman sobbing inconsolably bumps into the PCs. She apologizes, explaining she just visited the Veale twins who (falsely) accused her husband is having an affair.
67-68	A man or woman approaches a random PC, explaining that he/she has seen them around town and would like to know if that PC would accompany him/her to a performance at the Moonlight Knavery that night.
69-70	A narrow pier suddenly collapses, dumping 1d4 people into the cold water. They flail about, yelling for help. PCs diving into help must make DC 15 Swim check to aid the swimmers
71-72	A Connite approaches the PCs to inform them that this week for anyone who attends tomorrow's service, spellcasting services at the temple are half-off the usual price.
73-74	A town crier announces the town gates will be closed in the afternoon due to a sightings of shadow wolves. He seems incredulous if the PCs haven't heard of shadow wolves.
75-76	The door at the Smiling Wolf suddenly opens as a sailor is tossed out by the barkeep. Standing, the sailor looks perplexed. Completely sober, he asks the PCs, "Do you know why they wouldn't serve me a drink?"
77-78	A man in a fine gold threaded doublet approaches the PCs. He inspects them for a moment before nodding in appreciation. He explains Lady Menadue seeks capable individuals to provide security at a ball she is throwing in two days' time.

79-80	The PCs stumble upon a wounded town guardsman. The guard (0 hp) looks surprised by the wound staining his abdomen before looking at the PCs and falling unconscious (-1 hp). If revived, he has no recollection of his attacker's description or identity.
81-82	As the PCs cross the Arisum, the dead body of an ally drifts below past them.
83-84	Eseld Negus struts down the street. She winks at the male PC with the lowest Charisma before moving on.
85-86	A man sobs in an alleyway as the PCs pass by. If they inquire, he states he is a visiting merchant but was robbed by men who all had a single red tear drop tattooed under their right eye.
87-88	While on the street or in a tavern, the PCs hear a group of men discussing infiltrating Artolek's tower to steal a great treasure. It is clear they are still looking for a suitable wizard.
89-90	A sudden, pounding rain starts, sending townfolk scurrying inside. The already muddy streets become even more swollen and count as difficult terrain.
91-92	As the PCs pass by the Light of Justice, they notice a group of townfolk gathered around a makeshift gallows. A condemned man, noose around his neck, smiles at the PCs as the platform below him is dropped.
93-94	Townfolk unhappy with a tax increase riot near the docks, tossing crates of goods into the water. The towns guard begin taking aggressive actions which only seems to make the situation worse.
95-96	The PCs see a town guardsman hanging a wanted poster for a vicious half-orc smuggler named Zar the Mangler. As soon as the guard leaves, another man with a red tattoo under his right eye walks up and pulls the poster down.
97-98	Wolverton is abuzz with news about Lady Menadue's upcoming costume ball featuring a performance from Tillo Iwanda and maybe even illusions provided by Artolek.
99-100	Near the docks, the PCs notice one of Locher's soldiers floating in the water. A DC 15 Perception check notices a pair of large bite marks on soldier's neck as if bitten by a large serpent.

NOTABLE LOCATIONS

1: ARTOLEK'S TOWER

Often identified as one of the "wonders" of Wolverton and a frequent stop by visitors, Artolek's tower is covered in shifting and changing illusions of fantastical structures and outlandish designs. Not much is known about Artolek (CN male human wizard [illusionist] 8) except that he arrived many years ago and built a tower under the secrecy of night, by day hiding its ongoing construction in illusions. Few have claimed to have seen Artolek, though most know he could easily pass unnoticed if he chose, and those that have cannot agree on what he looks like. While Artolek wishes to study in peace, he is a bit of a showman and enjoys the excitement the illusions surrounding his tower (and the rumours surrounding him) provoke.

2: THE HARE AND THE ASS

A stone foundation props up this mostly wooden two-storey inn and tavern with rough cut glass windows and a slightly sagging roof. A faded, but legible sign depicts a race between a rabbit and a donkey with the rabbit just barely ahead. Two hearths sit at either end of a large, cosy common room. The tables and chairs, though worn with age and use, appear sturdy and comfortable. A creaking, spiral staircase leads up to the smaller second floor given over to rooms containing simple but mostly clean accommodations can be found.

While its previous owner never found fortune or fame running the inn, its new proprietor has raised a few eyebrows. Gor Thunderhammer (CG male half-orc expert 2/fighter 4), raised by the nearby Thunderhammer clan after he was taken in when the dwarves defeated his tribe, recently bought the languishing inn. Though a half-orc, as an official member of the Thunderhammer clan Gor was taught the secret of their special beer recipe, a beer that sees numerous locals bellying up to the bar to buy a pint or two. A number of competitors, a few wealthy merchants, and even some dwarves, have offered Gor a large sum of money for his secret recipe which he refuses, on his clan's honour, to share.

3: KERSEY AND MAYNE

Advertised as a shop catering to explorers, its owners, retired adventurers Ruan Kersey (NG male gnome rogue 4) and Cadan Manye (LN male half-elf fighter 3/wizard 3), live and operate their business out of this two-storey wood and stone building. Unlike a general store, Kersey and Mayne's focuses on gear specific to adventuring – from common tents and bedrolls to more unusual items like thunderstones and sun rods. They buy and sell minor magic items, mostly scrolls and potions, though occasionally the odd minor wondrous item or enchanted weapon is also available.

Ruan and Cadan enjoy regaling customers with tales of their own exploits, most occurring in distant lands, though they have explored points of interest around the Lonely Coast. If asked why they settled down, the pair suddenly grow quiet – a past tragedy with their old adventuring party still weighs heavily on their hearts. Some speculate that running the shop is a way to commemorate the memory of their old companions.

4: THERRIN BHULE'S MANOR

As Wolverton's reeve, elected to his position by Lord Locher, Therrin Bhule (LN male middle-aged human aristocrat 2/fighter 4) lives in this stone, two-storey manor house. An ex-soldier, Therrin saved Lord Locher's life more than once as a young man on campaigns against various half-goblin tribes. Earning Lord Locher's trust, Therrin found himself elevated to the responsibility, and the headaches going along with it, as the reeve of Wolverton. Therrin's loyalty to Lord Locher has never wavered, earning him the enmity of some of the merchants, in particular, Beren Skewes. Therrin knows that one of the maids in his employ is a spy for Beren and keeps her employed to feed the treacherous merchant false information.

5: KIYANA'S ARMOUR SHOP

The constant sound of hammering reverberates from this large, round stone building sporting unusually curved windows in an elven style. Inside, shopkeepers meticulously tend to finely wrought suits of armour on display and it is obvious the hammering noise comes from the workshop comprising the back half of the building.

Kiyana Yuellywn (CG female elf expert 5/wizard [universalist] 8) forges all the armour sold here and any standard armour that is chainmail or cheaper can be found. Kiyana takes commissions to fashion more expensive and elaborate armour of masterwork quality. An unusual elven smith, Kiyana found that even with her long life, she could not obtain the level of artistry she longed for living with her kin. Instead, living amongst humans with their short, frantic lives, greatly inspires her. Kiyana carefully guards the fact she is also a wizard but those that do befriend her, find her willing to craft enchanted armour for the normal prices.

6: THE RIVER'S REST

This stout wood and stone two-storey inn and tavern, resting on the banks of the Arisum, displays a well-tended sign detailing the flowing waters of a river between two rounded banks. Its windows are fashioned from high quality glass and polished to a high gloss.

Wolverton's priciest inn, the River's Rest caters mostly to visitors and its owner and manager, Hoff Stelde (N male human expert 3) ensures they are well-taken care of in clean and comfortable rooms. Hoff only employs professional cooks for the kitchen and can boast of an impressive wine cellar. Hoff dreams of improving his standing with the richer citizens living on the White Cliffs. He can sometimes be a bit clingy and over-

accommodating to famous guests or those displaying true wealth. Hoff often passes information about his guests to Beren Skewes (location 21) who beguiles him with future promises of wealth and fame.



7: WOLVERTON CEMETERY

Wolverton's often soggy, muddy ground is not ideal for traditional burials so its citizens set aside a plot of land to construct large mausoleums for their dead. Many families have modest tombs while the rich adorn theirs with depictions of angelic creatures. Despite the grim dark stone, many of these monolithic mausoleums and tombs display great artistry of design. Rich families hire artists to chisel their history into the stone. Feradul (location 23) occasionally sneaks into the cemetery to steal corpses for his vile experiments and research.

8: GIO VARRIN'S HOUSE

Located in the western section of Wolverton, Gio Varrin's (NG male human expert 3) neighbours moved their houses due to the numerous explosions and occasional fires that issue forth from the house. Many see Gio Varrin as a menace, but the eccentric inventor has the patronage of Lord Locher and some of the wealthier merchants who see the wizened old man as a genius. Certainly, some of his inventions have proved at least promising if not entirely useful yet. Gio also dabbles in making alchemical items which he sells at a 20% discount. However, there is a 10% chance the item will not work when activated.

Gio is very proud of his only son, Pio (NG male human rogue [investigator] 4), who recently became the reeve of Hosford (as a pretence to conduct an investigation into a rash of disappearances there).

9: WHITE CLIFFS

So named for the salty residue left by the waves crashing against them this series of steep sided bluffs hosts Wolverton's richest citizens.

Rising well above Wolverton's flood prone western section, the White Cliffs offer spectacular views of the sea and allow its rich residents to literally look down on the poorer townsfolk. Lead by socialite Ebrel Menadue (LN old female human aristocrat 3/bard 2), Wolverton's richest are slowly transforming themselves into the Lonely Coast's aristocratic class, using their wealth and influence to put political pressure on Lord Locher. In particular, Beren Skewes (LE male human rogue 3/expert 3) seeks a way into lordship, cultivating men and influence while his hands dip into many pockets.

HOOK: MISSING SON

Gio Varrin (location 8) is worried about his son, who has not returned several of his letters. If the PCs visit the old inventor in search of alchemical items, he begs them to travel to Hosford to make sure Pio is safe.

10: THE MOONLIGHT KNAVERY

A high wooden wall surrounds this open air theatre. Rows of wooden benches lead down to a low stage connected to a sprawling wood and stone building housing the props, dressing rooms and living quarters of its proprietor, Tillo Iwanda (CN male human bard 6). A ticket booth outside stands next to the wide, garishly painted doors leading inside.

During inclement weather, a large canopy runs from the stage over the benches. A recent newcomer to Wolverton, Tillo puts on plays, mostly comedies to lighten the spirits of the dour citizens. Most see him and the actors that flock to him as vagabonds and wastrels. This is often opined by the menfolk as many of the female citizens seem strangely drawn to the dark and mysterious Tillo. No one knows truthfully why someone like Tillo would set up a theatre in Wolverton, so rumours abound that Tillo stole the love of a foreign queen from her king or pilfered a powerful relic from a former patron. Tillo shares nothing of his past, instead concentrating on making his performances more of a spectacle. He is especially interested in anyone displaying magic talents – particularly in the conjuration and illusion schools of magic.

11: WOLVERTON'S JAIL

This sturdy two-storey stone building is being expanded; a half built wall supported by wood scaffolding shows where the new wing will stand. Hols Nance (LN male human fighter 6) serves as commander of the town's guard. A former soldier, Hols Nance does his duty with a grim determination, his face, covered by a grey-grizzled beard, never cracking a smile.

As Wolverton continues to expand, crime has increased and Hols recently received the funds to construct a new wing. The recent rash of murders between the smugglers worries him but the town guard does not have the same influence along the docks as in other parts of town. Still, Hols sends out ever more alert patrols looking for trouble. Often, a priest of Darlen accompanies the patrol as the two groups have a good working relationship with one another.

HOOK: MISSING BODIES

The PCs hear of bodies disappearing from the cemetery and rumours of a necromancer raising an army of the undead to overthrow the Lochers. Several folk swear they saw a heavily cloaked figure working in the graveyard late at night. (This was Feradul [location 23] gathering bodies for his experiments).

12: JUSTICE OF THE LIGHT

An elegant stone and wood two-storey building, the temple of Darlen also serves as Wolverton's magistrate's court. Its courtroom glows with the dark brown shine of mahogany, intricate scrollwork etched in the furniture comprising the room. The high priest, Melyor Vosper (LG female old human cleric [Darlen] 7), also serves as the high magistrate. A stern but fair woman, years of living in a frontier town have hardened her heart to pleas for mercy. It is not uncommon to see at least one person in the stocks in front of the temple for even the lowliest crime. Melyor despises the corruption she sees amongst many of the merchants and the smugglers, driving her to stay on as the high magistrate when she should retire. Whereas Conn's priesthood focuses on law in regards to disputes in the community, the priests of the Justice of the Light often work with the town guard to assist in criminal investigations and keeping the peace.

13: THE VEALE HOUSE

A sign depicting a single glowing eye surrounded by arcane symbols rests over the door of this small, wooden house. Inside, the smell of strong incense clings to old, moth eaten furniture where the twins, blind Jory Veale (N male human witch 4) and mute Lory Veale (N female human witch 4) run their fortune telling and divination business. Though they have access to spells like *augury*, they have little true success in predicting the future or find missing people or objects. Still, when people are desperate and have no other options, they seek out the unusual twins. Over the years, the twins have developed a unique way to communicate with one another that seems almost telepathic, but in reality consists of a series of touches and odd rappings on objects. Some speculate they are not in reality twins, but triplets with a third sibling being so monstrous that it is hidden away.

14: BERYAN'S FORGE

Thick smoke constantly billows from this open air workshop. An attached stone house serves as the residence for Wolverton's most acclaimed smith, Beryan Huln (NG male human ex-paladin 3). A former paladin of Darlen, drink and women and, as most

HOOK: TWO FACES

Pera Safaden has temporarily thrown off the magic of the helmet controlling her. The PCs observe her crying in the street, before composing herself and entering the Smiling Wolf. If they investigate, the helmet has reasserted control of the unfortunate cleric.

like to speculate about, a dalliance with a demonic woman lead to Beryan's fall from grace. Now, Beryan focuses on the simpler things in life to keep himself clean from his past sins. In addition to common everyday items, rich patrons seek Beryan out for his unique metal sculptures, often depicting fantastical creatures and titillating women. Beryan seeks frequent advice from armourer, Kiyana, with whom he is secretly in love. Recently, his sculptures have taken on a darker tone and friends worry about him slipping back into his old ways.

15: FELLOWSHIP OF FRIENDSHIP

An expertly crafted large stone building, this temple of Conn features stained glass windows, a rarity in Wolverton, depicting Conn and his servitors. Inside, thousands of lit candles glow in elaborately wrought candelabras while fragrant incense burns to create a sense of peace, harmony and unity.

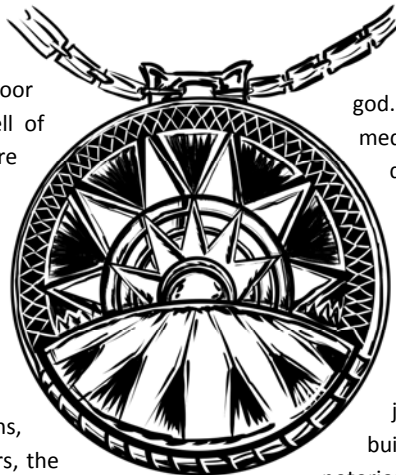
Galden Hearthtop (LN male halfling cleric 5/ expert 3), a bushy bearded halfling, leads the worship of Conn in Wolverton as is its first demi-human high priest. This does not sit well with some of the more conservative clergy who feel Conn is a "human" god. Priests often take the roles of lawyers, mediators and law experts to assist in settling legal disputes in Wolverton (leaving the criminal matters to the Darlenites). It was exactly Galden's persuasive ability to present a case that landed him the high priest role.

16: THE SMILING WOLF

A leering wolf holding a human in its slaving jaws graces the sign over a ramshackle, dank building, a tavern that serves as the hideout for the notorious Night Reavers smugglers. Inside, filthy tables crowd together uninvitingly while a bartender serves watery beer in dirty mugs to keep most visitors away.

A hidden trapdoor in the backroom leads down into the smuggler's base, a series of cramped, earthen rooms and tunnels leading out to where the Arisum's estuary dumps into the sea.

Pera Safaden (NE male human cleric [Braul] 5) heads the Night Reavers. Once a follower of Darlen, a magical helmet transformed her values and morals and she quickly fell into Braal's clutches. Sometimes, the helmet's magic wavers and she regains control of her true self but so far no magic has been strong enough to utterly break the helmet's control over her. Under the helmet's spell, she drives the Night Reavers to increasing savage acts of violence.



17: THE GOBLIN HOLE

Rumour holds that a half-goblin founded this tavern, building it from driftwood and other material he could scavenge since no one would sell to him due to his heritage. The building certainly looks like an inferior architect fashioned it — its pitched roof leaning at awkward angles over crooked walls. Sailors stopping at Wolverton frequent this raucous bar for its cheap drink and its specialty brew — Goblin Grog, which, true to the tavern's supposed founder, is made with whatever is found at hand.

Wolverton's notable citizens sometimes send agents to the Goblin Hole to hire outsiders to do the clandestine tasks and other jobs they wish to remain secret from prying eyes.

18: THE GOLDEN TURNIP

A gaudy sign displaying a halfling pulling a yellow turnip adorns this wood and earth building located in Wolverton's western district. Visitors enter a lobby where a primly dressed halfling escorts them either to a door on the right (the gambling hall) or a door on the left (the brothel). A place frowned upon by many of Wolverton's more conservative citizens, neither business is illegal and thus as long as the Golden Turnip pays its taxes, and its customers stay out of trouble, the law leaves it alone.

As profitable as a business as it is, the Golden Turnip serves as a front to the Crazy Sharks smugglers, led by old seadog, Conton Willowpole (CN male halfling rogue 3/fighter 2). The Crazy Sharks have seen better days as the truces that once allowed the smuggler gangs to operate peacefully has been broken by the power mongering between the Night Reavers and Blood Weepers. Conton tries to get the gangs to coexist peacefully, but only sees his efforts end in bloodshed as the rival gangs gain in power at the Crazy Sharks' expense.

19: WATER MEADOWS

A piece of land too soggy to build on in Wolverton's western district known as the Water Meadows hosts a weekly market. Merchants travel from the nearby villages to sell their wares at this open air market that attracts a large number of outsiders to Wolverton. Stalls from local taverns and a number of entertainers make the weekly festival a high point of the week

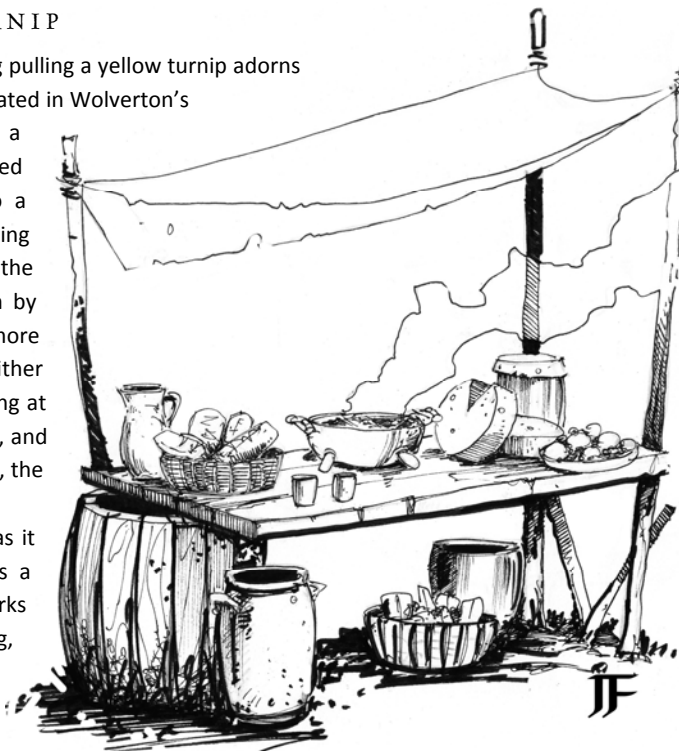
and gives the hard working townfolk a chance to relax. Games of chance and skill are also held, adding to the mystique and excitement of the market.

The town guard makes its presence known to keep the peace and resolve any quarrels, usually between the merchants who, arriving early to set up at the best spots, accuse one another of trying to encroach on their stall or stealing their spot.

20: KARGAN'S MANSE

An elegant two-storey building crafted from magically infused, red-hued rock serves as the home of Wolverton's fiery evoker, Kargan the Red (CG male dwarf wizard [evoker] 7). Kargan started his life as a miner with a penchant for demolition and a sharp mind that eventually lead him to study the magical arts.

With little interest in magic amongst his kin, Kargan wandered in his younger years before settling in Wolverton. Possessing a genuine love for magic, the gregarious wizard seeks to take other young wizards under his wing. However, his desire to see only the good in others sometimes blinds him to their faults, like his current apprentice Enrist Negus (LE male human wizard [evoker] 3), a once bullied boy who now uses his new powers to lash out at others. Enrist is fond of engaging in duels with others over imagined slights. Kargan wishes to take in more apprentices and is always willing to give magical advice to those in need, for a modest fee.



HOOK: SENSELESS BLOODSHED

Conton Willowpole (location 18) has begun to suspect there is more to the battles raging between the Night Reavers and Blood Weepers than mere competition between rivals. He contacts the PCs and asks them to investigate. He doesn't do this out of any civic duty; rather he worries about his own position and profits.

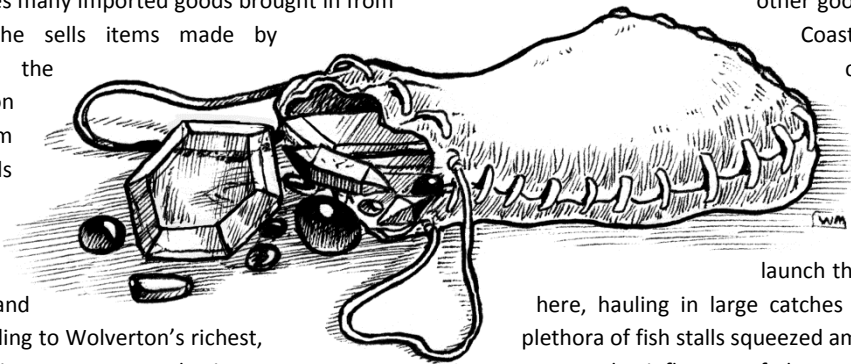
This adventure hook will likely lead the PCs into conflict with both the Night Reavers and Blood Weepers and may even lead them to the Morveren's Galley (location 26) in the bowels of Din Kershal (location 25).

21: SKEWES' WAREHOUSE

A trading merchant, Beren Skewes (LE male human rogue 3/expert 3) utilizes a large wooden warehouse near the docks. Recently, he has allied with the fearsome Blood Weepers smuggling gang and it now serves as their base. Skewes hopes to use the Blood Weepers to form his own powerbase to bully and intimidate the other merchants. Skewes, however, is unaware the Blood Weepers supposed leader, Zar the Mangler (CE male half-orc barbarian 6/rogue 3), is under control of Is't'sha'ka (LE male dark naga). Is't'sha'ka uses Zar to manipulate Beren Skewes for his own devious ends. Oblivious, Skewes now serves as an unknowing agent of the naga, which delights the foul creature. Skewes is always looking to add to his ranks and recently has been courting the ill-tempered Negus siblings.

22: AHEARN'S EMPORIUM

A long two-storey stone building with expensive glass windows holds Wolverton's largest and most prosperous general shop, owned by the wealthy merchant Digory Ahearn (LN male human expert 3). Ahearn carries many imported goods brought in from distant shores plus he sells items made by craftsmen from the surrounding villages on commission. The bottom floor caters to the needs of everyday Wolverton citizens while the top floor contains more exotic and expensive goods appealing to Wolverton's richest, including some magic items. An astute businessman whose business ventures are legitimate, Digory uses his fortune and influence to undercut and squash competitors. He absolutely despises his rival, Beren Skewes, an unscrupulous man whose deals are getting more dirty and illicit by the day.



23: FERADUL'S TOWER

An aura of cold malice wraps around this tower fashioned of blackened stone and fire-twisted iron. This is the home of Feradul Alwynnaith (LE male half-elf wizard [necromancer] 7) and is a cold, dark and uncomfortable place shunned by the townsfolk. A former adventuring companion of the reeve of Bossin, Jacca Landers, Feradul uses the fortune he amassed to study the dark arts of necromancy. He resents his weak human side and yearns for the immortality that should have been his as a full-blooded elf. Therefore, he has already started down the long path to lichdom, often hiring adventurers to search ancient ruins in search of the objects and information he needs. Feradul cultivates relationships with numerous half-goblin tribes and plans to take the Lonely Coast by force when he becomes a lich.

24: DOCKS

Numerous wooden piers jut out into the water from a natural harbour forming Wolverton's liveliest district. Ships come from all over, bringing in goods and exporting the precious metals and other goods produced in the Lonely Coast. Noisy, muddy and colourful, the dock district contains many warehouses amidst small taverns catering mostly to sailors. Wolverton's citizens launch their own fishing boats from here, hauling in large catches of fish and crabs for the plethora of fish stalls squeezed amongst the other buildings. Here the influence of the towns guard is the weakest, with rich merchants and smugglers plying them with coins to allow them to bring in illicit goods or to bring the iron fist of justice to a competitor. Additionally, regular boat patrols from Din Kershal are enough to deter all but the most desperate of pirates from preying on the ships coming and going, their fat hulls laden with gold and trade goods.

MAJOR SMUGGLER GANGS OF WOLVERTON

NAME	LEADER	HEADQUARTERS	NOTES
Blood Weepers	Zar the Mangler	Skewes' Warehouse (Area 21)	The dark naga Is't'sha'ka controls Zar and secretly leads this gang.
Crazy Sharks	Conton Willowpole	The Golden Turnip (Area 18)	The least of the three major smuggling gangs, the Crazy Sharks crave (and need) an end to the current cycle of violence.
Night Reavers	Pera Safaden	The Smiling Wolf (Area 16)	Pera Safaden is under the curse of a magical helmet which drives her to commit increasingly terrible acts.

25: DIN KERSHAL

Din Kershal rises out of the nearby sea, a giant monolith of sea slick granite connected tenuously to the mainland by a steep, narrow ridge of stone. At low tide, a small shingle beach hugs the ridge, curving along Din Kershal's northern side.

A number of smaller promontories ring Din Kershal. Two watchtowers on the larger southern promontories and eastern side guide ships into Wolverton's harbour and keep watch for the pirates lairing in the Lonely Coast's many coves.

Din Kershal rises 50 ft. higher on its western cliffs than its eastern side. Here stands the great fortress of Caer Syllan. From its battlements its sentinels have a commanding view of the surrounding area. In times of trouble, Wolverton's citizens take refuge on Din Kershal and occasionally bring their livestock to graze its tough grass. A small natural garden is maintained in the folds of the rocks for the women of Lord Locher's court.

26: MORVEREN'S GALLEY

A large sea cave, like an unattended cavity in a tooth, bores through Din Kershal. Named after the witch rumoured to once live there when Maban Locher first settled the area, most of the cave system is accessible only at low tide, flooding almost completely at high tide.

Over the years, a few treasure hunters have attempted to explore Morveren's Galley and its side caves. Most misjudge the tides and are never heard from again and those that do return come back empty handed. Most sensible people avoid the place, tales of Morveren, in some a vampire, in others a degenerate half-goblin, keep them away.

Recently, a vicious dark naga, Is't'sha'ka (LE male dark naga), took up residence in the higher caves. The naga, a refugee from a distant land, sees Wolverton as an easy target to rule and live a life of decadent luxury. His first step was to charm its way into the Blood Weepers smuggling gang. Is't'sha'ka keeps his identity secret from the populace of Wolverton, using Zar the Mangler (CE male half-orc barbarian 6/rogue 3) as the face of the gang. The naga has not explored all of Morveren's Galley yet – the former witch's private chambers have been sealed with rock and magic wards.

HOOK: FLOTSAM & JETSAM

The bodies of three adventurers wash up on Din Kershal's northern shingle beach. The bodies are horribly battered and smashed – a legacy of the sea's rough treatment – but all are also burnt by magic. Lord Locher commands those finding the bodies to secrecy, but inevitably rumours escape into the town. It is not long before rumours of Morveren's (location 26) return circulate through the town.

27: CAER SYLLAN

The impregnable fortress of Caer Syllan looms over Wolverton, a great watchful eye made from stone perched on Din Kershal. An earthen ditch bounds its lowest ward protecting access to the promontory while its upper and inner wards ramble along the top of Din Kershal before they meet the keep and towers of Caer Syllan along Din Kershal's higher western side.

From here, the Lochers have ruled the Lonely Coast for a hundred years, constantly battling against the fell creatures and monstrous tribes lurking in the Tangled Woods. The current lord, Kenver Locher (LN male human aristocrat 2/fighter 6), wishes to expand his holdings, creating a settlement along the rich environs of Deepwater Lake. To do so he must find people capable enough of first clearing the area of monsters and then holding it.

Kenver's only child, Tamsyn (NG female human sorcerer [destined] 1), and heir of Caer Syllan, recently celebrated her 16th birthday. A headstrong, capable young woman, Tamsyn's sorcerous powers have recently begun to manifest themselves. Confused and frightened, Tamsyn hides herself away, sometimes sneaking into town to search for someone who can help control her burgeoning powers.

28: THE ARISUM

The Arisum flows south from its source deep in the Tangled Woods, splitting Wolverton in half, before its estuary empties into the sea just outside Wolverton's walls. Its eastern bank rises higher than its western, leading to flooding in the western half of Wolverton in the spring and during intense rain storms. A number of small foot bridges span its length for pedestrian travel while larger, sturdier bridges allow for horse and wagon travel. Some flat river barges move people and goods up and down the river for a modest price. As a natural trade route, Lord Locher seeks to establish future settlements along the Arisum.

HOOK: TAMSYN'S DISTRESS

The PCs witness an uncontrolled outburst of Tamsyn Locher's (location 27) burgeoning power. If they try to help the young woman, she is eternally grateful, but swears the party to secrecy. If the party numbers a sorcerer among its ranks, she begs him to help her gain control of her powers. Even if he does not agree, the headstrong young woman engineers a numbers of meetings between the party and herself. Eventually, these meetings come to the attention of her father, Lord Kenver Locher, and the party must explain themselves as he suspects one of their number of a romantic interest in his beloved only daughter.

FOLK OF WOLVERTON

GENERIC FOLK

The vast majority of Wolverton's folk are nothing more than ordinary folk.

MERCHANTS

Many shopkeepers, merchants, craftsmen and traders dwell in the economic heart of the Lonely Coast.

MERCHANT CR 1/2 (XP 200)

This man wears relatively fine clothes.

Male human expert 2

LN Medium humanoid (human)

Init -1; **Senses** Perception +6, Sense Motive +7

Speed 30 ft.; **ACP** 0

AC 9, touch 9, flat-footed 9; **CMD** 9

(-1 Dex)

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

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee dagger +0 (1d4-1/9-20)

Abilities Str 9, Dex 8, Con 12, Int 10, Wis 11, Cha 15

Feats Alertness^B, Skill Focus (Diplomacy)

Skills as above plus Appraise +4, Bluff +6, Diplomacy +9, Knowledge (local) +5, Profession (merchant) +4, Profession (various) +5

Languages Common

Gear as above plus belt pouch, artisan's outfit, 13 gp, 15 sp, 7 cp

PEASANTS

Peasants make up over 90% of Wolverton's population.

PEASANT CR 1/3 (XP 135)

Clad in rough, homespun clothes this human has dark hair and gray eyes.

Human commoner 1

LN Medium humanoid (human)

Init +0; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +5, Swim +5

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (shopkeeper or similar profession)

Skills as above plus Profession (shopkeeper or similar profession) +6

Languages Common

Gear as above plus peasant's outfit, belt pouch, 2d6 cp

SMUGGLERS

Smuggling is rife in Wolverton.

SMUGGLER CR 1/2 (XP 200)

Clad in dirty studded leather armour this dishevelled human has a distinctly unsavoury look about him.

Male human warrior 1/expert (sailor) 1

CN Medium humanoid (human)

Init +2; **Senses** Perception +7, Sense Motive +0

Speed 30 ft.; **ACP** -1; Climb +4, Stealth +5, Swim +4

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

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

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

hp 16 (2 HD)

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

Melee handaxe +1 (1d6/x3)

Ranged light crossbow (range 80 ft.) +3 (1d8/19-20)

Combat Gear bolts (10)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8

Feats Skill Focus (Perception)^B, Toughness

Skills as above Profession (sailor) +5

Languages Common

Gear as above plus traveller's outfit, belt pouch, 1d8 sp, 2d10 cp, backpack, flint and steel, lantern, oil flask

WATCHMEN

The watch keeps the peace and struggles against the encroachment of the smuggler gangs. Watchmen normally patrol in groups of four (an EL 3 group).

WATCHMAN CR 1/2 (XP 200)

Clad in scale mail this warrior carries shield and spear.

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

NOBLES & RULERS

LORD KENVER LOCHER

The ruler of the Lonely Coast, Lord Kenver is a hard, but fair, man who loves his only daughter.

Background: Direct descendant of Maban Locher, Kenver has ruled the Lonely Coast for almost 20 years.

Personality: Stern, but driven by a deep sense of honour and duty, Kenver Locher is a confident man who believes he knows what is best for his people. He enjoys riding and occasionally tours his holdings.

Mannerisms: When he is angry, Kenver clenches his fists spasmodically. He has a very quick temper.

Distinguishing Features: Lord Locher's face seems perpetually locked in a scowl, except when he is with his only daughter, Tamsyn Locher.

Hooks: Kenver plots of expanding his holdings by founding a new settlement on the banks of Deepwater Lake. To do so, he must clear the area of monsters. Adventurers earning a reputation for bravery and honesty inevitably come to his attention.

LORD KENVER LOCHER CR 7 (XP 3,200)

This muscular, stern-faced man wears fine robes.

Male human fighter 6/aristocrat 2

LN Medium humanoid (human)

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

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -6 (-10 jumping), Climb +3, Ride +8, Swim +4

AC 20, touch 9, flat-footed 20; **CMD** 19

(+9 armour [mwk full plate], -1 Dex, +2 shield [mwk heavy steel])

Fort +7, **Ref** +1, **Will** +9 (+11 vs. fear)

hp 68 (8 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +10

Melee +1 *bastard sword* (Power Attack [-2/+4]) +13/+8 (1d10+10/19-20)

Melee mwk dagger (Power Attack [-2/+4]) +11/+6 (1d4+4/19-20)

Atk Options Cleave, Vital Strike

Combat Gear *potion of bull's strength, potion of cure serious wounds*

Abilities Str 18, Dex 8, Con 14, Int 10, Wis 14, Cha 12

SQ armour training (1), bravery (+2), weapon training (heavy blades [1])

Feats Cleave, Exotic Weapon Focus (bastard sword), Improved Initiative^B, Iron Will^B, Power Attack, Skill Focus (Riding), Vital Strike, Weapon Focus (bastard sword) Weapon Specialisation (bastard sword)

Skills as above plus Handle Animal +6, Knowledge (engineering) +5, Knowledge (local) +5, Knowledge (nobility) +5, Profession (soldier) +7

Languages Common

Gear as above plus noble's outfit, belt pouch, 15 sp, 3 gp

LADY TAMSYN LOCHER

Only child of Kenver Locher, Tamsyn is destined to one day rule the Lonely Coast – if she can control her sorcereous powers.

Background: A privileged child, Tamsyn has never known hardship or suffering. Her mother died in childbirth and she has only known the hard love of her father.

Personality: Well meaning, and genuinely interested in the lives of her people, Tamsyn is somewhat out of touch with the harsh reality of life on the frontier. She is scared by her burgeoning powers and desperately needs a more experienced sorcerer to guide her through this difficult period in her life.

Mannerisms: Friendly and open, Tamsyn seems to always be smiling – except when her powers manifest themselves.

Distinguishing Features: To the touch, Tamsyn's skin always seems particularly warm – this is a legacy of her faltering control over fire magic.

Hooks: Tamsyn is grappling with her new found powers. She can come into contact with the PCs in this manner (see page 14, entry 01-02 for more details).

LADY TAMSYN LOCHER CR 1/2 (XP 200)

This dark haired teenage girl wears a fine tunic and rich cloak.

Female human sorcerer (destined) 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Ride +5, Swim +0

AC 12, touch 12, flat-footed 10; **CMD** 11

(+2 Dex)

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

hp 7 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee dagger -1 (1d4-1/19-20)

Ranged longbow (range 100 ft.) +2 (1d8-1/x3)

Special Actions touch of destiny

Touch of Destiny (Sp [standard; 6/day]) Tamsyn can touch a creature, giving it a +1 insight bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round.

Sorcerer Spells Known (CL 1th; concentration +4)

1st (4/day)—*burning hands* (DC 14), *summon monster I*

0—*detect magic, dancing lights, flare* (DC 13), *prestidigitation*

Combat Gear arrows (20), *potion of cure light wounds* (2)

Abilities Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 17

SQ cantrips

Feats Animal Affinity, Eschew Materials^B, Martial Weapon Proficiency^B (longbow)

Skills as above plus Bluff +4, Knowledge (geography) +1, Knowledge (history) +5

Languages Common, Draconic

Gear as above plus disguise kit, light horse, noble's outfit, and 13 gp

DEFENDERS & PROTECTORS

THERRIN BHULE

Wolverton's reeve, Therrin is completely loyal to Kenver Locher. The two are old companions, and Therrin saved the young lord's life several times while fighting against the half-goblin tribes of the interior.

Background: A career soldier, Therrin spent much of his early life fighting half-goblins. When Lord Locher assumed lordship over the Lonely Coast he elevated the trustworthy soldier to reeve.

Personality: Unimaginative, but tenacious, Therrin believes in the rule of law. He is fiercely loyal to the Lochers and will die defending Wolverton if necessary.

Mannerisms: Not as young as he once was, Therrin walks with a slight limp – a legacy of an old wound.

Distinguishing Features: Therrin's hair and beard are fading to gray.

Hooks: Therrin knows that Beren Skewes (location 21) is plotting against the Lochers and tasks the PCs to find out more about the treacherous merchant's nefarious schemes (once he has ascertained the PCs are trustworthy).

THERRIN BHULE CR 5 (XP 1,500)

Clad in fine banded mail this silver-haired human warrior carries a longsword at his hip.

Male middle-aged human fighter 4/aristocrat 2
LN Medium humanoid (human)

Init +5; **Senses** Perception +6, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -4 (-8 jumping), Climb +2, Ride +5, Swim +2

AC 22, touch 12, flat-footed 19; **CMD** 20
(+7 armour [mwk banded mail], +1 Dex, +1 dodge [Dodge], +3 shield [mwk heavy steel; Shield Focus])

Fort +5, **Ref** +2, **Will** +7 (+8 vs. fear)

hp 45 (6 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +8

Melee +1 longsword +10 (1d8+5/19-20) or

Melee mwk silver dagger +9 (1d4+2/19-20)

Ranged mwk spear (range 20 ft.) +7 (1d8+3/x3)

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

Abilities Str 16, Dex 13, Con 13, Int 11, Wis 13, Cha 9

SQ armour training (1), bravery (+1)

Feats Dodge, Improved Initiative, Iron Will^B, Mounted Combat^B, Shield Focus, Weapon Focus (longsword)^B, Weapon Specialisation (longsword)^B

Skills as above plus Diplomacy +4, Knowledge (engineering) +5, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nobility) +5

Languages Common

Gear as above plus 12 gp, 21 sp

GALDEN HEARTHTOP

Galden is Conn's high priest on the Lonely Coast.

Background: Galden has been a priest his entire adult life.

Personality: Affable and polite, Galden possesses great powers of persuasion. He grows frustrated when people don't take him seriously on account of his small stature.

Mannerisms: When thinking deeply on a matter of import, Galden slowly strokes his beard.

Distinguishing Features: Galden wears his beard bushy.

Hooks: Often out and about in Wolverton, Galden tries to calm an argument in which the PCs are engaged.

GALDEN HEARTHTOP CR 7 (XP 3,200)

This slight halfling wears fine clothes embroidered with a symbol depicting two hands clasped in a handshake.

Male halfling cleric (Conn) 5/expert 3

LN Small humanoid (halfling)

Init +6; **Senses** Perception +13, Sense Motive +13

Speed 20 ft.; **ACP** 0; Acrobatics +5 (+1 jumping), Climb +1, Stealth +8

AC 16, touch 14, flat-footed 12; **CMD** 15; Mobility
(+2 armour [bracers of armour +2], +2 Dex, +1 dodge [Dodge], +1 size)

Fort +6, **Ref** +5, **Will** +11 (+13 vs. fear)

hp 39 (8 HD)

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

Melee +1 light mace +5 (1d4-1)

Ranged mwk dagger (range 10 ft.) +9 (1d3-2/19-20)

Special Actions calming touch, channel positive energy (6/day; 3d6 [Selective Channelling {3}]; DC 15), touch of law

Calming Touch (Sp [standard; 6/day]) Galden touches a creature to cure it 1d8+5 nonlethal damage and to remove the fatigued, shaken and sickened conditions.

Touch of Law (Sp [standard; 6/day]) Galden touches a willing creature allowing it to treat all attack rolls, skill checks, ability checks and saving throws as if he had rolled an 11 for 1 round.

Cleric Spells Prepared (CL 5th; concentration +8; Community, Law; spontaneous casting [cure spells])

3rd—*invisibility purge, prayer*^D, *water walk*

2nd—*shield other*^D, *sound burst* (2; DC 15), *zone of truth* (DC 15)

1st—*bles*^D, *obscuring mist, protection from evil, shield of faith, sanctuary* (DC 14)

0—*detect magic, detect poison, stabilise, read magic*

Combat Gear mwk dagger (2), *scroll of cure serious wounds*

Abilities Str 6, Dex 14, Con 10, Int 14, Wis 16, Cha 16

SQ weapon familiarity

Feats Dodge, Improved Initiative, Mobility, Selective Channelling

Skills as above plus Diplomacy +13, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility) +7, Knowledge (religion) +12, Profession (mediator) +13, Spellcraft +7

Languages Common, Elven, Goblin, Halfling

HOLS NANCE

Nicknamed “No Nonsense Nance,” Hols is almost universally feared by Wolverton’s smugglers and lowlifes.

Background: A veteran of Caer Syllan’s garrison, Hols came to Lord Locher’s attention when dealing with a man-at-arms discovered guilty of theft. For the last decade, he has led the town guard and under his watch crime has dropped noticeably.

Personality: Dour and almost entirely without a sense of humour Hols is dogged and determined. He respects Therrin Bhule with whom he once served, and hates lawbreakers. Secretly, Hols has a soft spot – as a father would for his daughter – for Tamsyn Locher who he once served as a bodyguard.

Mannerisms: Hols never smiles; he maintains a grim demeanour even when triumphing over the smugglers of Wolverton.

Distinguishing Features: Sporting a grey, grizzled beard Hols cuts a menacing figure in his plate armour (which he wears when patrolling the town with his men).

Hooks: Rumours of the PCs’ misconduct reaches Hols’ ears and he tracks them down to ascertain the truth of the accusations.

HOLS NANCE CR 5 (XP 1,600)

Clad in fine full plate this grizzled, muscular warrior carries a bastard sword strapped to his back.

Male human fighter 6

LN Medium humanoid (human)

Init +6; **Senses** Perception +1, Sense Motive +1

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -3 (-7 jumping), Climb +2, Ride +4, Swim +2

AC 24, touch 12, flat-footed 22; **CMD** 21

(+9 armour [mwk full plate], +2 Dex, +3 shield [mwk heavy steel]; Shield Focus)

Fort +7, **Ref** +4, **Will** +5 (+7 vs. fear)

hp 55 (6 HD)

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

Melee +1 *bastard sword* +12/+7 (1d10+7/19-20) or

Melee mwk dagger +10/+5 (1d4+2/19-20)

Ranged mwk spear (range 20 ft.) +9 (1d8+3/x3)

Atk Options Dazzling Display (+8), Vital Strike

Combat Gear *potion of cure moderate wounds*

Abilities Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8

SQ armour training (1), bravery (+2), weapon training (heavy blades [+1])

Feats Dazzling Display, Exotic Weapon Proficiency (bastard sword)^B, Improved Initiative, Iron Will^B, Shield Focus, Vital Strike^B, Weapon Focus (bastard sword)^B, Weapon Specialisation (bastard sword)^B

Skills as above plus Intimidate +8, Knowledge (engineering) +5, Knowledge (geography) +2, Knowledge (local) +2

Languages Common

Gear as above plus 31 gp, 14 sp

MELYOR VOSPER

This elderly high priestess would have retired long ago, but she believes her work in Wolverton is not yet complete.

Background: A Lonely Coast native, Melyor has served Darlen her entire adult life. She once had an affair with Ruan Gloyne, the curate of Cymer.

Personality: Cut from the same cloth as Kenver Locher, Melyor is stern but fair. Her hard heart is inured to pleas of mercy from wrongdoers. She loathes corruption.

Mannerisms: Weakened by age, Melyor walks with a stoop.

Distinguishing Features: Melyor always dresses impeccably.

Hooks: Melyor worries about Ruan Gloyne – growing increasingly frail in the dilapidated Priory of Cymer. She hires the PCs to carry him a missive.

MELYOR VOSPER CR 6 (XP 2,400)

This aged woman carries herself with an air of distinction.

Female old human cleric (Darlen) 7

LG Medium humanoid (human)

Init -3; **Senses** Perception +11, Sense Motive +15

Speed 20 ft., **ACP** -3; Acrobatics -6 (-10 jumping)

AC 14, touch 7, flat-footed 14; **CMD** 10

(+7 armour [+1 *breastplate*], -3 Dex)

Fort +7, **Ref** +1, **Will** +12

hp 46 (7 HD)

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

Melee +1 *longsword* +4 (1d8-1/19-20)

Special Actions channel positive energy (7/day; 4d6 [Selective Channelling {2}]; DC 15), resistant touch, touch of good

Resistant Touch (Sp [standard; 8/day]) Melyor touches a creature to give it a +2 resistance bonus for 1 minute. During this time she loses her resistance bonus.

Touch of Good (Sp [standard; 8/day]) Melyor touches a creature to give it a +3 sacred bonus to attack rolls, skill checks, ability checks and saving throws for 1 round.

Cleric Spells Prepared (CL 7th; concentration +12 [+16 grappling or casting defensively]; Good, Protection; spontaneous casting [*cure spells*])

4th—*holy smite* (DC 19), *spell immunity*^D, *restoration*

3rd—*dispel magic*, *magic circle against evil*^D, *remove curse*, *remove disease*

2nd—*aid*, *hold person* (2; DC 17), *shield other*^D, *silence* (DC 17)

1st—*bles*, *divine favour* (2), *protection from evil*^D, *sanctuary* (2; DC 16), *shield of faith*

0—*detect magic*, *mending*, *read magic*, *resistance*

Combat Gear *potion of aid*, *potion of barkskin*, *wand of zone of truth* (14 chgs.)

Abilities Str 7, Dex 5, Con 11, Int 15, Wis 20, Cha 14

SQ good aura (moderate)

Feats Alertness, Combat Casting^B, Extra Channel, Selective Channelling, Toughness

Skills as above plus Diplomacy +7, Heal +14, Knowledge (religion) +11, Profession (magistrate) +12, Spellcraft +5

Languages Celestial, Common, Goblin

Gear as above plus spell component pouch, holy symbol, 40 gp

ZAR THE MANGLER

Zar leads the Blood Weepers and dreams of sweeping aside the other smuggler gangs of Wolverton. Unbeknownst to the rest of his gang – or his other allies – Zar is the puppet of the sinister dark naga, Is't'sha'ka.

Background: Growing up among Wolverton's poor, Zar's early life was not pleasant. He fled Wolverton at the first opportunity and spent years wandering the Lonely Coast and the Tangled Wood. During this time, he was an adventurer and enforcer for several different smuggler gangs. Returning to Wolverton he took control of the Blood Weepers. Several months ago, he fell under Is't'sha'ka's fell influence.

Personality: Bloodthirsty, violent and avaricious, Zar embodies everything most odious about orcs.

Mannerisms: Zar likes to smash things – preferably with his great club (which he calls "Crusher.") When he can't do that, he uses his prodigious strength to cajole and intimidate those around him.

Distinguishing Features: Blessed with enough human heritage to appear human – at least to a casual glance – scars nevertheless mar Zar's body.



Hooks: The PCs could fall afoul of Zar's enforcers or witness a battle between smuggler gangs. Alternatively, they could meet the half-orc in a seedy tavern moments before a brawl breaks out. He targets the toughest-looking PC and remembers them whether he wins or loses. Finally, if Is't'sha'ka perceives the PCs as a threat he commands Zar to slay them.

ZAR THE MANGLER CR 8 (XP 4,800)

Scars mar the body of this brutish half-orc.

Male half-orc barbarian 6/rogue 3

CE Medium humanoid (human, orc)

Init +7; **Senses** darkvision 60 ft.; Perception +11 (+12 vs. traps; trapfinding), Sense Motive +5

Speed 40 ft.; **ACP** 0; Acrobatics +12 (+16 jumping), Climb +12, Escape Artist +9, Stealth +9, Swim +12

AC 20, touch 14, flat-footed 20; **CMD** 25; +3 vs. traps, improved uncanny dodge

(+5 armour [+2 *studded leather*], +3 Dex, +1 dodge [Dodge], +1 natural [*amulet of natural armour +1*])

Fort +8, **Ref** +8 (+11 vs. traps; evasion), **Will** +2

hp 107 (9 HD)

Space 5 ft.; **Base Atk** +8; **CMB** +11

Melee +1 *greatclub* (Power Attack [-3/+9]) +13/+8 (1d10+4)

Ranged mwk light crossbow (range 80 ft.) +12 (1d8/19-20)

Atk Options rage, sneak attack (+2d6)

Combat Gear *potion of cure light wounds* (4)

Abilities Str 16, Dex 16, Con 16, Int 14, Wis 8, Cha 10

SQ fast movement, rage powers (fearless rage, powerful blow, terrifying howl), rogue talent (resiliency), trap sense (+3), uncanny dodge, weapon familiarity (orc)

Feats Dodge, Improved Initiative, Intimidating Prowess, Power Attack, Weapon Focus (*greatclub*)

Skills as above plus Appraise +8, Bluff +6, Disable Device +10, Intimidate +17, Knowledge (local) +8, Sleight of Hand +9

Languages Common, Dwarf, Goblin, Orc

Gear as above plus *belt of mighty constitution +1*, masterwork thieves' tools, 85 gp

When raging, Zar the Mangler has the following statistics:

Climb +14, Escape Artist +9, Swim +14

AC 18, touch 14, flat-footed 18; **CMD** 25; +1 vs. traps

(+5 armour [+2 *studded leather*], -2 class, +3 Dex, +1 dodge, +1 natural [*amulet of natural armour +1*])

Fort +10

hp 125 (9 HD)

CMB +13

Melee +1 *greatclub* (Power Attack [-3/+9]) +15/+10 (1d10+6)

Atk Options rage (18 rounds, fearless rage, powerful blow [+2 damage], terrifying howl [DC 16]), sneak attack (+2d6)

Abilities Str 20, Con 20

Skills Intimidate +19

ENRIST NEGUS

This troublemaker enjoys duelling with others over slights real and imagined.

Background: Bullied as a child, Enrist grew up unhappy and alone, except for his sister. The two formed a powerful bond and when Enrist was accepted as Kargan the Red's (location 20) first apprentice the two moved to Wolverton.

Personality: Enrist is impetuous and impulsive. He is a troublemaker, who believes his magical powers elevate him far above the town's common folk. This strongly held belief manifests itself in his dealings with nearly everyone. The only other person Enrist loves is his sister, Eseld.

Mannerisms: Enrist is always rearranging his robes to be more comfortable.

Distinguishing Features: Enrist is a scrawny fellow.

Hooks: The PCs encounter Enrist as he duels with a baker's apprentice over the attentions of a tavern maid. If not stopped, he easily wins; the baker's apprentice barely survives.

ENRIST NEGUS CR 2 (XP 600)

This scrawny, pimply young man wears a constant sneer.

Male human wizard (evoker) 3

CN Medium humanoid (human)

Init +1; **Senses** Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** 0

AC 13, touch 12, flat-footed 11; **CMD** 11

(+1 armour [*bracers of armour* +1], +1 Dex, +1 dodge [Dodge])

Fort +1, **Ref** +2, **Will** +5

hp 13 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee mwk dagger +1 (1d4-1/19-20)

Ranged mwk dagger (range 10 ft.) +3 (1d4-1/19-20) or

Ranged force missiles (as *magic missile*; 6/day) (1d4+1)

Wizard Spells Prepared (CL 3th; concentration +6 [+10 casting defensively or grappling]; intense spells [+1]; arcane bond [dagger])

2nd—*scorching ray*, *web* (DC 15)

1st—*burning hands* (DC 14), *mage armour*, *magic missile*

0—*acid splash*, *daze* (DC 13), *detect magic*, *flare* (DC 13), *read magic*

Combat Gear *potion of cure light wounds* (2), *wand of burning hands* (DC 11, 10 charges)

Abilities Str 8, Dex 12, Con 10, Int 17, Wis 14, Cha 13

SQ cantrips

Feats Combat Casting, Dodge, Scribe Scroll^B, Spell Penetration^B

Skills as above plus Appraise +9, Bluff +4, Intimidate +4, Knowledge (arcana) +9, Knowledge (planes) +9, Linguistics +9, Spellcraft +9,

Languages Common, Dwarf, Elven, Goblin

Gear as above plus noble's outfit, spell component pouch, 25 gp

Spellbook (illusion and necromancy) as above plus GM's choice

ESELD NEGUS

A bully from an early age, Eseld has forged a reputation as one not to cross lightly.

Background: Eseld has always been bigger and stronger than her peers. Realising from an early age she could take what she wanted from those weaker than herself this advantage transformed Eseld into a bully.

Personality: Eseld is devoted to her brother and her family name. She works to humiliate those disrespecting her or her brother. She loves her brother, Enrist, and would do anything for him. She is a little bit intimidated by his intelligence, though.

Eseld despises weakness and views kindness as one of the worst forms of weakness.

Mannerisms: Eseld leans forward aggressively into a person's personal space, when angry or upset.

Distinguishing Features: Eseld is muscular and walks with a pronounced warrior's swagger. She often sports bruises – which she wears with pride.

Hooks: While Enrist studies, Eseld is often to be found drinking in taverns or guarding certain less than trustworthy merchants as they go about their business in town.

In taverns, she is often the subject of unwanted male attention – few men make the same mistake twice, though, as she has no patience for such behaviour and educates the offender with several well-placed punches.

ESELD NEGUS CR 1 (XP 400)

This black leather clad woman walks with a warrior's swagger.

Female human fighter 1/rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3 (+4 vs. traps; trapfinding), Sense Motive +3

Speed 30 ft.; **ACP** 0; Acrobatics +7 (+11 jumping), Climb +7, Stealth +7

AC 17, touch 14, flat-footed 13; **CMD** 17

(+3 armour [mwk studded leather], +3 Dex, +1 dodge [Dodge])

Fort +3, **Ref** +5, **Will** -1

hp 17 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee mwk bastard sword +5 (1d10+3/19-20)

Ranged light crossbow (range 80 ft.) +4 (1d8/19-20)

Atk Options sneak attack (+1d6)

Combat Gear bolts (10), daggers (3), *potion of cure light wounds* (2)

Abilities Str 15, Dex 16, Con 13, Int 10, Wis 8, Cha 12

Feats Dodge^B, Improved Initiative, Weapon Focus^B (bastard sword)

Skills as above Bluff +5, Disable Device +8, Knowledge (local) +4, Sleight of Hand +7

Languages Common

Gear as above plus masterwork thieves' tools and 22 gp

DANGERS & THREATS

FERADUL ALWYNNAITH

This brooding necromancer seeks the secrets of lichdom and ultimately dreams of ruling the Lonely Coast.

Background: Feradul came to the Lonely Coast over a decade ago in search of somewhere quiet to sink into anonymity. A former adventuring companion of Jacca Landers, the reeve of Bossin, Feradul enjoyed a successful adventuring career. His adventures, though, were only a means to accumulate enough wealth to settle down and begin his research into immortality. He purchased his tower (location 23) from the family of a mage who disappeared into the Twisted Gorge five years ago.

Personality: Obsessed with immortality, Feradul hates his (now long-dead) human father for cursing him with a shorter lifespan that he believes by rights should have been his birthright. He is cold, utterly without a sense of humour and focused wholly on his goal. He has few friends, and cares nothing for the normal interactions of civilised society.

Mannerisms: Although of elven descent, Feradul's facial features are often marred by a scowl. He rarely smiles and never laughs.

Distinguishing Features: Feradul wears his long black hair loose and is never seen in anything but form-fitting, black robes.



Hooks: To further his research, Feradul requires a steady stream of fresh corpses for his vile experiments. Thus, he occasionally breaks into the cemetery (location 7) to secure such "supplies." PCs abroad at night could run into the necromancer and stymie his plans.

Feradul hires adventurers to search the Lonely Coast's ancient ruins for any Tuath objects or information relating to lichdom and the undead. He rarely uses the same group more than a handful of times, to keep the focus of his research secret.

FERADUL ALWYNNAITH CR 6 (XP 2,400)
This gaunt faced, sallow of skin half-elf broods under form-fitting, black robes.

Male half-elf wizard (necromancer) 7
NE Medium humanoid (elf, human)

Init -1; **Senses** low-light vision; Perception +4, Sense Motive +2
Speed 30 ft.; **ACP** 0

AC 12, touch 11, flat-footed 11; **CMD** 14
(+1 Dex, +1 natural [*amulet of natural armour* +1])

Immune sleep

Fort +1, **Ref** +3, **Will** +7 (+9 vs. enchantments)

hp 20 (7 HD)

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

Melee mwk dagger +3 (1d4/19-20)

Melee Touch grave touch (7/day) +3 (shaken [5 rounds])

Ranged *wand of scorching ray* (range 40 ft.; [34 chgs.]) +4 (4d6 fire)

Special Actions Command Undead (7/day, DC 14)

Wizard Spells Prepared (CL 7th; concentration +11 [+15 casting defensively or grappling]; arcane bond [ring]; enchantment, illusion)

4th—*animate dead, enervation*

3rd—*fly, lightning bolt* (DC 17), *vampiric touch*

2nd—*blindness/deafness* (DC 17), *false life, ghoul touch* (DC 17), *scare* (DC 17)

1st—*cause fear* (DC 16), *chill touch, mage armour, magic missile, ray of enfeeblement* (DC 16)

0—*bleed* (DC 15), *detect magic, disrupt undead, read magic, touch of fatigue* (DC 15)

Combat Gear *potion of cure moderate wounds* (2)

Abilities Str 10, Dex 13, Con 8, Int 18, Wis 14, Cha 12

SQ cantrips, multi-talented, power over undead

Feats Brew Potion^B, Combat Casting, Command Undead, Forge Ring, Scribe Scroll^B, Skill Focus^B (Spellcraft), Spell Focus (necromancy), Spell Penetration

Skills as above plus Appraise +14, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (planes) +14, Knowledge (religion) +14, Linguistics +14, Spellcraft +17

Languages Aklo, Common, Draconic, Dwarf, Elven, Goblin

Gear as above plus spell component pouch, 39 gp

Spellbook (enchantment and illusion) as above plus GM's choice

PERA SAFADEN

Leader of the Night Reavers smuggler gang, Pera is dominated by the magical helmet she wears.

Background: An exotic beauty, Pera was a slave in a far-off land. Clerics of Darlen saved her from a terrible, lingering fate as someone else's chattel and she joined their order.

When she was a young woman, she became obsessed by Jacca Landers, now the reeve of Bossin, and joined his adventuring group. Though in love with Jacca at the time, she shunned his evil ways but that changed when their group discovered a magic helmet that when she donned it, cursed her and changed her alignment. As a result of this sudden change, she fell under Braal's fell influence and abandoned Darlen's worship. Since then, she has led the Night Reavers in a savage war with rival gangs for control of the smuggling business in Wolverton.

Personality: Under the helmet's curse, Pera is cold, dispassionate and capable of almost any depravity or savagery. On the few occasions when she is free of the helmet's influence she remembers all she has done and weeps for the terrible acts she has wrought.

Mannerisms: While under the helmet's influence, Pera is utterly confident in her abilities; her speech, body language and stance all reflect that view.

Distinguishing Features: Pera is never without her winged helmet. A close inspection of the hapless cleric reveals her dark eyes have a cloudy film across them.

Hooks: Occasionally, the helmet's hold over Pera weakens and her true personality reasserts itself. Such lapses do not last long, but during them she desperately searches for help. While under the helmet's control she is usually encountered with gang members. They may be plotting their next attack on a rival gang or punishing a dock worker for some real or imagined transgression.

PERA SAFADEN

CR 4 (XP 1,200)

This dark skinned, exotic-looking woman wears black chain armour. Her dark eyes are cloudy as if seen through a fog.

Female human cleric [Braul] 5

NE Medium humanoid (human)

Init -1; **Senses** Perception +4, Sense Motive +10

Speed 20 ft., base speed 30 ft.; **ACP** -5; Acrobatics -6 (-10 jumping)

AC 17, touch 9, flat-footed 17; **CMD** 12

(+7 armour [+1 chainmail], -1 Dex, +1 shield [light steel])

Fort +5, **Ref** +1, **Will** +9

hp 36 (5 HD); Diehard

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

Melee mwk morningstar +5 (1d8)

Ranged mwk light crossbow (range 80 ft.) +3 (1d8/19-20)

Special Actions channel negative energy (6/day; 3d6; DC 14; Selective Channelling), copycat, destructive smite

Copycat (Sp [move; 7/day]) Pera can create an illusory double of herself. This double functions as a single *mirror image* and lasts 5 rounds, or until the illusory duplicate is dispelled or destroyed. She can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell.

Destructive Smite (Su [none; 7/day]) Pera can make a single melee attack with a +2 morale bonus on damage rolls. She must declare the destructive smite before making the attack.

Cleric Spells Prepared (CL 5th; concentration +9 [+13 casting defensively or grappling]; spontaneous casting [*inflict* spells] Destruction, Trickery)

3rd—*bestow curse* (DC 17), *dispel magic*, *nondetection*^D

2nd—*enthrall* (DC 16), *hold person* (DC 16), *invisibility*^D, *sound burst* (DC 16)

1st—*bane* (DC 15), *cause fear* (DC 15), *disguise self*^B, *obscuring mist*, *shield of faith*

0—*bleed* (DC 14), *detect magic*, *detect poison*, *read magic*, *resistance*

Combat Gear bolts (10), *wand of cure light wounds* (33 charges)

Abilities Str 10, Dex 8, Con 12, Int 13, Wis 18, Cha 14

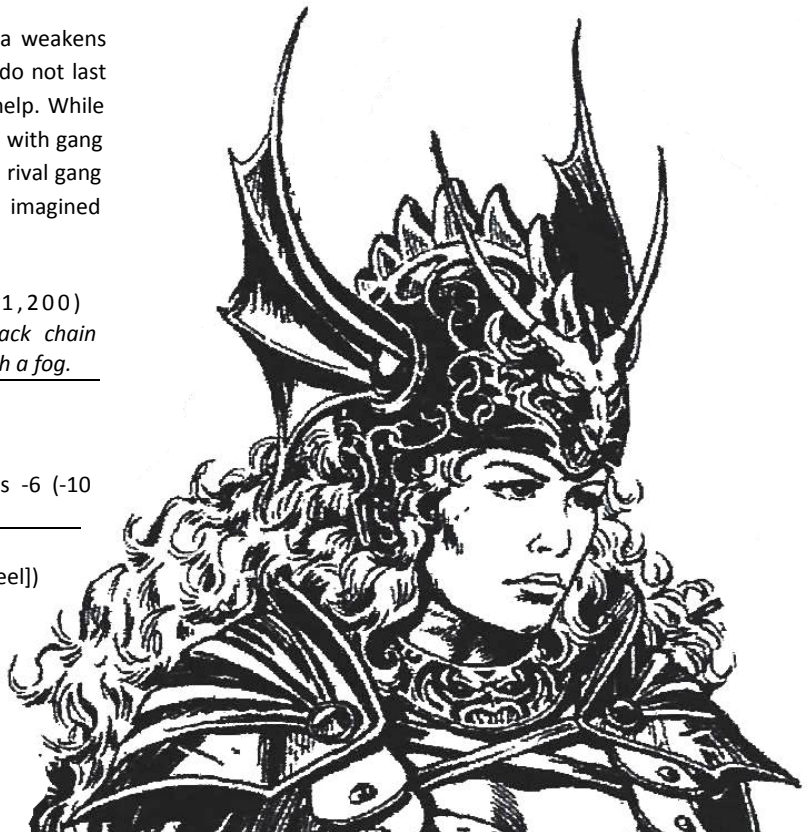
SQ evil aura (strong)

Feats Combat Casting, Diehard, Endurance, Weapon Focus^B (morningstar)

Skills as above plus Appraise +8, Bluff +4, Intimidate +5, Knowledge (religion) +8

Languages Common, Goblin

Gear as above plus, spell component pouch, unholy symbol, *cloak of resistance* +1 and 11 gp





ELMORE

READING STAT BLOCKS

Town Backdrop: Wolverton includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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