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BRACKENDALE



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VILLAGE BACKDROP: BRACKENDALE

Brackendale was once a bustling borderland village beset by savage humanoids lurking in the nearby woods and hills. Then, the village was a busy place and wandering adventurers, sellswords and mercenaries were a common sight on its streets. The arrival of the Six—a band of adventurers charged with securing the village’s environs—changed all that. Their annihilation of the goblin and orc raiders along with the completion of extensive defensive work brought peace and security to Brackendale.

But peace it seems had a price. With nothing to hunt adventurers passed by without stopping at the village; the village traders and merchants sold less and less each year and most now barely scrape a living. Now disgruntled villagers resent the adventurers that once brought peace to their little village.

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SYSTEM NEUTRAL NOTE

This book is compatible with most fantasy roleplaying games. It’s impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM’s system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we’ve made no attempt to note their “class” leaving them simply as “female human” and so on.

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BRACKENDALE AT A GLANCE

Ruler: Valren Dessano

Government: Autocracy

Alignments: LG, LN, N

Population: 92 (87 humans, 3 dwarves, 2 elves)

Notable Folk: Valren Dessano and Varden Dessano (location 1), Verrek (location 3), Portia Ovros (location 3) Wulfric (location 4), Honey (location 6), Vellua and Kolren (location 7)

Languages: Common, Goblin

Resources & Industry: Honey, mead, wheat, barley, oats, hemp

Base Value: 500 gp; **Purchase Limit:** 2,500 gp; **Spellcasting:** clerical level 2 (location 1). **Magic Items for Sale:** *scroll of cause fear* (300 gp), *potion of extra-healing* (800 gp), *potion of fire resistance* (400 gp), +1 arrows (11; 115 gp) locked in a strongbox in Valren's chambers

Brackendale is a fortified village set in a shallow valley surrounded by low, wooded hills infested with goblins, orcs and worse. A decade ago, the village was unfortified and under constant threat of attack from nearby barbarous humanoid tribes. The arrival of an adventuring band—the Six—changed the balance of power in the region, however. Holding a charter from the local lord to defend the village, they commanded a wall to be built and a moat dug about the village. Finally, they added a bailey—their home—to the defences.

Once the building work was underway the Six began to hunt down the local tribes, but enjoyed little success until one night they came across a slaughtered merchant caravan. The merchants had been travelling to a large moot of distillers and brewers in a nearby city, and the caravan was not ready for the mass of goblins and orcs swarming from the woods. Killing everyone, the humanoids took their treasure of barrels and bottles of spirits and wine back to their lair to celebrate.

Following the tracks of the progressively drunker raiders the adventurers uncovered the humanoid's secret lair. Three of the band—Wulfric, Verrek and Namdren—snuck into the caverns to find hundreds of orcs and goblins in a catatonic stupor. Taking advantage of this, the adventurers crept through the caverns, indiscriminately cutting the slumbering orcs' and goblins' throats. When Varden and Valren along with the good-natured gnomish wizard Grindin finally entered the caves, they were not prepared for the carnage and slaughter wrought by their companions. All the humanoids, including children and women with child, had been killed by the angry adventurers.

The slaughter sparked a huge argument among the heroes which ended in a schism that effectively sundered the party's fellowship. In particular, Varden and Valren could not forgive their fellows, but eventually agreed to keep the horrible events of their hunt a secret. Still, the secret festers within them and the group is on the verge of a final, irrevocable split. Already, Grindin has moved to the nearby village of Lady Cross and Namdren is dead. The tensions in the group have also bled over into the village; Brackendale is not a happy place.

VILLAGE LORE

A PC may know something about Brackendale, its history and surrounds. Determine how knowledgeable the PCs are and then impart some (or all) of the information below:

- Many caves pierce the surrounding hills; evil humanoids dwell in their ebon depths and it is their presence that drew many adventurers to Brackendale.
- The villagers are a surly lot and are not particularly enthusiastic about their adventurer-lords.
- After a successful raid, the Six fell to bickering and stopped adventuring together; however, their obligations trapped them in the village.

VILLAGERS

Appearance: Taciturn and earthy, most villagers are miserable and surly towards strangers (especially adventurers). A predominance of black and brown hair matches dark, sun-kissed skin and dark brown or green eyes.

Dress: Villagers wear layers of leather typically over cloth and hemp, mostly dyed green or brown from local plants. Women wear long skirts with leather aprons whilst men tend to wear heavy water-proofed coats over work clothes.

Nomenclature: *male* Varden, Korden, Nualo; *female* Lettia, Portia, Rose and other flower names; *family* Ovros, Taneli, Vuallen.

WHISPERS & RUMOURS

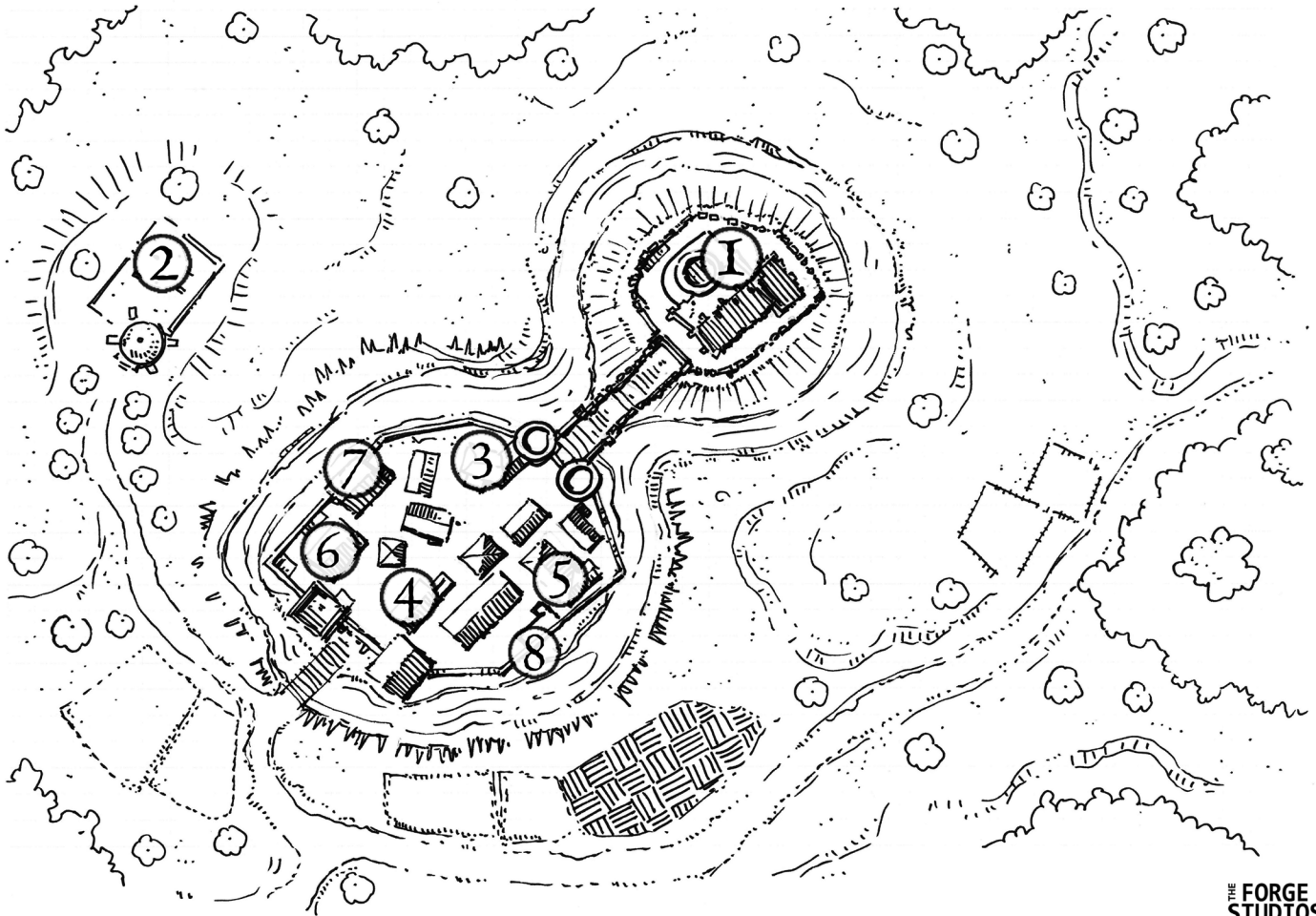
While in Brackendale, a PC may hear one or more rumours. The PC can learn this information in several ways: perhaps by overhearing two locals gossiping, chatting with regulars over a few drinks at the local taverns and so on. Use the table below, to determine which rumours the PC learns.

D6	RUMOUR
1	Valren and Wulfric were once lovers but something caused a rift between them.
2	The warrior Namdren died in a goblin raid a few years ago, when his tower collapsed during the fighting.
3	The smithy used to be owned by a distiller who got killed in Lady Cross a few years ago.
4	Verrek used to be a happy soul but events of a few years ago changed him. (False rumour).
5	Honey is a witch and talks to her bees. (False rumour).
6	Varden fell out with his companions over the actions of Wulfric, Namdren and Verrek after the adventurers haunted down and slew goblin raiders who had massacred a merchant caravan.

NOTABLE LOCATIONS AT A GLANCE

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

1. **The House of the Six:** Here once dwelled the Six; however now the fortress is little used. The fortress comprises several features include a wizard's tower, chapel dedicated to Darlen and more.
2. **Namdren's Folly:** This small buttressed tower was home to Namdren, one of the Six, who moved here in the wake of the schism that split the group. Setting himself aside from the others he commissioned this tower and high wall to be built but died when the tower collapsed during a goblin raid. Now its large cellar is flooded, and is only accessible through several narrow, sodden goblin-dug tunnels.
3. **The Running Goblin:** The mismatched skeleton of a goblin is strung together like a wind-chime above the door of this small but cosy tavern.
4. **Wulfric's Hides:** Wulfric, a barbarian and formerly a member of the Six, happily runs this tannery.
5. **Fallaya's Boarding House:** This rundown building has several rooms set aside for travellers and their companions. However, a lack of business has led to the building's slow deterioration.
6. **Fine Teas and Tinctures:** At this small shop and warehouse a traveller can purchase a wide variety of flower and herbal teas and tinctures to treat common ailments. The pleasant scent of drying flowers and fruits fills the surrounding streets.
7. **Honey's Apiary:** Home to Honey, this small home is an oddity – a collection of hives stand on its roof. Honey collects the bees' rich honey and wax. She sells honey, bee-bread and candles to travellers as well as selling in bulk to Portia at the Running Goblin (location 3) who uses the honey to brew mead.
8. **The Old Forge:** This deserted building and outbuildings still contains the tools and distillery equipment of its former owner. Now goblins use these dilapidated buildings to spy on the village.



LIFE IN BRACKENDALE

The cheerful calls of workers in the nearby fields mix with the low hum of day to day life. Smoke drifts from the roof of Honey's shop as she tends to her bee-hives often watched by several women and young children. The happy village scene is overshadowed by the prominent defences and the heavily armoured guards patrolling the muddy streets; Brackendale is in some regards more of a borderland garrison than a village—something very evident in the glares the locals bestowed on visiting adventurers.

TRADE & INDUSTRY

Furs and skins of local wildlife are taken to market once a month from Wulfric's. Honey, bee-bread, mead and the propolis lozenges (locations 6 and 7) are shipped to winter markets alongside teas and other goods. However, the village has fallen on hard times. With the seeming destruction of the local humanoid tribes, there is no reason for other adventurers to visit Brackendale and spend their gold with the village's various businesses.

LAW & ORDER

Valren's guards usually deal swiftly with any problems, even if off-duty. If need be they can call upon Valren and Varden (location 1) for aid should they be outnumbered or outmatched.

At any one time, six guards are on duty around the village; they patrol in pairs and a sergeant watches at the village gates. All are armed with longswords and heavy shield with hide armour. and keep heavy crossbows and a box of bolts at the gate. A militia of 20 warriors can be raised should the need arise, but take several hours to fully muster.

CUSTOMS & TRADITIONS

Over the years, the village's festivals and holy days have fallen by the wayside due to the general feeling of disgruntlement in the village. Few feel like communal celebration.

At the summer equinox, the village elders and traders used to dress up in garish goblin costumes and run around the village being pelted with fruit and vegetables. This went well until a tradesman got hit by a rock (intended for Varden) and was blinded. Valren exiled the villager for this act and used her own money to pay for the trademan's magical healing.

During the cold winter months, snowmen are built on the ramparts and covered with rags by the local children. One night last year, after much drunken revelry, Wulfric began to make goblin snowmen outside the village and arm them with wooden spears and clubs and sharp stone teeth. Seeing this, the local children joined in and built a small army of them, drawing in the help of their usually miserable parents. After the army was built a feeling of community spirit began to creep back into the village and now many look forwards to the year's first snowfall.

Even though the villagers harbour resentment towards most adventurers they do respect them and their might. When such folk have proved their worth, the villagers present them with plaited leather bracelets decorated with carved goblin head beads.

VILLAGE DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they move about Brackendale.

D12	DRESSING/EVENT
1	A villager wanders passed the party and gives them a quick, furtive sideways glance. Perceptive PCs hear the man muttering about useless adventurers under his breath.
2	Children throw stones at the hives atop Honey's Apiary. They are quite accurate. Honey rushes out of her home and shouts at them to stop.
3	With a loud ruckus, a murder of crows flees from their perch on Namdren's Folly. They swirl about in the air for a few moments before scattering and flying away.
4	Valren wanders through the village, meeting hostile glares with a smile and kind words.
5	Wulfric shouts at a furrier trying to help him unload furs and skins from his shop. The furrier stops what he is doing and walks away looking scared.
6	Children chase each other through the streets with toy swords in mock battle. It seems being on the goblin side is more popular than defending the village. Their excited, high-pitched voices rise about the other sounds of daily life.
7	A drunken villager taunts Varden. Varden leaves without a word and the drunken villager is left standing in the street looking a little foolish.
8	Several slates slide from the boarding house's roof and crash noisily to the ground.
9	A group of young girls drive a half-dozen pigs through the village to the pasture. The pigs grunt and sniff, and the girls drive them on with gentle prods of their shepherd's staves.
10	Varden leads his warhorse through the village and heads out into the wilds. He does not return—tired and dirty—until late that night.
11	Children return home from playing in the pastures clutching several lengths of small brass pipes they found therein. (These were recently stolen from the Old Forge by goblin raiders who promptly lost them on their way back to their cave-lair).
12	Varden returns to the village dragging wooden effigies of Wulfric and himself behind his horse. He found the effigies in the woods. They are of shoddy workmanship and obviously of goblin design.

THE SURROUNDING LOCALITY

Set in a shallow valley amongst low, wooded hills Brackendale gets its name from the thick ferns that grow all around its walls. Usually kept at bay by the farmers and their labourers this hardy plant quickly retakes any portions of land not tended (providing excellent concealment for invading humanoid).

The surrounding fields are well tended and healthy trees and beds of flowering plants for the many bees in the area fill the nearby orchards. Large stands of blackberry, elderberry and rowan are scattered around, the fruit of which are collected in autumn, by housewives and their children, to make jams and wine for the colder months.

Tangled gorse patches are encouraged to grow along the village's bounds to provide an extra layer of defence as well as a readily available source of good firewood and resin. Vellua harvests the gorse flower to make tea when she can but has recently began to pay children so she can stay and help Kolren.

Once overrun with goblins and orcs the surrounding hills are now a bountiful paradise filled with deer, rabbits and pheasants. Fruit trees grow throughout the surrounding woods and spiky bushes of rose-hips grow on the rocky slopes.

Hidden far from the village several humanoid groups lurk unseen in remote caves and gorges. Recovering from previous raids and failed attempts to destroy the village they are slowly building up strength to destroy the village and slay its adventurous defenders.

Several groups of goblins have recently been spying on the village from inside the Old Forge (location 8) and Namdren's Folly (location 2). The goblins reach these two locations along a network of old stream that lead from the village to the nearby river, and thus leave few tracks or other signs of their passing. Now rumours of an orc clan lead by a vicious ogre priestess are starting to filter into the village from travellers. Whether there is any truth to these tales remains to be seen.

WILDERNESS DRESSING

Use this table to generate the minor sights and sounds the PCs experience as they explore the surrounds.

D8	DRESSING/EVENT
1	The faint, light footsteps of a barefooted small creature mar the ground. Only perceptive PCs spot the tracks (which peter out after a few dozen feet).
2	Birds suddenly take flight from a nearby tree, as if startled by some unseen predator.
3	A handsome, blond-haired man (Varden) rides passed the party on a large, powerfully built warhorse. He is armed and armoured as if for war.
4	A light rain begins to fall on the village and a faint mist rises from among the surrounding woodland. Sounds seem faintly muffled.
5	Children run and laugh through the fields while whacking each other with crudely built wooden swords. Several farmers shout at them to stop.
6	Several villages stand in a tight cluster gossiping by the side of the road. As the PCs draw closer, the villages fall silent.
7	A cat emerges from a field, carrying a dead field-mouse in its jaws.
8	Dark clouds scud over the village, casting the settlement into shade; particularly deep shadows seem to linger over the Hall of the Six (location 1).



NOTABLE LOCATIONS IN BRACKENDALE

I: THE HOUSE OF THE SIX

Atop a large earthen bailey stands a wooden longhouse style building built onto the side of a wide-based wizard's tower. A narrow bridge, flanked by rusted and battered training dummies, crosses the fortress's moat.

The House of the Six is not an original part of the village and was built by the Six as a base of operations. The building incorporated each of the adventurer's needs into its construction.

Valren and Varden sunk a small shrine dedicated to Darlen into the fortress's foundations. Thus was their faith both the foundation of the group and the literal foundation of their home. Grindin built a tower above, providing the bookish gnome with a good view of the surrounding lands. (The tower is now deserted as the little wizard has moved to Lady Cross).

The shrine is constructed of worked river stone. An altar stands before a stained glass window depicting Darlen protecting his followers from evil-doers. Two small chambers nearby serve as the twin's bedchambers. Whilst Valren's is full of books, maps and religious paraphernalia Varden's is sparsely furnished, containing only a copy of *The Scriptures of Law* and several beeswax candles.

The fortress's great hall acts as the venue for village meetings between the villagers and the remaining members of the Six. These meetings usually now quickly devolve into shouting and infighting before any meaningful decisions are made.

At the back of the hall, a large bedchamber leads off from the kitchen. Originally, Wulfric and Namdren shared the chamber as they had similar interests—alcohol, food and long, rambling conversations about fighting and war-skills.

Verrek dwells high up in the hall's rafters in a private, hard-to-reach chamber. Here he could get peace from the do-gooders in the group and eavesdrop on any meetings held below in the great hall. Several concealed doors allowed the ex-convict to come and go without being noticed.

Now Wulfric lives in a room above his shop (location 4) while Verrek is usually found at the Running Goblin (location 3) leeching free drinks and rent off Portia Ovros.

WHAT'S GOING ON?

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

1. An irate villager storms into a great hall shouting at the twins for "bleeding him dry".
2. Portia from the Running Goblin presents Verrek's bill to Valren and demands immediate payment.
3. An irate parent brings in her child who is covered with bee stings. Unfortunately for the parent, several witnesses saw the child hurling stones at the hives
4. Wulfric enters the hall and waits around awkwardly for a few moments before leaving.
5. A messenger from Lady Cross brings news, along with several books and maps, from Grindin.

6. A lone traveller or local ranger brings news of goblin sightings in the nearby wooded hills.

THE SIX

The mis-matched adventuring party known as the Six comprises the following individuals:

- **Wulfric Nallarson** (CN male human fighter 3) is the oldest, but most impulsive, of the Six. He now runs Wulfric's Hides (location 4).
- **Namdren** (NG male human fighter 3) is dead. A brave warrior, he fell in battle against goblins who invaded his tower (Namdren's Folly—location 2). At the battle's climax, the tower collapsed killing Namdren and his attackers.
- **Grindin** (NG male gnome illusionist 3) was the only non-human in the group. He now dwells in the nearby village of Lady Cross.
- **Valren Dessano** (LG female human cleric [Darlen] 2) is Varden's near identical twin. Valren was once Wulfric's lover but after the incident at the goblin lair they fell out and now barely speak. They still hold feelings for each other but Valren's religious stance will not allow her to be in a relationship with him anymore. See below for more details regarding the twins.
- **Varden Dessano** (LG male human paladin [Darlen] 2) is Valren's near identical twin. He has been getting some aggression from male villagers recently and is a bit more reserved when meeting people than his sister. See below for more details regarding the twins.
- **Verrek** (NE male human thief 3) is an ex-convict. He is in love with Portia (location 3) and dreams of rekindling their romance. She has no such plans.

THE TWINS

Valren and Varden are twins originally from the earthquake-ravaged village of Tigley. They are virtually identical in looks and mannerisms. Both were passed to the church at a young age after their mother's death and the failure of their father's once lucrative cooperation left him destitute. Settling well into religious life they excelled at the training the church gave them and were an obvious choice to lead others to Brackendale during the goblin troubles.

The twins are forthright and honest and are polite and empathic towards others. Most villagers find the strength of the twin's faith a bit overwhelming.

Valren and Varden are tall, blond and fair-skinned. Both are charismatic and good looking. Valren in particular receives more than a few lewd comments from travellers; if Wulfric hears such comments he flies into a violent rage.

2: NAMDREN'S FOLLY

What once appears to have been a tall tower enclosed in a solid wall of river stone is now more of a run down cemetery. Thick brambles and briars cover the area, clawing at the tower's remains and hiding forgotten gravestones.

Namdren was a few years younger than the rest of the Six and several years more naïve. During the adventurers' short stay at the village before the raid that all but sundered their fellowship, he became infatuated with a gin distiller's daughter Eadith Gall. Not appreciating Namdren's unwanted advances, Adalbert Gall took his daughter with him when he went to the local traders' meet. Unfortunately their trip ended with their deaths at the hands of Lady Cross's Alderman Jarrson.

When the shocking news of Eadith's death reached Namdren, he fell into a deep depression. This manifested itself as an unquenchable anger that, with Wulfric's and Verrek's help, he later took out on the drunk and helpless goblin and orc raiders.

The actions that caused the division of the companions that did little to alleviate his turmoil. Separating himself from the others he funded the building of his new home and made a grave for his fallen love, even though her body still adorns the Sorrow Tree in Lady Cross. Stones from the recently dug moat formed the walls and towers and an extensive cellar was added to safely store food for harsh winters.

Beset by bad luck all through its excavation the tower's cellar flooded several times and the foundations on the village side sunk causing huge cracks to appear. Determined to make his idea succeed, Namdren fuelled the construction with his own money even selling his plate armour to pay the labourers.

Tired and pre-occupied he was unprepared for the goblin raid which came from tunnels dug into his cellar. The last view the villagers had of the youth before the tower's collapsed was of him alone at the top of his tower wearing just his nightshirt fending off goblin spears.

Now the folly comprises little more than a few crumbling walls. Thick briars grow all over the area hiding the stairs leading down into the flooded cellars.

3: THE RUNNING GOBLIN

The skeleton of a goblin, strung together like a wind chime, decorates the front of this low half-timber building. Empty flagons and plates litter the few tables outside.

Run, or perhaps run into the ground, by Portia Ovros (CG female human), the Laughing Goblin was built from the proceeds of the Six successful adventuring career. Being a bit egocentric and selfish Portia spent the money pouring into her business on clothing and stylish uniforms for her staff and expensive glasses to serve her customers. Now the glasses are all chipped or broken and the uniforms hanging in her wardrobe gather dust and provide a good home for many moths.

The barmaids, Honey (owner of the apiary, [location 6]) and Fallaya (from the boarding house [location 5]) help out their long-time friend but are usually too busy to manage it well, leaving

empty plates and flagons around to be collected later. Portia is open to help from others, often giving them a couple of free drinks and a room above for a night's work.

- **Food & Drink:** Game stew served with black crusted bread and cheese (3 sp); glass or flagon of mead or ale (6 cp); pitcher of wine, ale or mead (3 sp); during the daytime a variety of strong herbal and fruit tea sweetened with honey or pressed apple juice from the orchards (each 5 cp).
- **Accommodation:** Two-bed chamber (10 sp; 2 available).

NOTABLE FOLK

- **Portia Ovros** (CG human female) was once a tall, exotic-looking woman. Now, she is slowly giving into age and gravity. Portia comes across as a bit dated and eager when flirting with new customers (Her flirting is something Verrek hates; he doesn't immediately react but instead plots a horrible revenge against the subject of Portia's attentions). Material wealth easily sways her, a weakness her friends are very concerned about
- **Verrek** (NE human male thief 3) is a dishevelled ex-convict who constantly haunts the place, eager to rekindle his failed relationship with Portia. Due to his selfish, violent tendencies this is something Portia is not willing to consider. He usually sits alone and is commonly mistaken for a labourer instead of the menace he actually is. Originally charged by a court to earn his freedom working alongside the twins Valren and Varden he now spends most of his time drunk.

WHAT'S GOING ON?

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

1. A fight breaks out between some labourers and a handful of caravan guards. Verrek uses the opportunity to steal from unconscious brawlers whilst pretending to help them.
2. Portia shouts at Honey to stop chatting and clear more tables as there are no glasses left. Honey glares at her and they start to argue later in the night.
3. Verrek trips a customer causing them to tumble into a table which sends food and drink crashing to the floor; a fight subsequently breaks out.
4. Wulfric shouts at a traveller who enquires about Namdren's Folly and its current state.
5. A messenger from Lady Cross is hounded by Verrek or Wulfric for news.
6. A villager starts to shout about Valren being a pushover and not worthy of his title. He notices Verrek watching him and quickly shuts up.

4: WULFRIC'S HIDES

A large shingled awning covers tables of stacked skins, hides and furs. A large window space displays several boxes of moleskin, rabbit and fox furs. Looking slightly out of place a massive brute of a man carefully embosses a pattern into treated moleskin.

An expert at treating hides ready for use as armour Wulfric Nallarson (CN male human fighter 3) has recently begun to treat soft hides and skins for more delicate uses. At the moment he is enjoying embossing the soaked hides ready to be shipped out and is annoyed if interrupted. Most of his work consists of treating the hides ready for other's use but he can make or repair leather goods to suit most customer's needs. He particularly likes making leather and studded leather armour and bracers and quivers—a selection of which are on sale.

- **For Sale:** +1 leather armour (2,000 gp).

Wulfric is the oldest of the companions by several years, a fact that unfortunately didn't make him any wiser. Whilst his temper was an asset during battle it made him come across as uncaring and vindictive in other situations, something his good looks couldn't mitigate forever. After the Six's fateful raid Valren and the huge barbarian could no longer function as a couple and went their separate ways; Wulfric moved out of the House of the Six and into this empty shop. He has the following exceptional items for sale:

5: FALLAYA'S BOARDING HOUSE

This large ramshackle boarding house has seen better days. While its frontage appears well maintained the rest of the building looks wind damaged and rough.

Like the rest of the village, the boarding house has fallen on hard times. Its huge common room is usually filled with labourers from the nearby farms and orchards but they pay in trade instead of coin. Consequently, Fallaya (N female human) has to help out at the Running Goblin (location 3) just to make ends meet. Not averse to a good deal Fallaya accepts any offers of repairs to the building in return for accommodation.

- **Accommodation:** Two-bed chamber (10 sp; 3 available); four-bed chamber (20 sp; 1 available); common room (2 sp).

6: HONEY'S APIARY

A well painted sign decorated with a simple picture of flowers and bees declares, "Honey for Sale". An open window below displays many jars and wrapped parcels.

Run by Honey (CG middle-aged female human), a small pretty woman of middling years this oddly shaped building sports several hives on its roof. Keeping her busy for most

of the year around she collects the honey, wax, royal jelly and propolis and sells it around the village. (Propolis is a foul tasting off-product from the bees with amazing health benefits). Probably the wealthiest person in the village she is well liked and amiable, making her the person people head to when they fancy a chat.

- **For Sale:** Propolis lozenges (50 gp each; provides a +2 bonus on saving throws against disease), royal jelly (8 gp a jar), honey (1 gp a jar).

7: FINE TEAS AND TINCTURES

Decorated with flower-filled baskets this small thatched building proudly displays a sign saying, "Fine Teas and Tinctures".

Vellua Merithra (N old female elf), an ancient elven woman runs this small shop with her chair-bound husband Kolren (N old male elf). Specialising in fruit and herbal teas Vellua makes a tidy profit selling to the villagers and sending a load off to market once a year in the autumn. She also sells dry rations that include fruited biscuits and cakes, jams and honey smoked hams.

- **Food & Drink:** elven tea (3 cp).

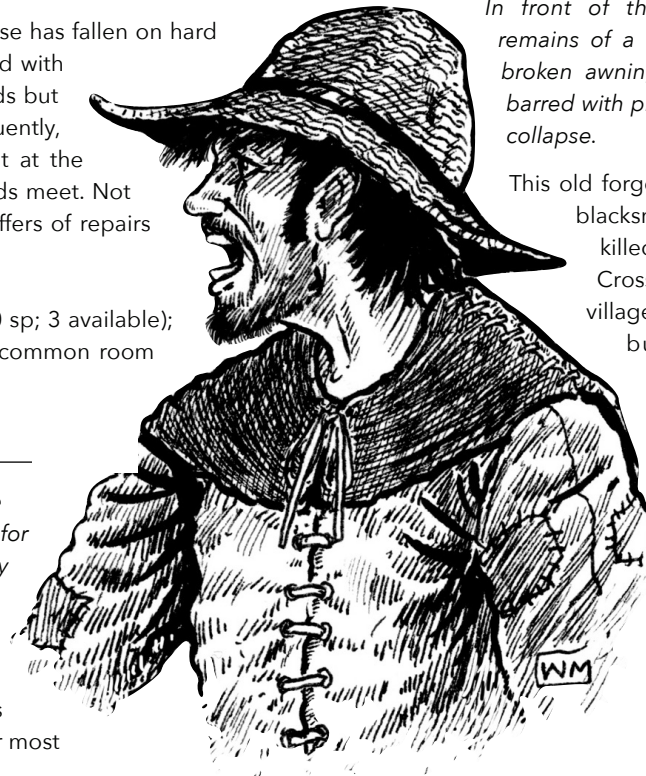
Vellua makes propolis lozenges, a special food with many health benefits, for Honey (location 6). Her husband, Kolren, is the reason many people come to visit, though, as he is knowledgeable about the surrounding area and its monstrous inhabitants. For the small price of a pot of tea or some dried nettles a sit down and chat with the ancient elf can be arranged.

8: THE OLD FORGE

In front of this tumbledown building the remains of a forge and anvil stand under a broken awning. Its doors and windows are barred with planks and its roof looks ready to collapse.

This old forge belonged to Adalbert Gall, a blacksmith turned distiller who was killed several years back in Lady Cross during an altercation with the village's Elderman. Now deserted the building contains Adalbert's rusting distillery vats and a large collection of tools.

Unknown to anyone, goblins have dug into the ruin's cellars and occasionally sneak into the forge to watch over the village (and plot their revenge against the Six).



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