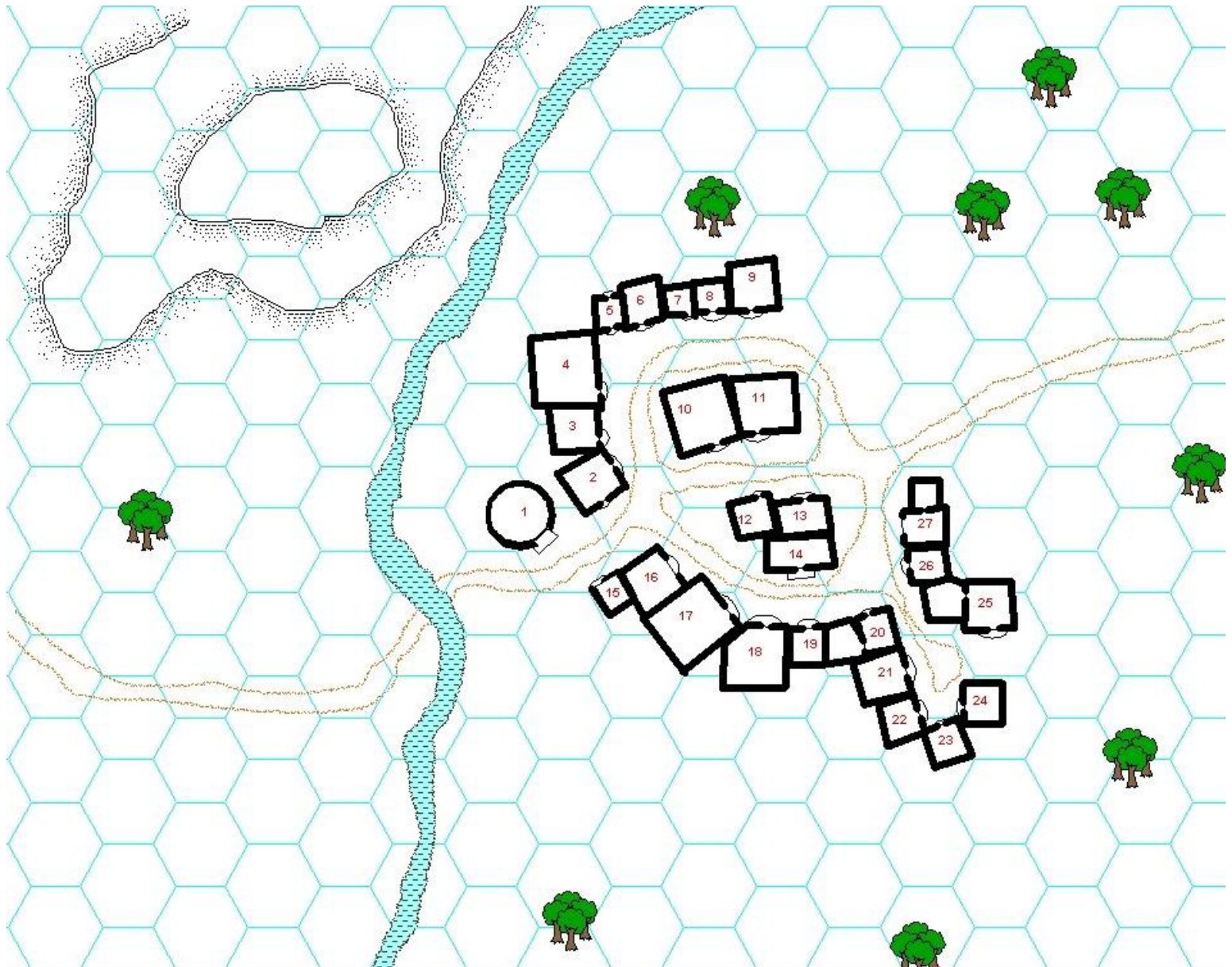


The Village of Dwim

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In the northern reaches, above the Ododharaun mountains, and along the northern fork of the Oakenrun river lies a modest settlement as remote and far away from the commonly traveled roads as can be. So far does it lie from the normal merchant trails that few have had opportunity to pass through this eccentric village, and for those accustomed to the opulent life that avails itself to the ambitious city dweller, they might even call it backward. If one were to be venturing off the beaten path through often dangerous and untamed wilderness that awaits those who wander from the established travel ways, one would find that, in Dwim, life is difficult, and the local inhabitants do not take lightly their laws of civilization. The people of Dwim live off the land, and the abundant prey that can be found in the vast and adjacent wilderness areas.

Not surprisingly given their simple way of life, Dwim has always been ruled by the strongest. At the moment, that leader is Marsh Awen, who took over about four years ago from Dwim's predecessor, the late Evin Rhone, with displays of wealth and power. Maintaining power, or even popularity in Dwim is no easy task given the naturally suspicious nature of its inhabitants,

particularly given the strange circumstances of Awen's sudden arrival, and the subsequent rapidity with which Evin relinquished his power. Awen, being no fool, has recognized that with such types found in Dwim, fear is the best way to keep order. To this end, Marsh Awen depends on the burly Stens (Area 27) and his ogre friends to keep order. No one knows when such a partnership was struck, only that it exists. Despite these suspicions, Awen has maintained stability and prosperity these past four years that for the time being, no one sees fit to challenge his authority. Marsh Awen personally takes the lead when confronting any invaders, but otherwise he lets Stens and his ogre war band deal with enforcing Awen's will.

The Village of Dwim (Map 3, hex 1304) is a small village, 65 miles upstream of Tarsh, the largest city in the region. The village has several hunters and trappers that hunt the local game as well as acting as a home base for many roaming trappers. For the most part, the town has no real structure. There is no law save that which is considered as morally right or wrong. As can be surmised, mainly external threats from marauding orcs or goblins, or perhaps, even worse, keeps the village from descending into total anarchy.

Marsh Awen has a 5,000 gold piece bounty on his head in Tulla where he murdered his master, the Mage Allisterop, and fled unseen with a great portion of his research and belongings. This included a shield (crystal ball) against all forms of magical scrying. Awen has protected himself from authorities by ensuring that any scrying of the Village of Dwim will only reveal the village as it looked four years ago. It is very difficult to notice discrepancies unless the scryer has traveled to Dwim within the last four years.

Most houses have small gardens. Additionally the townsfolk have planted many food crops, left to grow wildly, in the local glades and pastures as insurance against raids on the village. Every fortnight a caravan is sent to Tarsh to sell pelts, and acquire needed supplies. The town revenue is meager by most standards, so finding items of greater than 100 g.p. value will be difficult in this community.

The townsfolk have a crude defense force, which is quite effective despite its lack of organization because most of the locals know how to handle weapons from an early age. Every night a few representatives keep watch, a duty that is taken very seriously. Nearly all homes have several large dogs as well. Most of the trouble comes from the minotaurs living in the hills to the northeast, or the trolls to the south. Several locals have disappeared near the ruins some fifteen miles to the northwest so those areas are avoided by everyone in the town except Helmer (area 15).

1) Wizard's Tower

Marsh Awen prefers to let the town run itself so he can concentrate on researching spells and artifacts. He views outsiders, particularly adventurers, potential usurpers and will try to get a potion of control over them. Even hiring them to run a fools errand.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Awen	CE	Human	Wizard	4	14	10	None	Staff+1	1d6+1

Marsh Awen (Male) has a large scar on his left hand, tends to over react to things, and is easily bored. Awen has a concubine (Haerbilda) and 3 slaves (Gwyd, Cylad, Carfyr). Awen looks sloppy and is very a jealous person who enjoys paintings and other fine art,

Marsh Awen: (STR=10, Int=15, Wis=14, Con=9, Dex=11, Chr=10); Init +0; Spd 30; Atk: +2 base melee, +2 base ranged; SV Fort +0, Ref +1, Will +6; Feats & Skills: Brew Potion, Craft Wandrous Item, Scribe Scroll, Silent Spell; Alchemy +9, Concentration +3, Innuendo +2, Knowledge (arcana) +6, Profession (Apothecary) +5, Ride +3, Scry +7, Spellcraft +9; Possessions: +1 Quarterstaff of Spell Storing, Crystal Ball of proof against detection and location, Rod of Absorption.

Spells Prepared (Wiz 4/4/3): 0 - Detect Magic, Detect Poison x2, Prestidigitation; 1st - Charm Person, Comprehend Languages, Identify, Unseen Servant; 2nd - Bull's Strength, Invisibility, Whispering Wind.

Spells Known (Wiz 4/4/3): 0 -- Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance; 1st -- Alarm, Charm Person,

2) The Flea's Rest Tavern

Snunrjar serves fresh vegetables and fruits making his establishment popular and unique in a village dominated by hunters. His stew however should be avoided.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Snunrjar	CE	Human	Expert	4	8	10	None	Rapier	1d6

Snunrjar (Male) loves to debate politics, is blind in his left eye, and never shows mercy. Snunrjar has a spouse (Heirkjof) and 5 children (Hosleid, Hraring, Firing, Roldar, Frabbi) and 2 workers (Cadwy, Lefn) and 2 slaves (Cus, Mynoch). Snunrjar looks dirty and is thoughtless.

Abilities: STR=8, Int=10, Wis=10, Con=8, Dex=10, Chr=14
Skills: profession=2 craft=3 spot=3 listen=5 bluff=3 diplomacy=3
Attack Bonus: +2; Saving throws: Fort=0 Relx=1 Will=4

3) Bower and Fletcher

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Heurfar	N	Human	Fighter	2	11	9	None	Club	1d6

Heurfar (Female) loves to gossip, is toothless, is almost affected by megalomania, and always seems to be moving about. Heurfar has never been married, has no children, but has 3 workers (Gelar, Mychas, Ysbinnonyr). Heurfar looks meticulous and is morose.

Abilities: STR=11, Int=9, Wis=9, Con=10, Dex=19, Chr=10
Skills: profession=1 craft=2 spot=2 listen=3 sense motive=2
Attack Bonus: +2; Saving throws: Fort=3 Relx=-1 Will=-1

4) Brewery

Olwegyr makes a weak but harsh brew. Being the only producer in the local area, he lives well, being protected by just about everyone.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Olwegyr	CE	Human	Fighter	4	21	9	None	Dagger	1d4

Olwegyr (Male) enjoys painting, is missing his left leg (war), and is always patient. Olwegyr has a child (Gwer) but no spouse (missing for some time) and a worker (Iusgon) and 2 slaves (Gwenddainon, Rhyrasgwrn). Olwegyr looks ragged but acts pleasant.

Abilities: STR=11, Int=9, Wis=9, Con=10, Dex=9, Chr=10
Skills: profession=2 craft=2 spot=2 listen=5 bluff=2 diplomacy=2
Attack Bonus: +4; Saving throws: Fort=4 Relx=0 Will=0

5) Blacksmith

Afa is not a very good craftsmen, and most of her work is repairing mundane items; most of those break.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Afa	CE	Human	Expert	3	7	9	None	Dagger	1d4+1

Afa (Female) carves wooden models of knives, has a tattoo of a lost love on her forehead, and is not patient. Afa has never been married, has no children, but 2 workers (Kardir, Inding) and 2 slaves (Geir, Hjotra). Afa looks disheveled and is immoral.

Abilities: STR=13, Int=8, Wis=9, Con=9, Dex=11, Chr=7
Skills: profession=4 craft=1 spot=4 listen=2 appraise=5 bluff=5 sense motive=4
Attack Bonus: +3; Saving throws: Fort=1 Relx=0 Will=2

6) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Smeng	NE	Human	Expert	3	5	11	None	Axe	1d6

Smeng (Female) likes to debate politics, has a tattoo of an axe on her lower left arm, is rather forgetful, and kills rather than show mercy. Smeng has a spouse (Hroa) with a child (Helirir) and 2 workers (Hekarod, Hirim) and a slave (Hodnir). Smeng looks dirty and is argumentative.

Abilities: STR=6, Int=8, Wis=9, Con=8, Dex=12, Chr=8
Skills: profession=5 craft=6 spot=3 listen=3 bluff=6
Attack Bonus: +0; Saving throws: Fort=0 Relx=2 Will=2

7) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Hangad	LE	Human	Expert	3	7	9	None	Short Sword	1d8

Hangad (Female) talks about how bad Awen rules Dwim. She is blind in her left eye, is rather forgetful, and is always verbose. Hangad has a spouse (Gwegw) and 5 children (Duartherthawg, Gwyes, Ornar, Hismar, Thurmar) and 3 workers (Eirid, Herkja, Honmir). Hangad looks dirty and is gloomy.

Abilities: STR=8, Int=10, Wis=12, Con=15, Dex=8, Chr=11
Skills: profession=1 craft=2 spot=2 listen=4 bluff=2 diplomacy=2
Attack Bonus: +1; Saving throws: Fort=3 Relx=0 Will=4

8) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Estir	CE	Human	Fighter	1	1	9	None	Long Sword	1d8

Estir (Female) carves wooden toys, has a slight scar on her left hand, and always seems calm. Estir has a spouse (Starmaer) and 8 children (Hrosti, Atlarrid, Sarod, Hraer, Inga, Goti, Sael, Barring) and 2 workers (Rosta, Haratar) and a slave (Gulfhedrir). Estir looks ragged and is warlike.

Abilities: STR=10, Int=10, Wis=9, Con=8, Dex=9, Chr=12
Skills: profession=1 craft=1 spot=2 listen=2 sense motive=2
Attack Bonus: +1; Saving throws: Fort=1 Relx=-1 Will=-1

9) Baker

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Bodstir	CE	Human	Expert	3	6	10	None	Dagger	1d4

Bodstir (Male) often imbibes far too much ale, has a tattoo of a rune on his chest, and is somewhat boastful. Bodstir has a spouse (Thaerkvar) and 3 children (Tronar, Hogni, Tholpreid) and 2 workers (Hroki, Arbi) and 3 slaves (Sornir, Aukora, Svalnar). Bodstir looks meticulous but is deceitful.

Abilities: STR=9 Int=11, Wis=8, Con=12, Dex=11, Chr=9
Skills: profession=3 craft=2 spot=3 listen=4 appraise=4 bluff=4 sense motive=4
Attack Bonus: +1; Saving throws: Fort=2 Relx=1 Will=2

10) Flying Dog Inn

Ceinawr runs the only place in town. She will adjust the prices based ability to pay, not availability. She has no qualms kicking out paying customers for better paying customers.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Ceinawr	CE	Human	BRD	3	8	10	None	Long Sword	1d8

Ceinawr (Female) enjoys gambling (particularly dice), speaks with a lisp, tends to over react to things, and is very patient. Ceinawr has a spouse (Bwyg) and 4 children (Tei, Hwfyre, Ewin, Eurwyr) and 4 workers (Habwy, Dyllen, Nafach, Cnon). Ceinawr looks sloppy and is stern.

Abilities: STR=10, Int=9, Wis=10, Con=14, Dex=11, Chr=8
Skills: profession=3 craft=4 spot=4 listen=4 bluff=4
Attack Bonus: +2; Saving throws: Fort=3 Relx=3 Will=3

11) Pelt Exporter

Mashequila organizes most of the caravans downstream to Tarsh, where most of Dwim's resources are sold. Her Brother and partner, Eylli, run the general store across the way (Area 20).

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Mashequila	NE	½ Elf	Rogue	6	29	16	Padded +2	Dagger +1	1d4 +2

Mashequila (Female) likes to debate politics, never forgets a face, and always seems to be moving about. Mashequila has a spouse (Hraling) and 5 children (Hyrgheid, Krodi, Jornar, Kreifid, Saem) and 4 slaves (Frosskel, Storvild, Girthjorg, Eima). Mashequila looks raged and is harsh.

Mashequila, (STR=12, Int=10, Wis=10, Con=15, Dex=16, Chr=17); Init + 3; Spd 30; AC 16 (Flatfooted: 13 Touch: 15); Atk +4 base melee, +6 base ranged; +3/+3 (1d4+2, +1 Dagger, silvered; 1d4, Dagger, Masterwork); +5 (1d4+1, Dagger, Masterwork); +2 (1d8, Crossbow, repeating); SV Fort + 3, Ref + 7, Will + 1;SQ: Immunity: Sleep (Ex), Low-light vision (Ex); RF: +2 Will bonus to Enchantment spells, Elven Blood; Skills & Feats: Ambidexterity, Two-Weapon Fighting, Appraise + 8, Balance + 7, Climb + 5, Disable Device + 3, Escape Artist + 8, Gather Information + 4, Hide + 20, Listen + 1, Move Silently + 7, Open Lock + 5, Profession (Leatherworker) + 4, Profession (Tanner) + 8, Search + 5, Spot + 3, Tumble + 7; Possessions: +1 silvered dagger of Wounding, 3 masterwork daggers, repeating crossbow, +2 padded shadow armor.

12) Chandler

Hindar sells candles, wicks and lamp oils. He does not sell lamps.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Hindar	LN	Human	Expert	4	5	10	None	Club	1d6

Hindar (Male) carves wooden instruments, is missing his left ear (freak accident), and is wildly verbose. Hindar has a spouse (Braki) and 8 children (Svofing, Eyfura, Aknora, Hirgar, Ginjorg, Hrabbi, Gorreid, Thjodgrani) and 2 workers (Thorming, Sarkar) and 2 slaves (Hodmod, Thvangvar). Hindar looks disheveled and is cheerful.

Abilities: STR=7, Int=10, Wis=10, Con=10, Dex=10, Chr=15
Skills: profession=5 craft=5 spot=5 listen=5 diplomacy=5
Attack Bonus: +1; Saving throws: Fort=1 Relx=1 Will=4

13) Clothier and tailor

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Eylli	LN	Human	Fighter	1	3	10	None	Axe	1d6

Eylli(Male) tends to be drunk much of the time, has a massive scar on his right hand, tends to over react to things, and is not patient. Eylli has a spouse (Stakar) and 3 children (Fjorreid, Vignhidir, Bjorleid) and 5 slaves (Runthjar, Saettild, Brelmir, Hjalgar, Reingar). Eylli looks raged but is easy going.

Abilities: STR=10, Int=8, Wis=11, Con=10, Dex=10, Chr=8
Skills: profession=2 spot=2 sense motive=2
Attack Bonus: +1; Saving throws: Fort=2 Relx=0 Will=0

14) Apothecary

Hlorkmod sells herbs, spices, pipe weed, and the like. This includes some organic poisons and mind-altering compounds.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Hlorkmod	NE	Human	Expert	3	5	10	None	Axe	1d6

Hlorkmod (Female) likes to gossip, is deaf in her right ear, is slightly affected by kleptomania, and is not bored easily. Hlorkmod has never married but has 3 children (Hlyng, Garan, Fjornir) and 2 workers (Ilprod, Armoring) and 2 slaves (Hoggvar, Gauti). Hlorkmod looks meticulous and is retiring.

Abilities: STR=, Int=10, Wis=12, Con=10, Dex=11, Chr=10
Skills: profession=4 craft=5 spot=4 listen=2 appraise=5 bluff=5 read lips=5
Attack Bonus: +1; Saving throws: Fort=1 Relx=1 Will=4

15) Horse trader & stabling

Helmer is erratic but his stock isn't; few new mounts come to this village. Onthor tends to run the stables while Helmer is out adventuring, and he does a good job.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Helmar	CN	Human	Fighter	5	38	12	Leather	Throwing axe	1d6+4

Helmar Robuck (Male) is easily bored, drinks far too much ale, and will get into trouble shortly there after. Helmar has never married but has 3 children (Handir, Thaendar, Aslorring) and 2 workers (Onthor, Saetild) and 2 slaves (Helgi, Olfring). Helmar looks fashionable and is proud.

Helmar Robuck: (STR=14, Int=12, Wis=9, Con=13, Dex=13, Chr=10); Init + 1; Spd 20; AC 16 (Flatfooted: 15 Touch: 11); Atk +7 base melee, +6 base ranged; +7/+3 (1d6+4, masterwork throwing axe masterwork throwing axe); SV Fort + 5, Ref + 2, Will + 0; Feats & Skills: Mounted Combat, Ride-By Attack, Track, Two-Weapon Fighting, Weapon Focus (throwing axe), Weapon Specialization (throwing axe), Appraise +2, Handle Animal +7, Profession (Stable hand) +3, Ride +8, Sense Motive +2, Spot +1; Possessions: Masterwork Axe throwing axe (x4), Masterwork Chain. mail

16) Potter

Celwch is good enough to keep foreign competition out of the village, and that is about it.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Celwch	CE	Gnome	Expert	3	3	10	None	Dagger	1d4

Celwch (Male) is looking for a new religion and frequents the ruins of an old temple 15 miles to the northwest searching the catacombs underneath. He has a small scar on his left ear, and always seems calm. Celwch has a spouse (Benonoeth) and 7 children (Dewdwr, Adawc, Rychas, Tarnarwyn, Gwysyamin, Medlurmyr, Daraidyr) and 2 workers (Anyr, Merw) and 3 slaves (Irnychwr, Isgulhwch, Nydnyr). Celwch looks dirty and is lustful.

Abilities: STR=9, Int=8, Wis=11, Con=10, Dex=10, Chr=9
Skills: profession=3 craft=3 spot=3 listen=3 appraise=3 bluff=3 read lips=3
Attack Bonus: +1; Saving throws: Fort=1 Relx=1 Will=3

17) Brothel

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Triknar	CE	Human	Expert	3	4	11	None	Short Sword	1d8

Triknar (Male) likes to gossip about politics, is missing his left ear (duel), and is wildly patient. Triknar has a spouse (Dangvar), 5 "workers" (Gjallaug (Orc), Jadlof, Sotild, Vastlaug, Borgny(male)) and a slave (Sirngrosti). Triknar looks sloppy and is naive.

Abilities: STR=9, Int=11, Wis=11, Con=9, Dex=13, Chr=10
Skills: profession=4 spot=5 listen=5 diplomacy=5 sense motive=5
Attack Bonus: +1; Saving throws: Fort=0 Relx=2 Will=3

18) Leather worker

Pwynwal makes just about from leather mostly fine leather moccasins. He also supplies the villagers' leather armor and saddles.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Pwynwal	CG	Human	Fighter	4	19	10	None	Dagger	1d4

Pwynwal(Male) likes to debate politics, is cursed, and is wildly patient. Pwynwal has never married but has 2 children (Ogyr, Gowrfrywal) and 2 slaves (Osig, Seidnar). Pwynwal looks raged and is rude.

Abilities: STR=8, Int=13, Wis=9, Con=10, Dex=11, Chr=8
Skills: profession=5 craft=5 spot=5 listen=5 read lips=5 sense motive=5
Attack Bonus: +3; Saving throws: Fort=4 Relx=1 Will=0

19) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Silleif	LG	½ Orc	Fighter	5	37	14	Chain	Club	1d6

Silleif (Female) likes to hear stories about history, is missing 3 fingers on her right hand (adventuring), and has nervous energy (talking to herself). Silleif has a spouse (Sinnboti) and 2 children (Fjottar, Huming) and no workers. Silleif looks disheveled but is realistic.

Abilities: STR=9, Int=7, Wis=10, Con=11, Dex=8, Chr=9
Skills: profession=5 craft=2 spot=6 listen=6 read lips=6 sense motive=6
Attack Bonus: +4; Saving throws: Fort=4 Relx=0 Will=1

20) General store

Well can supply most common items, specialty items might take a couple weeks to acquire.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Well	N	Human	Fighter	2	11	19	Chain	Rapier	1d6

Well (Male) loves to travel the local hills and mountains. He knows of a cave complex that has a concealed cache of masterwork dwarven weapons. He has a few for sale, but no longer can get them because of a band of orcs that now occupies the caverns. Well has thick bright red hair, and is wildly forgiving. Well has a spouse (Afyrr) and 8 children (Tasgadan, Maid, Tyr, Cystyr, Cyli, Gwuledyr, Tathenedan, Cragg) and a worker (Eran) and 3 slaves (Dryfren, Yran, Gwulwch). Well looks clean and is brave.

Abilities: STR=10, Int=11, Wis=6, Con=13, Dex=18, Chr=10
Skills: profession=1 craft=2 listen=3 bluff=2
Attack Bonus: +2; Saving throws: Fort=4 Relx=4 Will=-2

21) Shrine to Pasperus

Most people in the village pay homage to Pasperus, god of traders and trappers, to keep them safe, and provide the pelts that drive the local economy. Frosskel is torn between wanting to eliminate Awen or not. Marsh is cruel, but has brought a new level of security to the village.

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Frosskel	N	Human	Cleric	1	10	13	Studded leather	Club	1d8

Frosskel (Female) is interested in learning new dances, has a small scar on her left hand, is not very stable (prone to panic), and is not forgiving. Frosskel has a spouse (Storvild) and 7 children (Girthjorg, Eima, Hindar, Braki, Svofing, Eyfura, Aknora) and 5 workers (Hirgar, Ginjorg, Hrabbi, Gorreid, Thjodgrani). Frosskel looks sloppy and is antagonistic.

Frosskel: (STR=10, Int=10, Wis=13, Con=14, Dex=8, Chr=15); Init -1; Spd 30; AC 13 (Flatfooted: 13 Touch: 9); Atk +0 base melee, +1 base ranged; +0 (1d6, Club); AL N; SV Fort +4, Ref -1, Will +3; Feats & Skills: Shield Proficiency, Track, Craft (Trap making) +2, Knowledge (religion) +4, Perform +3, Wilderness Lore +2; Possessions: Club, Studded leather Armor, small wooden shield;

Spells Prepared (Clr 3/2): 0 - Cure Minor Wounds, Purify Food and Drink, Resistance; 1st - Bless, Command.

22) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Ysbydryr	CE	Human	Expert	3	6	11	None	Rapier	1d6

Ysbydryr (Male) is looking for a new religion, has thick black hair, and is not verbose. Ysbydryr has never married but has a child (Cant) and a slave (Ideulfyr). Ysbydryr looks disheveled and is suspicious.

Abilities: STR=11, Int=9, Wis=10, Con=8, Dex=12, Chr=8
Skills: profession=2 craft=3 spot=3 listen=3 diplomacy=3 sense motive=3
Attack Bonus: +2; Saving throws: Fort=0 Relx=2 Will=3

23) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Tylch	NE	H	Bard	2	8	12	Leather	Dagger	1d4+2

Tylch (Female) enjoys gambling (particularly cards), has wavy dark hair, and is somewhat patient. Tylch has a spouse (Yras) and 3 children (Gwyrmyr, Tannerth, Gyfnwel) and 4 workers (Crust, Medydd, Erfanrhyr, Hawen). Tylch looks meticulous and is gloomy.

Abilities: STR=14, Int=14, Wis=9, Con=10, Dex=11, Chr=8
Skills: profession=3 craft=2 spot=3 listen=3 bluff=3 read lips=3
Attack Bonus: +3; Saving throws: Fort=0 Relx=3 Will=2

24) Hunter's residence

Name	Algn	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Grundi	N	D	F	1	1	11	None	Club	1d6

Grundi (Female) loves to here stories about goblins, has thinning dark hair, tends to over react to things, and is wildly boastful. Grundi has a spouse (Borri) and 4 children (Rameslof, Thriggar, Ollrodd, Slogi) and a worker (Hoki) and 3 slaves (Hlif, Herir, Andar). Grundi looks meticulous and is hard hearted.

Abilities: STR=10, Int=7, Wis=6, Con=8, Dex=13, Chr=9
Skills: profession=1 spot=2 sense motive=2
Attack Bonus: +1; Saving throws: Fort=1 Relx=1 Will=-2

25) Bath House

Any item not under constant watch will likely be stolen. Daganwel also runs card games, and they are on the up and up, unless cheating is suspected.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Daganwel	CE	Human	Fighter	3	13	12	None	Club	1d6

Daganwel(Male) enjoys gambling (particularly cards), is missing his right hand (result of punishment), is almost affected by megalomania, and is very verbose. Daganwel has never been married, and has no children and 2 workers (Collddywyr, Eurannyr) and a slave (Haelfan). Daganwel looks meticulous and is optimistic.

Abilities: STR=10, Int=11, Wis=10, Con=11, Dex=15, Chr=10
Skills: profession=3 craft=4 spot=4 listen=4 sense motive=4
Attack Bonus: +3; Saving throws: Fort=3 Relx=3 Will=1

26) Hunter's residence

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Graslod	LN	Gnome	Expert	4	7	11	None	Dagger	1d4

Graslod (Female) loves to gossip, has a tattoo of a tribal symbol on her chest, and has nervous energy (talking to herself). Graslod has never married but has a child (Gwifryr) and a slave (Gwadwys). Graslod looks sloppy but is pleasant.

Abilities: STR=10, Int=9, Wis=11, Con=8, Dex=12, Chr=10
Skills: profession=1 craft=2 spot=2 listen=5 appraise=2 diplomacy=2 read lips=2
sense motive=2
Attack Bonus: +3; Saving throws: Fort=0 Relx=2 Will=4

27) The Nightmare's Eye

This is reluctantly a tavern, but it is really a hang out for Marsh Awen's thugs. Peryf runs the bar for Stens and Awen, and will try to suggest outsiders to leave before they become the evening's entertainment.

Name	Align	Race	Class	Lv	HP	AC	Armor	Weapon	Damage
Stens	CE	Ogre	Warrior	4	52	19	Leather +1	Dire flail	1d8+5

Stens Spearen (Male) loves to gossip about village folk, mostly to keep tabs on them. He has a massive scar on his left cheek from his first run in with Marsh Awen. Stens will not cross the wizard again. Stens employs 5 fellow bullies, Eisinnar, Bricca, Ddyricca, Meriant, Hlidden).

Stens Spearen : (STR=21, Int=6, Wis=10, Con=15, Dex=8, Chr=7); Init -1; Spd 30; AC 19 (Flatfooted: 19 Touch: 10); Atk +11/6 base melee, +5/0 base ranged; +13/8 (1d8+5, Flail, dire, Masterwork);

AL CE; SV Fort + 10, Ref + 1, Will + 2; Skills & Feats: Craft (Trap making) -1, Handle Animal + 1, Ride + 1, Wilderness Lore + 1, Armor Proficiency: light, Exotic Weapon Proficiency: dire flail, Weapon Focus: dire flail; Possessions: Weapons: masterwork dire flail, +1 leather armor, +1 steel shield (large).

About this work:

The cartography was created with [Autorealm](#), a free cartography software package. The map itself is from Judges Guild Village book one, page fourteen. [Judges guild](#) graciously posted this map in preparation for the *Player's Guide to the Wilderlands* released by Necromancer Games. The personalities were created with a beta software package.

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Mr. Fisher is a professional software developer who lives in Palo Alto California with his wife and three daughters. He started gaming in the early eighties, and bought the City-State of the Invincible Overlord way back then and has been an avid Judges Guild fan ever since. His other published work can be seen in issue 15 of Pegasus magazine.

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