

# The Village of Kalumbel and its Hinterlands



A Mechanics-Lite Micro-Setting





# The Village of Kalumbel and its Hinterlands

*The Village of Kalumbel and its Hinterlands* is a game setting scenario that can be used to provide some role-playing color to your campaign, with interesting non-player characters that can, nonetheless, influence the lives and motivations of even the hardest of player characters. Class levels of the included NPCs are left vague, so that any level of party can interact with them on an equal level- but the goal of the setting is not blood and combat! If the players seek that, area 11 should provide all they need. Monetary treasures have not been included for the listed NPCs and their businesses, again, because killing and robbing them should not be the point of the game setting! One can assume that the business-persons keep d% silver and copper on their person, and an additional d% silver and gold in a hidden strongbox in their living-quarters, with appropriate locks and traps if required to keep nosy and nasty folks away. The GM is welcome to use *The Village of Kalumbel* for whatever purpose suits their campaign and integrate their plots and plans accordingly. Enjoy!

## The Village of Kalumbel

Standing beside the like named river which splits the Dimmering Wood it lies in, the village of Kalumbel is a small, out of the way place where the passing of time is dictated by nature, not man. There was a time in the distant past when the village was a town that lived as one with the land. Founded by Aeden Kalumbel some 316 years ago, at one point 74 people lived within the confines of the settlement. Thanks to a variety of renewable crops and just enough gold panned out of the river to give Kalumbel a sheen, the natives prospered. But when the old man died, the sons took over and the sons...the sons weren't nearly as cautious about using their surroundings as their father.

Convinced there were even more riches to be found beneath the earth, the inheritors dug. They uprooted trees, they cleared away plant life, they poisoned the ground. And then it is told, the forest struck back. In a matter of one day the mine was collapsed, killing the brothers and the rest of the workers trapped inside. The outbuildings of the site were shattered, and their pieces dragged into the dirt below to rot. The homestead the Kalumbels had lived in for decades suffered a similar fate. Only a small few buildings occupying what is now the village, inhabited by those that had respected the woodlands, were spared. The evidence and memories of past glories and greed gradually faded.

As if mourning the death and destruction by both parties, it is said the sky itself wore a veil. The name of the forest dates from this time. Even today, one can notice once they enter the woods, it grows slightly darker even in places where no

trees block the light. Those that live there now have no knowledge of the history that they stand upon. But one still watches over the place, ever vigilant against those that would pillage the land once more.

Today Kalumbel is a settlement with less than 10 occupants. On the surface it offers little to the average traveler beyond a place to lie one's head for the night, a warm meal to fill the belly, and a few other necessities. On the surface. Below that surface, however, can be found secrets and other things seldom whispered. A forester who can be three places at once. A garden that tends itself. A blind witch who sees all. A physician who heals the dead. A travelling minstrel who never leaves home. Behind the mundane and the green that grows lie the mysteries of things unknown.

## Kalumbel - The Village Proper

**1 The Three Acorns Tavern and General Store** - This sleepy establishment is run by one **Puckwylar Wickelstrom (Gnome, Male, Rogue 2/Expert 5, LE)**. The gnome, red bearded, green eyed and never without his silver and crimson striped vest, is an astute businessman. Shortly after assuming ownership of the establishment, he reduced the size of the often too roomy common area and converted it into a general store. He stocks common items most useful to rural living at considerable markup, as well as locally made goods including fresh baked bread from the **Brothers Calembryll (see 6)** and jams made by **Blind Ebby the Witch (see 8)**. It is rare to see more than four people in the tavern at any one time which makes the sales generated by the store even more important. The menu is limited to dishes made with eggs and bread before noon and vegetable stew and bread later than that. Occasionally the gnome has a tangy cheese flavoured with wild mushrooms on offer produced with milk from the three cows he owns that are kept in the **Stables (see 2)**. Puckwylar lives on the second-floor attic of the building but is willing to rent out the common room floor after closing to a party looking for a place to sleep for the night. He sees Yillandrea the Minstrel's disappearing house (see 3) as a future possession should he figure out exactly what it does and how to part her from it. As he is an unwelcome visitor to the residence, he may approach the party to spy for him. Though combat is not something he will enter into willingly, if forced the innkeeper favours striking from behind with his *+1 short sword*.

The gnome took over after the previous owner, **Balwen Gabler (Human Haunt, Male, Commoner 3/Expert 4, N)**, passed away six years ago. Though no longer of this world, Gabler is still a resident of Kalumbel. He 'sleeps' in a cot behind the general store portion of the building and can be found in various locations throughout the village during the day. He has a standing afternoon checkers game with the gnome who now runs his tavern. Mornings are usually spent sitting on a barrel smoking pipes with the stable master **Kurm Oakenmace (see 2)** and the blacksmith **Ruskin Snorff (see 4)**. In the evenings however one can always find Gabler sitting on the edge of the well in the middle of the village. For it was there that he was six years ago waiting to propose marriage to the then love of his life, **Syvalanen Eshing (see 10)**. However, it was not meant to be. As she approached that evening his heart gave out and he died suddenly. It is this that keeps him

haunting the well to this day.

**2 Stables** - Ostensibly a place where horses are kept and cared for, in Kalumbel it is a veritable hobby farm run by **Kurm Oakenmace (Dwarf, Male Fighter 1/Druid 1 NG)**. The largest beasts, a pair of towering equines used as a team to pull the one wagon in good repair from the village to the river and back again dominate the stalls inside the structure. There are also three milk cows, several chickens and a pair of goats that make their home here. Additionally, parts of the loft above have been given over to families of songbirds that lend a musical tone to the surroundings. For that reason, the dwarf avoids pulling hay or straw from one corner of that area. There are also a family of feral cats that populate the area, that show up for a bowl of milk in the mornings. The beast that rules over them however, is a short legged, long eared hound, by the name of Gurby. Surprisingly, all the animals seem to get along well and often many can be found wandering freely in the village. Whether it's because they are well trained or have a heightened sense of self-preservation, they stay within the confines of the common and under no circumstances will go near the Kalumbel Garden (see 5) to the south. If forced to do so, they will get quite panicky and aggressively try to return to the stables.

Kurm has been here for some years now and is a suspicious sort that tends to do more mumbling than talking. Though he will take an ale in the tavern, cares for his cows and sells him eggs from his chickens, he feels the **Puckwyler Wickelstrom (see 1)** is too clever by half and is 'up to something' though he knows not what. For that matter he doesn't trust 'that woman and her disappearing house' (see 3) next door, nor that 'blind woman up the way' (see 8) both of whom he is convinced are in cahoots have some sort of mystical evil up their sleeves. He also isn't overly fond of 'that weird man who lives with the dead over the river' (see 12). He is good friends with the blacksmith **Ruskin Snorf (see 4)** and on slow afternoons the pair can be found fishing in the Kalumbel River (see 10). Kurm also makes regular runs in his wagon to the river to pick up goods shipped by raft from outside the forest. Gurby seldom misses the opportunity to ride along and bark at most anything though the dwarf must lift him aboard. He is never without his masterwork warhammer, a gift for his 200th birthday, given to him by the blacksmith three years ago.

**3 Yillandrea the Minstrel's Boarding House** - This well-built home of red brick looks somewhat out of place in a village made up of grey stone and brown wood. A closer study would reveal small architectural flourishes that further set it apart. A sturdy wooden porch with a patched awning is in fact the only part of the structure that seems to blend in with the village. Several potted plants sit on the wooden railing and creeper vines climb a trellis on the one side. Similar foliage decorates a swing bench suspended from the awning and four wooden chairs provide additional seating. Sitting on the swing bench playing a lute and singing nonsensical couplets is **Yillandrea Fylaminth (Half Elf, Female, Bard 3, CG)**. The barefoot minstrel is a cheerful sort who loves to talk to strangers who have a story. She'll readily admit she never leaves her home, being most comfortable in her swing chair, but for all that seems quite knowledgeable as to events throughout the kingdom.

In front of her on the edge of the steps is an upturned wide brim hat. This item will radiate a magic aura if a character checks for one as it is a *Floppy Hat of Busking*. If a player character tosses a gold piece in the hat while Yillandrea is playing one of her short ditties that person will be granted one of the following benefits (Roll 1d6):

- 1: +1 AC for 24 hours
- 2: +3 HP for 24 hours
- 3: +1 Fortitude Saves for 24 Hours
- 4: +1 Reflex Saves for 24 Hours
- 5: +1 Will Saves for 24 Hours
- 6: +1 to All Saves for 24 Hours

Each time she grants a benefit, the price of the next benefit doubles from the previous one she has granted. The hat will never grant the same person a second benefit while they are still under the effects of the first. Any player character taking money from the hat will suffer penalties equal to the opposite of all benefits for 24 hours (-1 AC, -3 HP, -2 on all saves for 24 hours). Anyone taking the hat will fall under the same curse until it is returned to the one it was taken from. Furthermore, the hat will always also automatically appear on the head of the thief and occupy the head slot for magical items until its return.

If the party is watching the house at the stroke of midnight there is a 50% chance (1-3 on a D6) that they will see it 'fade from existence' only to re-appear 24 hours later. The building was enchanted long ago by its original tenant, a wizard whose name is long forgotten. The house is a teleportation device and when activated it transports itself and all its current occupants to an empty lot in a city of one of three lands; (Roll 1D6 1-2 Qadath in Hesteria, 3-4 Paxia, in the Gardens of Meynon 5-6 Sart in Blix). The 'fading from existence' is an illusion to cover the buildings true nature. The interior of the house is a veritable rat's nest of cheap shiny baubles placed hither tither on various shelves mounted on walls and any piece of furniture that offers a hard surface. There are over 130 pieces in all. Among those pieces are a pair of eggcups made of gold. The one on the left holds a glazed clay egg painted blue, the one on the right holds a glazed clay egg painted green. Both items have *magic aura* with *permanence* cast upon them (CL20). These are the items that control the teleportation of the building. They are however malfunctioning. Any time the house is sitting in Kalumbel and the eggs are swapped the building will teleport immediately to one of the three destinations above determined randomly and return 24 hours later. The malfunction goes even deeper however as the teleportation sometimes without warning randomly activates at midnight.

Yillandrea has no idea how the house works, or even that the eggcups are magical. She just knows that sometimes after she wakes she finds her home in a different place, though it eventually returns to Kalumbel. Because of this she never leaves her porch after dark. A mischievous sort, she will invite newcomers to an evening meal and to spend the night (she has extra beds) in hopes that they wake up elsewhere. As the alternative is the common room floor of The Three Acorns (see 1), she regularly gets taken up on her offer much to her amusement. If the party does happen to

accompany her when the house teleports to another location one of the songs they will hear her play is 'Balwen Gabler's Lament' which tells the story of the now dead former tavern owner. She will not play this sad composition in the presence of the spirit himself.

The half-elf came to live in the house after breaking into it one night seeking shelter from a storm in Paxia. Upon waking the next morning, she found herself in Kalumbel. Her sympathy for the ghost is not something she shares for the man who took over his business as she feels that **Puckwyler Wickelstrom (see 1)** is far too interested in her residence. She will under no circumstances invite him inside. She is however good friends with **Blind Ebbi the Witch (see 8)** and **Bethelyne the Weaver (see 13)** The three can sometimes be found sitting on the porch chatting. She has taken **Glaef Calembryll (see 6)** to her chambers in the past though they are more companions than a couple. She much prefers to *charm* those that threaten her than fight them but is not above screaming for help either.

**4 Blacksmith** Though most of his business is unrelated to horsehoeing, **Ruskin Snorf (Porcine Anumus, Male, Warrior 2/Expert 4, NG)** nonetheless hangs that shingle in front of his shop. Rather, he fashions a variety of metal goods, is a decent hand with carpentry, and is planning on taking up leatherwork soon. In his spare time the smithy makes wooden toys that he sends to town with **Syvalanen Eshing (see 10)** for sale. His is an unguilded shop and the building stood abandoned before he refurbished it some years back. He has yet to receive a visit from any guild officials who likely see a trip to Kalumbel as more trouble than it is worth. He gets along well with most everyone and tends to take a philosophical view of the world. He views his good friend **Kurm's (see 2)** paranoia with wry bemusement. He currently is making repairs to the Windmill (see 6) which was struck by lightning in a recent storm.

Just to the north of the blacksmith is a very old oak tree that towers above all else in the village save the three-story high Windmill (see 6) which is equally tall. This is an **Elder Treant** by the name of **Gnarlroot**. He was a part of the forest that originally revolted against the Kalumbel sons and struck them down. He has been assigned by his brethren to stand watch over the village to make sure such tyranny never takes root again. He is the only one that remembers the wizard who constructed the teleporting house that **Yillandrea the Minstrel (see 3)** currently lives in but that is a distant remembrance, even for him. All Kalumbel's residents save **Puckwyler Wickelstrom (see 1)** are aware of his existence and none will give away this secret to outsiders. In exchange for their silence and the fact that all in the village are quite conscientious when it comes to respecting nature, he allows the buildings surrounding him to stand. Anyone threatening to upset this balance will be dealt with most severely by the entity. It is he who is responsible for the enchantment placed upon the Kalumbel Garden (see 5).

Recently after getting the permission of his tall tree-like neighbour, Ruskin hammered a pair of spikes into the ground and built a pair of horseshoe pit behind his shop. The **Brothers Calembryll (see 6)** as well as **Kurm Oakenmace (see 2)**

often join the anumus for a couple of games after the work day. The blacksmith and the stabler are so accomplished however, that they normally never play on the same team, but they will on a wager with outsiders. Unsurprisingly Ruskin is a fine ranged combatant and recently bought a masterwork heavy crossbow. In melee he uses a masterwork longsword passed down from his deceased master.

**5 Kalumbel Garden** - The dark soil in this patch of ground seems especially fertile as evidenced by the plants located therein. A variety of herbs grow in the front row. Tomatoes, peppers, squash, potatoes and other vegetables grow in the middle six rows. Across the back is a row of corn and down both sides are three rows of berry bushes. Surrounding the whole plot is a grove of walnut, apple, peach, and cherry trees. A closer look will reveal that this area is veritably teeming with earthworms and that the produce of all of the plant life here seems to be ready for gathering. The reason for this is that the area is permanently ensorcelled with an *Everbloom Enchantment* which allows for the garden to be harvested each week.

Anyone walking amongst the rows of the garden will notice that the earthworms will scatter underground to avoid being stepped on only to reappear after the imposing foot has moved on. The worms are part and parcel of the magicks worked here and attempting to remove any of them or any of the soil will draw the ire of the **Elder Treant** next to the Blacksmith (see 4). **Blind Ebbi the Witch** (see 8) regularly uses the fruits here in her jams and jellies though she normally gets one of the **Brothers Calembryll** (see 6) to pick the fruits from the trees. The garden also provides **Puckwylar Wickelstrom** (see 1) with the vegetables needed for his menu.

**6 Windmill** - At 34 feet this sturdily built structure is certainly the village's tallest and is home to the **Brothers Calembryll**, **Glaem (Human, Male, Ranger 1/Warrior 3 LG)**, **Glaek (Human, Male, Ranger 1/Warrior 3 NG)**, and **Glaef (Human, Male, Ranger 1/Warrior 3 CG)**. Identical triplets 28 years of age, any newcomer to Kalumbel will inevitably confuse them. They are aware of this fact and will use it to their advantage if necessary or for idle amusement if the mood suits them. Glaef is the one most eager to do so for the latter reasons while Glaem is the one most likely to lose patience with the game and reveal himself just to put an end to it. Easygoing Glaek can see both sides and will switch between them depending on the situation. All three consistently dress the same to further the ruse and favour the same longsword and longbow combination when it comes to weapons.

The trio patrol the forest and are good friends with **Gnarlroot the Treant** (see 4). When it comes to culling the forest of dangerous predators and plants they act on his advice. Unbeknownst to them and for that matter everyone else, the three men are descendents of the Kalumbels that originally settled the area. Having them live here is a contentious issue for the other treants in the area, though it was pure chance that lead them to this place. It is only on Gnarlroot's insistence that they haven't yet been put to death by other local plant life. They are also decent bakers and use their mill to produce breads and biscuits which they sell throughout the settlement and forest proper. Glaek will regularly leave biscuits wrapped in paper for **Fika the Haggard** (see 9) when he is on his rounds. Glaem often spends his



evenings at the home of **Bethylene the Weaver (see 13)** and like the woman, is also concerned with the well-being of the half-elf **Syvalanen Eshing (see 10)**. Glaef, on the other hand, has gone missing more than once in the past when Yillandrea the Minstrel's House (see 3) has disappeared, only to return a day or two later no worse for wear. The three tend to get along well with most everyone else, though Glaef is well aware of the musician's suspicions of **Puckwyler Wickelstrom (see 1)**.

## **Dimmering Wood - The Hinterlands**

Not an area to be taken lightly, the lands beyond the clearing that make up the village of Kalumbel are more alive than one might think. It is best to avoid stepping on exposed roots for to do so would invite reprisals from the surrounding vegetation (a warning slap of 1-2 points of non-lethal damage on the back of the legs by a branch of the same tree). If one repeatedly does so, the roots will attempt to trip the offender (which may lead to landing on numerous roots).

**7 The River Trail** - This path at first glance is no wider than a game trail and one overgrown with roots at that. It is in fact enchanted by **Gnarlroot the Treant (see 4)**. Ringing a bell will cause it to widen enough to fit a wagon for one hour. **Kurm Oakenmace (see 2)** has a bell mounted on a wooden arm nailed to his wagon bench for precisely this purpose.

**8 The Witch's Hut** - Tucked away at the end of a footpath leading north from the River Trail is a cottage in the middle of a small yard that is for all intents and purposes perfectly circular. A hedge some three to four feet high encircles the well-groomed area. To the left of the building running along its length is a clothesline some 20 feet long. To the right is a goat tied to a stake by a 10' rope that has free rein over the grass there. Hanging on the line is a rug some 10 feet square and leaning against the wall of the hut is a metal rug beater. The animal will make the party's presence known on approach to the one that lives here.

Upon hearing the goat, an elderly voice will call out from inside asking who is there. The voice belongs to **Blind Ebbi the Witch (Human, Female, Druid 1/Witch 5 [Sightless Seer], NE)**. If answered in friendship, she will emerge leaning heavily on a walking stick to greet the party. She wears an old, somewhat tattered grey dress and sturdy leather boots. A string of beads hangs about her neck highlighted by a gem held in place by knotted twine. This is her **Matoyasite Crystal** familiar, though she will not acknowledge it as such. Rather if someone deduces her calling, she will hint that her goat fulfills that role, continuing to play the part of one completely blind though she sees perfectly well via the gem.

She will ask in a no-nonsense mothering manner that the party to sit down and visit, offering to let them sample her latest fruit jams with fresh bread from the Village Millers (see 6). She will not take no for an answer and will ask for help as she returns inside to get the food. She'll instruct the strongest of the party to set up the folding table and chairs that lean against the wall of the hut as she does so. Once this is set up she will ask the party about themselves and news from the outside, telling them 'an old woman such as myself rarely gets to town these days.'



TOWN

For those who enter her home, they will see a humbly furnished abode given over more to the production of preservatives than anything else. A rather large pot of blueberry peach jam simmers over the fire in the hearth. As well, several small pottery jars of other varieties sit ready to be picked up by one of the **Brothers Calembryll (see 6)** on a sturdy wooden table that sits on the wall beside the fire. See has several rugs of various sizes on the floor in layers. A pallet in the corner serves as her sleeping accommodations with a neighbouring chest for her possessions.

Blind Ebbi has blood on her hands from killing a rich merchant some 17 years ago and has been hiding out in Dimmering Wood ever since. She refurbished the cottage and its surroundings which had stood abandoned when she arrived before she began her time as a Sightless Seer. She undertook the latter to avoid capture by detecting threats before they arrived. To that end she will have cast *detect magic* and *detect thoughts* on the party prior to her emerging from her home. Her questions about current events will inevitably circle around to crime and punishment for similar reasons.

If she feels the party might be a threat to expose her secret, she will ask if there 'is a strong young man who might knock the dust off the carpet hanging on the line with rugbeater. It was such a struggle to get it on the line...' The rug is a **Sheet Fungus (TOHC)** and it will spring to the attack after being struck once enveloping the one closest to it. Once this happens Ebbi will cast *glitterdust* then *entangle* on the rest of the party retreating to the doorway of her hut to gain partial cover. If threatened by spellcasting, she will cast *arcane disruption* to counter it. She will then use her *wand of magic missiles (21 charges)* to deal damage.

While none of the locals know of Ebbi's past, thanks to her divinations she knows far more of them than they realize. In the same way she avoids **Bethylene the Weaver (see 13)** as she feels the cleric is the one person who could see beneath her facade if given reason to look.

**9 The Hermit's Cave** - While no path connects this area to the rest of what passes as civilization here, it is by no means unapproachable if one is careful. From most directions this seems to be exactly what it appears to be, an outcropping of rocks. However, concealed by a pair of large boulders on the south side is an entrance to a cave. Additionally, climbing on top of the stone hill will reveal an air hole stained by soot large enough for a small sized humanoid to squeeze through. The interior walls of the cave are decorated by what look to be hand painted drawings of different beasts in various colours. The cave itself is magical and acts as a *major ring of spell storing* but only for *summon monster* spells. If one communicates the activation word while touching one of the paintings, that image will vanish and be replaced by the same number of creatures as per the spell plus one additional creature of the same type. The cavern also contains a palette for sleeping with two blankets, some clay jars containing different coloured paints (for 'storing' the spells on the cave walls), some bowls containing different kinds of berries and nuts, and the embers of a small fire in the middle below the air hole.

While it is highly unlikely that anyone will see the one who lives here, it is possible that she will see them. A curious but very shy woman, **Fika the Haggard (Human, Female, Summoner [Master Summoner] 3, LN)** will watch any newcomers from the safety of the trees surrounding the village, though a very observant person might feel her eyes upon them. If she feels she has been spotted, she will quickly retreat to her cave from which she seldom emerges if she knows others are around. Fika was born deaf and to that end has never really mastered speech nor for that matter the ability to write. She is telepathic, however, and will sense the party's approach and know their intent. If threatened, she will not hesitate to use the cave's abilities. She will begin with an animal that distracts and makes it hard to attack (eagles for example) and if this proves to be ineffective will she will summon beasts that are heavier damage dealers. Should the party encounter her, they will see a barefoot woman with black scraggly hair, dressed in rags, whose face is smudged with soot and paint. The only person Fika calls friend is **Blind Ebbi the Witch (see 8)** who occasionally visits. One of the **Brothers Calembryll (see 6)** will also leave biscuits wrapped in paper outside the cave entrance each morning.

**10 River Crossing** - A massive dead oak acts as a bridge across the main entrance to the Dimmering Wood. Wide enough for two people to walk side by side it is the main thoroughfare between the east and west halves of the forest. To the north is a switch back path down to a small flood plain that stands about two feet above water level. Located here is a wooden hut with a thatched roof, an outbuilding built of the same materials and a small pottery kiln that sits between the two. There is also a small cook fire nearby. During the day there is a possibility (66% chance) that there will be a poling raft with a tarp folded moored on the riverbank in front of the two structures.

If this is the case an observant adventurer may (50% chance) notice a squeaking sound coming from the outbuilding. The noise will indicate that the hut's occupant **Syvalanen Eshing (Female, Half-Elf, Sorcerer 3 (Verdant Bloodline)/Expert/2 LN)** is working on a pottery wheel. If she is not there she will either be in the cottage itself (25% chance) or will be found sitting on a log fishing in the river (25% chance). When encountered she will be wearing a plain blue blouse, brown leggings and will likely be barefoot. A small silver charm will hang from her neck about the size of a pinky finger. This item, a *whistle of wolves*, has been enchanted to summon 1d3 wolves (as *summon monster I* 5th CL) three times a day. These creatures will appear as if affected by the Augment Summoning feat. Given that there are also wolves living nearby, it is possible (50% chance) that 1d2 of these creatures will show up one round after the original wolves appear.

Syvalanen took over her father's rafting business many years ago upon his death and moved here permanently a few years later. She makes regular runs into town to trade goods produced by the denizens of Dimmering Wood, including her own pottery. Her hand-painted flowerpots are always in demand. Despite what looks to be a comfortable life filled with friendship and good fortune, those that meet her will find that she is quite a sad individual. This is due to the fact that she witnessed her long-time beau (**see Balwin Gabler 1**) die when his heart

gave out six years ago. It is an event she has never recovered from. To this day she will refuse to go to Kalumbel for any reason. Those that want to sell their goods in town come to her. She stores them in the outbuilding and rafts to market every third day.

In the afternoons it's possible that **Kurm Oakenmace (see 2)** and **Ruskin Snorf (see 4)** (25% chance) will also be down by the river sitting on the log, poles in the water. Because of the tragedy that befell her some years ago the two tradesmen are somewhat protective of the half-elf. Another regular visitor is **Bethylene the Weaver (see 13)**. The cleric is concerned for her friend's well-being and wishes there was something she could do to cheer her up.

**11 Campsite** - To the distant observer this looks to be a campsite with three figures sitting on logs or stones around a long dead fire with three gibbets nearby. Moving closer the sharp eyed will notice that the three are skeletal in appearance though armoured and armed with what looks to be masterwork items. Each has a shield nearby, but all have different designs. They are however all headless with each of the gibbets holding a helmeted skull. Slightly to the north and west is a cart that seems to have something twinkling from inside of it. There are several silver pieces scattered within rotted rags and weeds. All of this is a ruse meant to attract the curious, split any group exploring the area, and get them to drop their guard.

Hidden in the bushes to the southeast are three **assassin vines**. A fourth lies in wait in the shrub to the south. The glade directly west of the fire beyond the cart is the home to a pair of **grimstalkers (TOH II)**. If the party begins examining either the campsite or the cart or splits their number by examining both simultaneously, the group with the lesser number will be attacked by the entity closest to it. If this happens and all of the attention is focused on either the assassin vines or the grimstalkers, the others will spring out and attack from behind. The armour worn by the skeletons is indeed masterwork and the middle suit is *+1 chainmail*. The skeleton on the right holds a *+1 longsword* whose blade will glow as per a *light* spell if the command word 'Elagazerdei' written on the pommel is spoken. Examining the lair of the grimstalkers will net the party 6d6+50 GP, 1-10 gems worth 1d20+20 GP and 2 gems worth 5d20 +100 GP. They will also find a *wand of reduce person* (21 Charges) and a *Ring of Perceive Cues* (as per spell CL 9, once per day).

**12 Graveyard** - This cemetery has not been kept up. A variety of weeds and creeper plants have made a home here. Headstones and wooden crosses are easily spotted. An observant adventurer will note that the name Eskaalbur is on several of the former. Many of the graves have freshly turned dirt. A stone mausoleum in the middle of the clearing looks to be in far better repair than its surroundings. The black cast iron fence surrounding has been recently painted and oiled, the grass inside the enclosure has been trimmed and the flower beds that are placed on the sides and back of the building are well maintained. In the 'front yard' of the structure is a wooden table and with two chairs as well as a lantern hanging from a stand

Hidden amongst the overgrowth to the south are four **weedwhips**. But these are not the main denizens of this area. eleven **ghouls** live here but are seldom seen when the sun is out. If the party explores this area at night, there is a possibility that they will run into them (Roll 1d4-1 for the amount of ghouls first encountered). The ghouls are nocturnal and if encountered will not behave like most ghouls might- at least not initially. They will gush about how wonderful it is to have visitors and offer the party 'food' (considering what ghouls consider 'food' this will be quite unappetizing). They will call for others to come see the new visitors and the more that show up the more they will see the party as a solution to their own dietary needs. Only the presence of the graveyard's main occupant **Myrolum Eskaalburr (Human, Male, Adept 3, NG)** will prevent this change in behaviour though it will be noticeable that the ghouls will struggle with it.

During the day it is possible that the party will see (20% chance) Myrolum sitting at the table sipping tea and working on some documents with two or three large tomes at hand. At night this chance increases (50% chance). Thin, balding, and bespectacled, the physician is a rather emotionless man. He may hold a hand up as if to halt anyone trying to talk to him if he is in the middle of a thought when approached. He has dedicated his life to weaning the ghouls that live in the graveyard off a diet of flesh, healing them as needed, providing counsel as necessary, performing experiments to further perfect his treatments. Listening him talk to the ghouls he treats will show that he knows each individually While he won't volunteer the information, if one asks him directly he will confirm his reasons for living amongst them as well as the fact that he is indeed related to all of them either directly or through marriage.

If one enters the mausoleum they will find that a staircase descends some 20 feet to a level larger than the building on the surface. The main chamber contained therein is a laboratory with a workbench on which stands various beakers and vials as well as a raised area for a patient to lie down while receiving treatment. A small brazier unlit stands to one side. On the west wall of this room is shelving that contains a medical library of books and scrolls. If Myrolum is not outside, he will be in this laboratory. A curtain to the south has behind it a section with a bed an end table with a candle, a trunk, and a chamberpot. One of the books on the shelves, called *Bulriminder's Book of Good Medical Practices* is magical. If any good-aligned character who can cast *cure* spells reads it, they will gain a +5 bonus on all Healing Checks and their *cure* spells will heal 1 additional hit point for each die that is rolled in their casting. No character can gain this benefit more than once from the book and after it has been read and the tome becomes non-magical to the one that read it. If attacked Myrolum will flee to the house next door (see 13) while the ghouls cover his retreat.

**13 The House of Bethylene the Weaver** - A herd of about 20 sheep crowd the clearing this house stands upon, kept in place by a deadwood fence. There are two gates to the enclosure, one to the north and one to west. The building itself is daub and wattle with shuttered windows that are open and flowerboxes beneath each. A cast iron weathervane with a rooster contour on it sticks up from the rooftop. There is easily more than enough pasture to feed the animals and, like all sheep, they will

shy away from strangers. Detecting magic here will reveal the entire enclosure is part of some type of magical field. This is due to the weathervane on the roof which radiates a permanent *protection from evil* sphere over the entire estate. It for this reason the nearby **Ghouls (see 12)** never go near the sheep

This is the home of **Bethylene the Weaver (Human, Female, Cleric 4/Expert/4 NG - Diety: Toma Thule, Domains: Artifice, Community)**. A thin middle-aged woman, if the party does not encounter her outside tending to her animals, it is possible they may hear the creak and clatter of a loom at work inside. An observant player character who has previously encountered **Myrolum Eskaalburrr (see 12)** may notice a familial resemblance between the two. This is no coincidence, the two are siblings. Though she does not support his efforts to 'heal their family of what ails them' Bethylene, who is the elder, is quite protective of her brother. She will drop everything to aid him if he is threatened by anyone, including her undead relatives. She is also touchy when it comes to her flock. A vegetarian, anyone suggesting they use the sheep for anything but the wool they provide will feel her ire as well. It is for this reason that she dislikes **Puckwyler Wickelstrom (see 1)** who has offered to purchase some of her animals in the past. She is currently in a relationship with **Glaem Calembryll (see 6)**. She is also good friends with **Yillandrea the Minstrel (see 3)**.

Bethylene is an accomplished weaver whose sweaters are of high quality. She regularly sends her work with **Syvalanen Eshing (see 10)** when she rafts into the city to sell her pottery. She feels sorry for the woman who she feels has never moved on from the death of **Balwin Gabler (see 1)** and visits her regularly. Depending on whether she likes the party or not she will warn them to steer clear of the campsite to the north but won't say why. If she does warn them she will mention that she has lost four sheep in the past year and suspects the cause to be in that direction.

The home itself is daub and wattle with a wood railed porch at the top of a five-step stairway on the front. There are potted petunias on both sides of each step. The vases themselves are from the pottery wheel of her good friend Syvalanen. Hanging on a hook beside the door is 30' of rope that ends in a lasso. Among the items of interest within her home in addition to the loom is a *+1 heavy metal shield*. When in battle she favours a masterwork mace which sits in a stand to one side of the shield and a suit of Splint Mail which is on the other. Normally she will be wearing clothes more suitable to her line of work, though her holy symbol will be readily visible. As well it is possible there will be 1d4 finished sweaters (33% chance) worth 11 to 30 GP each.

If threatened she will retreat to her home, lock the door and change into her armour. She will also cast *animate rope* if she hears anyone trying to pick the lock of the front door and instruct it to entangle that person.

## **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.



7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Buhlman

Pathfinder RPG Bestiary. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game: Bonus Bestiary, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Bestiary 2, Copyright 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J.

Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, Copyright 2010 Paizo Publishing, LLC; Authors Cam Banks, Wolfgang Baur, Jason Buhlman, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle,

Jashua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreart, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L Sutter, Russ Taylor, Penny Williams, Teeuwynn Woodruff

Pathfinder Campaign Setting: Misfit Monsters Redeemed Copyright 2010, Paizo Publishing, LLC; Authors: Adam Daigle, Crystal Frasier, Colin McComb, Rob McCreary, Jason Nelson, and James L. Sutter.

Grimstalker from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.

Sheet Fungus from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

The Village of Kalumbel and its Hinterlands, Copyright 2020, Purple Duck Games.

**Open Game Content:** All Text.