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VILLAGE BACKDROP
ARCMOOR



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VILLAGE BACKDROP: ARCMOOR

For much of its life, the village of Arcmoor was a sleepy place, far removed from the doings of heroes, kings and warlords. All that changed, however, when an orcish horde was destroyed near the village by the hero Therald Arcmoor. Therald died at the moment of his greatest triumph, and his death—strangely—heralded great change in the village. A shrine raised in his honour has grown increasingly popular of late and Arcmoor is slowly being transformed from a sleepy backwater into a popular destination for pilgrims, visiting warriors and the like.

Recent sightings of two dragons, and their depredations, have cast a pall over the village. The fearsome pair apparently dwell somewhere in the nearby Tuskwood, and the villagers fear the dragons will bring economic (or actual) ruin down upon the village. Villagers fear adventurers flocking to the village could make the situation worse; thus far, the dragons have stayed away from Arcmoor proper but if the heroes fail to slay the scaly beasts the pair could destroy the village in retaliation. Thus, Arcmoor's future hangs in the balance.

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CONTENTS

Credits	1
Contents	1
Arcmoor at a Glance	2
Therald Arcmoor and the Severed Ear	2
Village Lore.....	2
Villagers	2
Whispers & Rumours.....	2
Notable Locations.....	3
Other Nearby Dwellings.....	3
Life in Arcmoor	4
Law & Order	4
Trade & Industry.....	4
Village Dressing	4
The Surrounding Locality	5
Tuskwood Locations.....	5
Notable Locations	6
1: Arcmoor Shrine.....	6
2: Graveyard.....	7
3: Old Battlefield.....	7
4: The Ark.....	8
5: Zich's General Goods.....	8
OGL V1.0A	9

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ARCMOOR AT A GLANCE

Ruler: Mayor Celiri Bold (on behalf of the local lord, Liofa Othen)

Government: Autocracy

Population: 142 (85 halflings, 53 humans, 3 half-elves, 1 dwarf)

Notable Folk: Celiri Bold (mayor and owner of the Ark, location 4) and Dagmara Tuseilis (location 1 and location 6, bailiff and priest)

Alignments: NG, CG, N, LN, CN

Languages: Common, Halfling

Resources & Industry: Agriculture (rye, wheat and flax), logging (beech, fir and pine), tourism (Arcmoor shrine)

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

- **Potions & Oils** *healing* (400 gp), *heroism* (500 gp), *fire resistance* (400 gp)
- **Scrolls (Magic-User)** *gust of wind* (900 gp)
- **Scroll (Cleric)** *chant* (600 gp), *create food and water* (600 gp), *light* (300 gp)

Arcmoor is a small village situated at the border of the Tuskwood; it lies at the end of a muddy road about 300 ft. south of the wood's eastern fringe. The village stands near an ancient battlefield upon which long ago a horde of orcs was destroyed by the hero Therald Arcmoor and his loyal soldiers and retainers.

For much of its existence, Arcmoor has been a sleepy place far removed from the hustle and bustle of the rest of the realm. In recent months, however, two dragon-like creatures have beset the surrounding area. From their lair somewhere in the Tuskwood, the scaly beasts have flown forth to attack travellers, shepherds and even remote farmsteads. The pair are far beyond the capabilities of normal folk to deal with and their depredations have begun to worry Mayor Celiri Bold who worries the dragons will bring economic (or actual) ruin down upon the village.

THERALD ARCMOOR AND THE SEVERED EAR

Centuries ago, a warlike and fecund orcs tribe (the Severed Ear) claimed a great swath of the Tuskwood. Advanced for orcs, they had discovered the rudiments of civilisation and even developed the habit of burying their glorious dead in crude cairns.

Therald Arcmoor, a hero of old, defeated the host of the Severed Ear in a bloody, hard-fought battle. Therald was slain at the moment of his great victory, but such was the love his soldiers bore for him that some of them elected to settle in the area and erect a shrine in his honour.

In the past four years, several locals and visitors have had visions allegedly sent by Therald, and the shrine is becoming an increasingly popular destination for pilgrims who look to meditate and receive wisdom—or perhaps a quest—from the hero's spirit.

VILLAGE LORE

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

- Arcmoor is a farming community on the border of the Tuskwood. The majority of Arcmoor's inhabitants are halflings.
- The villagers are industrious but keep mostly to themselves. They distrust strangers.
- A few hundred years ago, a battle with orcs was fought and won near the village. A shrine dedicated to the battle's hero stands in the village.

VILLAGERS

Most of the halfling villagers are farmers who tend to the surrounding fields. The humans mainly work as woodsmen on the Tuskwood's fringes.

Appearance: Since most of the villagers work outside, tanned skin is the norm among humans and halflings alike. The small folk have fair hair, while the humans tend to have darker hair.

Dress: Most villagers own clothing that can withstand the wear and tear of everyday life. Yellow and green are their colours of choice, if the garb is dyed at all.

Nomenclature: *male* Agris, Dikan, Ermanis, Gedimas, Tolek; *female* Ineses, Junia, Riina, Sanda, Wirki; *family* Bold, Dunning, Keblis, Laurits, Prieks.

WHISPERS & RUMOURS

While in Arcmoor, 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.

1D6 RUMOUR

1*	Astein Coalter (see "Trade & Industry") is cheating his colleagues. When they find out, they'll be hell to pay!
2*	Eron Zich wants to retire soon and has treasure hidden somewhere for that purpose. Apparently, he found the treasure on the old battlefield to the east.
3*	Orcs have infiltrated the area again and are killing folk.
4*	The pilgrims are actually bandits and are responsible for the killings. They just make it look like it was orcs.
5	Undead roam the nearby Old Battlefield. Most are weak things, barely able to hurt stout folk like the villagers or the adventurers who sometimes poke about the area!
6	Nojus Makalis the gravedigger wanders the old battlefield at night.

*False rumour

NOTABLE LOCATIONS

Arcmoor is a rambling, spread out affair. The villagers value their privacy and leave a lot of space between their houses. All the buildings except the shrine are of timber framework on stone foundations topped by thatched roofs. Halfling homes are more suitable for small folk, of course.

The muddy track leading to the village ends at the village square with its communal well, where both the Ark (location 4, the village's only inn) and Zich's General Goods (location 5, the general shop) are located. The shrine stands on a low hill on the eastern side of the village; a wide, beaten path leads there.

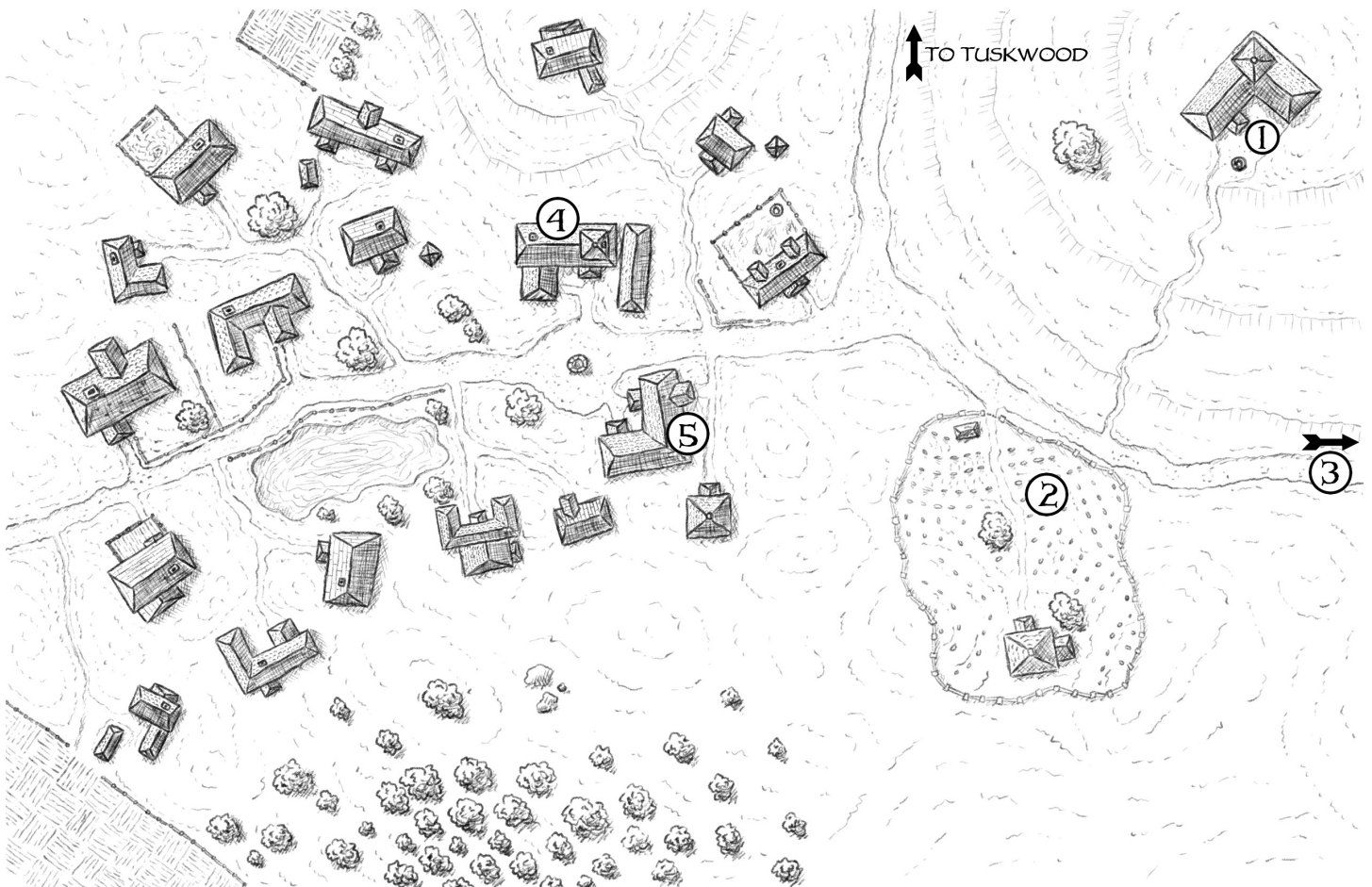
Most of the village comprises peasant homes made for small folk. A few locations, however, are of interest to adventurers:

1. **Arcmoor Shrine:** This small temple on a hill outside Arcmoor features a somewhat weathered stone statue of Therald Arcmoor (depicted as a human) in front of the building. A mural depicting the hero's deeds dominates the interior. The shrine serves as the village's main place of worship.
2. **Graveyard:** Arcmoor's graveyard lies in the shrine's shadow and looks well tended. It comprises simple graves with headstones and the gravedigger's home. Currently, the black-hearted Nojus Makalis serves as the village's gravedigger, but the Braal worshipper has a deeper purpose at the village.

3. **Old Battlefield:** The site where the orc horde was vanquished many years ago lies in the hills east of the village. People still find remnants of rusted weapons, other rotting, broken gear and skeletal remains scattered about the area. Strange mists and fogs often cloak the battlefield and persistent rumours describe the place as haunted.
4. **The Ark:** Arcmoor's inn is one of the few two-storied buildings in Arcmoor. As a result of Celiri Bold's attempts to profit from the pilgrims, room prices are 50% higher than standard. The Ark is the centre of the village's social scene and often busy in the evenings.
5. **Zich's General Goods:** The village shop sells typical fare for a rural shop and may have a few unusual items lying around—some plucked from the old battlefield and some pulled from the various cairns lurking under the Tuskwood's boughs.

OTHER NEARBY DWELLINGS

The Arcmoor village map only shows a dozen or so buildings. Most of the populace live outside the village's bounds. No homes stand too close to the Old Battlefield; Arcmoor's villagers are superstitious folk and none want to awaken or anger the spirits slumbering therein.



LIFE IN ARCMOOR

Arcmoor has been a quiet backwater village for a long time. While humans and halflings mostly keep to themselves, one can barely feel any racial tensions. Due to the increasing influx of pilgrims visiting Arcmoor's shrine (location 1), however, the village is slowly becoming busier. Not all villagers are happy about this, since they fear the shrine's rising popularity will also attract miscreants, vagabonds, thieves and adventurers.

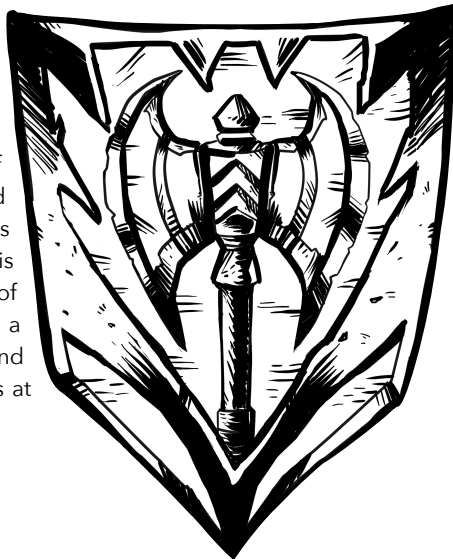
Due to the occasional sightings of dragon-like creatures flying overhead and the rumours of vicious attacks in the vicinity, the villagers are a bit on edge and may react even more aversely to outsiders than normal; however, adventurers arriving in the village with the stated goal of slaying the dragons are given a cautious, but warm, welcome.

LAW & ORDER

For the administration of justice, Arcmoor relies on itinerant judges. However, the village is a tightly knit community and Mayor Bold has enough influence to keep everyone in line. Arcmoor's bailiff, Dagmara Tuseilis, usually has little to do in the village. She has proven herself to be competent when dealing with strangers and minor problems, which she either drives away, kills or locks in a small cell in the inn's cellar. She deputises other people only when the need arises. Maris has not decided how to deal with the dragons' depredations, as she is not prepared to deal with what in her eyes is a pair of green dragons.

TRADE & INDUSTRY

Arcmoor is a mixture of an agricultural and logging village. Most of the resident halflings are farmers cultivating wheat and rye mixed with vegetables. Recently, a few have started to grow flax. Because of heavy competition elsewhere, the logging business has made only small gains since the final battle with the orcs (and mostly because of Astein Coalter's [N middle-aged male dwarf fighter 3] efforts), but it suffices to support the families involved. Astein has held his position as the elected spokesman for the woodcutters for almost 70 years. He is known as a shrewd and charming negotiator who gets the most out of business deals and keeps inter-business conflicts in check. He is in the woods most of the time, but loves a good tankard of ale and spends most evenings at the Ark.



VILLAGE DRESSING

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

D20 DRESSING/EVENT

- | | |
|----|--|
| 1 | An unusually thick fog wafts from the Old Battlefield. It carries faint sounds of clashing weapons and death cries. |
| 2 | Lightning strikes and blackens the statue of Therald Arcmoor in front of the shrine, during a thunderstorm. |
| 3 | Several lumberjacks are killed or injured by a falling tree.
An argument between pilgrims at the shrine escalates into violence and attracts a small crowd until Dagmara Tuseilis, or the PCs, end the altercation. |
| 4 | An itinerant judge arrives in Arcmoor to settle several minor outstanding legal disputes. |
| 5 | A dragon-like shape is seen flying over nearby a farmstead during the night. The news of the sighting upsets and frightens several of the villagers. |
| 6 | Several halflings stroll through the village, sharing a flask of wine as they laugh and joke amongst themselves. |
| 7 | A wagonload of freshly cut lumber from the Tuskwood rolls through the village. Two woodcutters lead the tired horses pulling the heavy load. |
| 8 | Ducks glide majestically across the village pond; a small child throws a handful of stones at them and they scatter. |
| 9 | A half-dozen pilgrim warriors wander through the village on their way to the Arcmoor Shrine. |
| 10 | A dour man on horseback makes his way to the Ark (location 4). He throws the reins to a stableboy and barges his way into the inn. |
| 11 | A flock of sparrows swoop overhead, flying from the west toward the village's fields. |
| 12 | A farmer rushes into the village, breathless with news of another dragon sighting and missing cattle. |
| 13 | The clamour of blade on blade—coming from the shrine—rises above the general village hubbub. |
| 14 | Over the Tuskwood, dark clouds scud across the sky. |
| 15 | Two halflings rest under a tree and share a flask of wine. |
| 16 | A faint mist hangs over the old battlefield (location 3). |
| 17 | As #18, but strange faint sounds—perhaps oddly muted sounds and screams—reach the PCs' ears. |
| 18 | A halfling's voice raised in song floats over the village. |
| 19 | Priestess Dagmara Tuseilis wanders the village and—on a whim—comes over to speak with the PCs. |
| 20 | |
-

THE SURROUNDING LOCALITY

The Tuskwood is a temperate forest composed mostly of pine, fir and beech trees. Apart from Arcmoor's small logging operation it has not been touched on this side of the Cutting River and remains relatively wild. Small streams and brooks feeding the river break up the undergrowth. The further one travels eastward, the rockier and hillier the ground becomes.

The Tuskwood is dangerous. Boars are common but the dire variant is thankfully rare. Wolves howl at night, but are seldom seen, as they generally avoid humanoids. A few giant spiders make the forest their home and creatures sometimes fall into their old, abandoned webs. A sprinkling of fey lives in the Tuskwood, as well. The PCs could run afoul of a sprite or two.

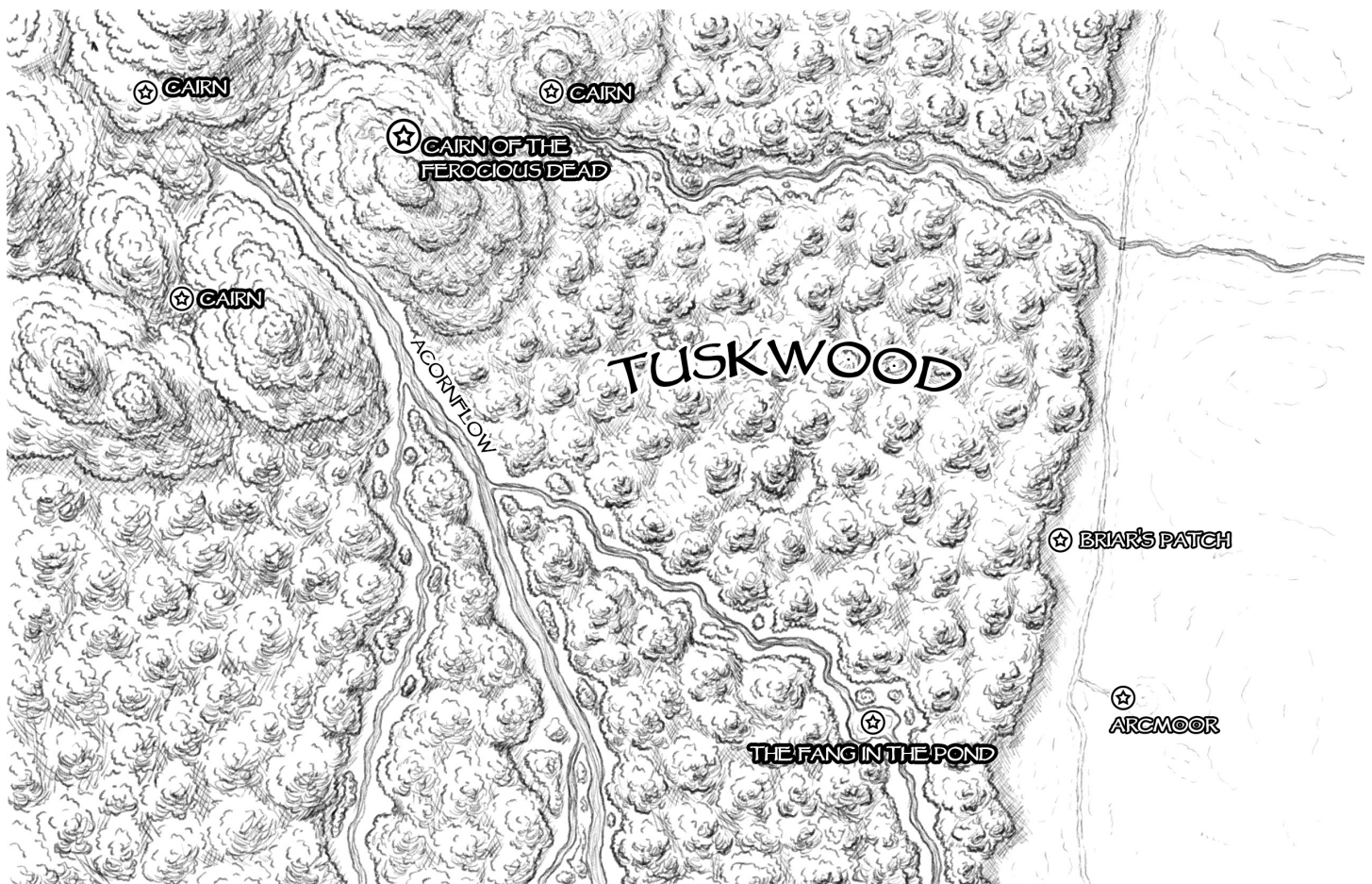
In the forested hills, kobolds skulk as a few tribes have excavated lairs there. They fight among themselves and do not bother other people. However, orc tribes—although scattered—attack civilised people. Groups of orcs are frequently found at their ancestors' burial mounds performing rituals or simply trying to prevent other creatures from disturbing the dead.

TUSKWOOD LOCATIONS

Acornflow: This stream flows down from the hills through the forest and eventually joins the Cutting. The Acornflow's cold waters run quickly and can be deep. Of particular interest to loggers is the number of acorns the stream carries beginning in late summer. It means there have to be oaks somewhere along its banks, which would be a treasure trove for the lumberjack association.

Briars' Patch: The Baleful Briar Band is a group of sprites living in a tangle of thorny vines a short distance north of the old battlefield. The fey are fiercely territorial and take offence at "big folk" coming too close to their abode. The sprites can be placated with gifts, in the form of magical items, after which they turn out to be helpful, albeit erratic, allies with somewhat off-putting ideas of helping others.

The Fang in the Pond: A few hours travel from Arcmoor lies an unremarkable lake. However, the stone structure standing on an overgrown island in the middle of the lake makes sentient beings uneasy; they tend to see movement out of the corners of their eyes when observing it too long. The structure looks like an immense needle and consists of smoothly polished granite, a mineral not found in the region.



NOTABLE LOCATIONS

Arcmoor lies about 100 paces south of the Tuskwood. The area between serves as pasturage for the villagers' small number of livestock. The village fields are located on relatively flat ground to the south and west.

Half a day's travel to the west lies a road coming from the south. It hugs the Cutting River while running through Tuskwood. Half a mile to the east lies the Old Battlefield. The ground is rocky there, so the villagers have not bothered to farm the area.

I: ARCMOOR SHRINE

This small shrine stands slightly apart from the village on a hill overlooking the settlement's old graveyard. It is one of the few stone buildings in Arcmoor.

Arcmoor's shrine is dedicated to Therald Arcmoor (and his patron Kalron [N hero-god of Battle and Heroic Struggle]), the renowned hero who led the army that defeated the orcs of the Severed Ear tribe long ago.

In front of the shrine stands a statue of Therald (depicted as a human) with axe held high in triumph. An ornate mural of his many heroic deeds adorns the shrine's interior.

The shrine's staff comprises:

- **Priestess Dagmara Tuseilis** (NG female half-elf cleric [Kalron] 3) oversees the shrine and is an Arcmoor native. See the sidebar below for more information about Dagmara.

DAGMARA TUSEILIS

NG female half-elf cleric [Kalron] 3

Tall, with rugged good looks and a firm jaw, this half-elf woman seems like a stereotypical warrior. An open, welcoming smile plays across her face.

Mannerisms: Dagmara has a firm handshake and makes good eye contact with those visiting the shrine.

Personality: Friendly and welcoming, Dagmara is the perfect person to oversee the shrine and its business.

Background: Dagmara Tuseilis has lived in Arcmoor for her whole life and grew up on tales of Therald and his heroics. She loves the village and the shrine.

Hook: Dagmara cares deeply about Arcmoor and the shrine over which she watches. She worries about the recent sightings of dragons, but also worries what might yet lurk in the battlefield to the east. She also privately wanders what Noius (location 2) gets up to on his night-time expeditions. If the PCs seem trustworthy and good, she might ask them to follow the gravedigger one night to see what he is doing.

Finally, Dagmara serves as the village bailiff and it is she who deals with troublemakers and the like in the village. She drills the (unenthusiastic) village militia once a month on the day following a new moon.

- **Eohric Frewin** (N male human cleric 1) came to Arcmoor as a pilgrim in search for a meaning to his life. He found friends and fellowship at the shrine and felt called to serve. Eohric is slight of frame, but quick as a viper in battle.
- **Hilda Alvar** (N female human fighter 1/cleric 1) had a narrow escape from certain death in a borderland skirmish and came here to give thanks to Kalron, who she believes saved her. Hilda is muscular, boisterous and friendly; she enjoys weapon practise with visiting pilgrims.

All three priests live in the shrine's east wing. The shrine has limited visitor accommodation for particularly devout pilgrims who do not wish to pay the Arks's (location 4) inflated prices. (Visitors are expected to make a contribution to the shrine's collection box or offer some other kind of service in return for their accommodation). Dagmara is pleased Therald Arcmoor and his patron are becoming more popular, although it concerns her she soon may not be able to cope with the number of pilgrims visiting the shrine.

KALRON

N hero-god of Battle and Heroic Struggle

Epithets: The Warrior

Symbol: A two-headed battleaxe

Favoured Weapon: Battleaxe

Raiment: Followers of Kalron normally wear armour of some sort over which they wear a tabard with the god's axe sigil emblazoned upon it.

Worshippers: Guards, soldiers, mercenaries and warriors

Teachings: Through hardship and struggle comes strength and glory. Sacrifice begets strength. Become one with your weapon, for in such unity lies unbreakable strength.

Holy Texts: Kalron's followers study the *Art of the Fighting-Master*. This book sets out the techniques required to wield an array of weapons including the battleaxe, longsword and morningstar. Additionally, it comprises many lessons on the subjects of determination, struggle, courage and strength through adversity. Various worshippers have written additional treatises—for example, Lempinen's *On the Axe*—which deals with more advanced fighting techniques and practises.

Additional Notes: Kalron was an ancient hero elevated to divine status because of both his legendary bravery, battlefield exploits and his devotion to his martial skills.

2: GRAVEYARD

Arcmoor's graveyard has never seen better days. The graves stand in neat, well-tended rows and all seems peaceful and tranquil.

Gravedigger Nojus Makalis (NE male human cleric [Braul] 4) keeps everything in order without so much as a complaint. Noius is a relative newcomer to the village so quite a few residents are still wary of him, although even the most suspicious person cannot deny his dedication to his work.

Of course, Makalis' rumoured nightly wanderings over the old battlefield, and what he is doing there, would be cause for concern if someone could actually find out what he is doing. Before coming to Arcmoor, he received a vision from Braal (NE lesser god of Hate, Malice and Revenge). Makalis would not hesitate to kill if someone found out about his mission.

3: OLD BATTLEFIELD

Rocks and boulders pockmark this swath of hills standing to the east of the village. Grass and gorse bushes grow in profusion here concealing small sections of boggy ground.

The hills east of Arcmoor are the site of Therald's final battle with the orcs. Visitors can sometimes find rusting weapons, rotting gear and skeletal remains amid the grass. The locals don't come here (except for Makalis), as the land is unsuitable for farming and there are no trees to fell. Also, the temperatures here seem to be lower than average for the region, which spooks most people.

NOIUS MAKALIS

NE male human cleric [Braul] 4

Clad in dirty workman's clothes this burly man has thick, bushy black eyebrows and a great mop of unkempt hair tied loosely back with a thin leather band.

Mannerisms: Noius has a way of looking someone up and down that makes them feel like he is measuring them for burial.

Personality: A quiet man, Noius prefers the peace and solitude of his own company (or the dead)—he despises pointless conversation and worries he might say something to give himself away. He worries about Dagmara Tuseilis' power over the undead and therefore—unsurprisingly—hates the half-elf.

Background: Noius settled in the village only four years ago; before that he travelled the land doing his dark lord's bidding—he particularly enjoyed sacrificing screaming victims and misses "the good old days".

Hook: When Therald Arcmoor defeated the orc horde, its warlord Boralak Reginar was slain. Noius seeks the warlord's earthly remains. He believes if he can find and raise Boralak from the dead, and bind him to his will, the rest of the orcish horde will rise and follow him to battle and slaughter in his patron's name. Noius has a *scroll of animate dead* carefully hidden away for the night when he finds the warlord's remains.

A PC searching the battlefield spots several irregular lumps among the grass and bushes growing throughout the area—remnants of the long ago battle. Roll once on the list below and make an additional roll for every 30 minutes the PC spends searching. Each item can be found only once.

1. The hilt and rusting remnant of an orcish falchion juts from a muddy puddle. The weapon is worthless and unusable, but a small black gem (an onyx worth 50 gp) yet decorates its hilt.
2. A small pile of bones lies under a low, thorny bush. Several of the bones have been smashed—clearly this individual suffered a violent death. The remains of a rent silver necklace lie amid the bones; it is worth 15 gp.
3. Shreds of sodden, rotting studded leather armour lie half-buried in a small hollow. This was once a fine suit of studded leather armour. An arm bone—still encased in a silver and iron bracer—lie amid the remains. The bracer is worth 10 gp, but of its mate there is no sign.
4. A small pile of sunken, moss-wreathed stones serves as a burial marker for a score or more slain orcs. The surrounding ground is disturbed and torn up—as if something had crawled forth from the bowels of the earth.
5. Intermixed with fragments of bone and the like, shards of rusting metal and scraps of rotting leather lie scattered across the ground.
6. A crude iron circlet rent into two halves lies either side of a smashed skull. The iron is rusting and crumbles at all but the lightest touch. Three white transparent stones (moonstones worth 50 gp sack) lie amid the ruin.

At night, the area comes "alive." Apart from the eerie mists that sometimes reach Arcmoor, a number of mainly harmless haunts linger about the area and a few skeletal undead occasionally claw their way out of the churned earth to aimlessly wander the battlefield. If the PCs explore the battlefield at night, roll on the table below to see what—if anything—they encounter:

1D20 NIGHTTIME RANDOM ENCOUNTER

1-15	A faint mist rises to cover the battlefield in a soft, ethereal cloak. While strange, half-seen shapes seem to move in the mist, the PCs encounter no undead.
16	A lone orc skeleton staggers toward the party, its bony arms outstretched.
17	Three orc skeletons emerge from the mist—the battlefield's sodden earth, and wriggling worms, tumbling from their rib cages.
18	The harsh clamour of battle suddenly fills the air around the party. Strange figures move and twist in the mist before fading away into nothingness. This can be a short or drawn out encounter, as the GM desires.
19	Combine the results of #17 and #18.
20	As #18, but add a wraith.

4: THE ARK

Arcmoor's only inn—the Ark—is a large, two-storey building of timber and stone construction.

The inn's proprietor, Celiri Bold (N middle-aged female halfling), is a charming and industrious halfling. She sees the opportunities in Therald Arcmoor's rising popularity and tries to use her influence as the village's mayor to bring her people around to the idea of a prosperous and growing Arcmoor.

Celiri has invested heavily in the Ark's expansion over the last few years, adding new rooms and stables as well as hiring a farrier and sundry stable boys, servers and the like. As a result, she is now deeply in debt and has raised room prices by half.

- **Food & Drink:** Rabbit (or other game) stew served with black crusted bread and cheese (5 sp), ploughman's lunch (3 sp), spiced parsnips served with vegetables and bread (3 sp); tankard or flagon of mead or ale (6 cp); pitcher of wine, ale or mead (3 sp).
- **Accommodation:** One-bed chamber (7 sp; ten available), fine two-bed chamber (3 gp; five available).

5: ZICH'S GENERAL GOODS

A sign showing a set of balanced scales hangs above the front door of this long, single-storey building.

Here lives and works Eron Zich (N old male human). He sells anything the villagers might need, from food and tools to even a few weapons. Zich also purchases items and even acts as pawnbroker at times. As a result, the store's many shelves feature a wild collection of objects (most with questionable value). Zich knows his trade and is able to normally recognise valuable items. However, some things slip through his fingers and can be found collecting dust in his shop.

Zich is quite the grumpy fellow. He feels his age and looks forward to retiring. He plans to leave his business to his daughter Alhanna (NG female human), who has proven herself to be at least as shrewd a trader as her father.

Among the things one would normally find in a village shop, Zich has several interesting items for sale. Most are "hidden" among the shop's normal stock. A PC browsing the shop finds one of the items below. Roll once on the list below and make an additional roll for every 30 minutes the PC spends browsing. Each item can be found only once.

1. A fine pair of supple knee-high leather boots decorated with complicated stitchings of leaves. The boots are for sale for 3 gp, but Eron will accept 2 gp after some hard bargaining.
2. A silver dagger in a plain sheath. Eron has forgotten the dagger is silver and only wants 1 gp for the weapon.
3. Although it appears battered, but serviceable this backpack is actually finely made. With various pouches and compartments within, it allows the wearer to organise his gear more efficiently and its wide straps effectively distribute the

load. The pack is the same size as a normal backpack but can hold 50% more than a normal backpack. The pack costs 3 gp.

4. A small cast iron cauldron suitable for travel and camp use. The cauldron costs 5 gp.
5. Hidden in a sheaf of dusty sheaves of parchment—most of which are blank—the PC finds a map of the surrounding area. It marks the location of a previously unknown cairn—labelled the Cairn of the Ferocious Dead—deep in the Tuskwood. (See "The Surrounding Locality" for a version of this map). Eron sells all 20 sheets for 3 gp, but if he spots the map he wants 5 gp for that sheet alone.
6. A set of four battered pewter tankards and matching flagon stand on a wooden tray. Eron wants 2 gp for the set, but will throw in a flask of wine to seal the deal, if the PCs haggle.
7. This highly polished bullseye lantern is in excellent condition. Eron wants 15 gp for the lantern, which has a larger than normal reservoir; when full it can burn for eight hours.
8. A jumbled bag holds a mass of dried herbs, pungent unguents and the like. Sold to Zich by an apothecary, neither the seller or the buyer realised three *potions of healing* lie forgotten at the bottom of the bag. Zich only wants 5 gp for the bag and its contents.
9. A beautiful silver holy symbol of Kalron hangs from a fine silver chain. Zich is well aware of the value of this piece and wants 25 gp for the battleaxe-shaped charm.
10. Entitled "On the Undead" this large bestiary offers commonly known details, and illustrations, of common low-level undead creatures. Zich wants 5 gp for the tome.

CELIRI BOLD

N middle-aged female halfling

Flecks of grey highlight this middle-aged halfling woman's hair. Immaculately dressed, she looks businesslike and professional.

Mannerisms: Celiri bites her bottom lip when nervous or afraid.

Personality: Charming and industrious, Celiri is also keen to make money from Arcmoor's burgeoning good fortune and popularity. She believes you've got to speculate to accumulate and has borrowed heavily to expand the inn—her debts worry her and she is considering another price rise to keep on top of the interest payments.

Background: Celiri comes from a long line of halfling farmers and although she loves her home village she wants more for herself. Years ago, she sold her family farm to a neighbour and invested in the Ark; time will tell if this was a wise investment.

Hook: Celiri borrowed heavily from a moneylender in the nearby city. Every month, he sends an agent—Noroll Tusron—to collect Celiri's payment. Noroll acts imperiously when at the Ark, demanding the best room and eating and drinking his fill. Celiri feels helpless to stop the man taking liberties and sees his actions as the price of doing business. Perceptive PCs seeing how Noroll acts might wonder what hold he has over the normally cheerful halfling.

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