

# TO SLAY A DRAGON

Sample file

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RUSS MORRISSEY'S

# TO SLAY A DRAGON



AN ADVENTURE FOR 1ST-6TH LEVEL CHARACTERS

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# TABLE OF CONTENTS

INTRODUCTION			
ADVENTURE TIMELINE	4		
Character Advancement	4		
ACT I: THE ILLS OF HENGISTBURY			
ACT STRUCTURE	6		
HENGISTBURY AND ENVIRONS	6		
Other People of Note	7		
The Dragon	8		
Hengistbury Locations	8		
Thornbury Locations	10		
Other Locations of Note	11		
THE PEOPLE OF HOLDENSHIRE	11		
GETTING STARTED	18		
JACK OF THE WEIRWOOD	18		
THE HOUND OF FOGMOOR	21		
TROLL UNDER THE BRIDGE	22		
MEMORIES OF BROCKENDALE	23		
LIZARD'S LAMENT	26		
ESCORT SERVICE	27		
PANDORA'S BOX	29		
MANHUNTER	31		
ON SAFARI	33		
TROUBLEMAKERS	37		
PECULIAR, MOST PECULIAR	38		
KOBOLDS OF THORNBURY	40		
Dragonbane	41		
MONSTERS & NPCs	42		
Quest I: Jack of the Weirwood	42		
Faun	42		
Satyr	42		
Spring-Heeled Jack	43		
Quest II: The Hound of Fogmoor	43		
Werewolf (Hybrid Form)	43		
Quest III: Troll Under the Bridge	44		
Troll	44		
Quest IV: Memories of Brockendale	44		
Spider, Giant	44		
Elanour	44		
Skeleton, Medium	45		
Wraith	45		
Slime Crawler	46		
Quest V: Lizard's Lament	46		
Crocodile	46		
Snake, Constrictor	47		
Frog, Giant	47		
Stirge	47		
Lizardfolk	48		
Lizard, Giant Frilled	48		
Hag, Green	49		
Quest VI: Escort Service	49		
Goblin Ranger	49		
Pirate	49		
Hag, Sea	50		
Merfolk	50		
Squid	50		
Quest VII: Pandora's Box	51		
Kazyk	51		
Quest VIII: Manhunter	51		
Tila	51		
Quest IX: On Safari	52		
Wolf	52		
Chimera	52		
Quest X: Troublemakers	52		
Andrew Nemeth	52		
Old Jovan	53		
Mossad	53		
Bluestone	53		
Quest XII: Kobolds of Thornbury	54		
Kobold Hunter	54		
Kobold Hunter	54		
ACT II: JOURNEY TO SKULL MOUNTAIN			
GATHERING THE TOOLS	56		
ACT STRUCTURE	56		
The Coward's Map	56		
The Hammer of Vengeance	57		
The Quiver of the Dragon's Bane	57		
Cirothe's True Name	57		
Completing the Act	59		
Cirothe's Attacks	59		
Overland Travel	60		
Getting lost	60		
Being Lost	60		
Random Encounters	60		
Illness & Injury	61		
Supplies	62		
THE BANDIT'S OF BLACKFORD	63		
Goal: Destroy the Alliance	63		
Rewards	66		
The Next Adventure	67		
Location: Blackford	67		
Location: Camp Rotelle	67		
HALF-PINTS OF HALFPPOINT	67		
Goal: Break the Hoard	67		
Plan: Kill Basyak	68		
Plan: Cause Civil War	69		
Plan: Help Out Flip	69		
Rewards	70		
The Next Adventure	70		
Location: Keldur Fortress	70		
Location: Halfpoint	71		
THE GOBLIN WAR	71		
Goal: Rescue the Unicorn King	71		
Plan: Breaking Lorand Out	72		
Plan: Sneaking Lorand Out	72		
Plan: Negotiating Lorand's Release	72		
Rewards	72		
The Next Adventure	72		
Location: Lorand's Prison	73		
DOWN THE HATCH	73		
Goal: Retrieve Vyswava's Mace	73		
Plan: Beat Them Up And Take It	73		
Plan: Sneak In & Grab It	73		
Plan: Trade For It	74		
Rewards	74		
The Next Adventure	74		
Location: Yoog's House	74		
A GREAT POISON	74		
Goal: Get Sheeltielle's Venom	74		
Plan: Slaying Sheeltielle	76		
Plan: Bait for the Bite	76		
Plan: Enemy of My Enemy	76		
Rewards	76		
The Next Adventure	77		
Location: The Spider's Lair	77		
TROLLWOOD	77		
Goal: Get the Troll Elder's Head	77		
Plan: Kill the Troll Elder	77		
Plan: Turn the Camp On Itself	77		
Plan: Trick Theobod	78		
Rewards	78		
The Next Adventure	78		
Location: Camp Zesu	78		
OF THE BIG AND THE SMALL	78		
Goal: Retrieve the Hammer of Vengeance	79		
Plan: Take It By Force	79		
Plan: Sneak It Out	79		
Plan: Get It Delivered	79		
Rewards	80		
The Next Adventure	80		
Location: The Forgotten Shrine	80		
DIG DEEP	81		
Goal: Destroy the Rift Crystal	81		
Plan: Sneaking In	82		
Plan: The Direct Assault	82		
Plan: Forming Revolts	82		
Rewards	82		



# TABLE OF CONTENTS

The Next Adventure.....	82
Location: The Cave of the Rift.....	82
<b>QUICK WOOD.....</b>	<b>83</b>
Goal: Recover or Confirm	
the Death of Arotha.....	83
Plan: Fight the Forest.....	83
Plan: Stealing the Captive.....	83
Plan: Return the Proof.....	84
Option: Buying Time.....	84
Rewards.....	84
The Next Adventure.....	84
Location: The Bloodgrove.....	84
<b>THE MAD QUEEN'S ARMY.....</b>	<b>85</b>
Goal: Find the Secret	
Entrance to the Feycastle.....	85
Rewards.....	87
The Next Adventure.....	87
Location: The Drowhold.....	87
<b>UNNATURE.....</b>	<b>87</b>
Goal: Free the Faerie Queen.....	88
Optional Goal: Find Shebnem.....	88
Rewards.....	90
The Next Adventure.....	90
Location: The Feycastle.....	90
<b>THE FOUR ARTIFACTS.....</b>	<b>90</b>
The Coward's Map.....	90
The Quiver of Dragon's Bane.....	90
The Hammer of Vengeance.....	91
Cirothe's True Name.....	91
<b>RANDOM ENCOUNTERS.....</b>	<b>91</b>
<b>TREASURE.....</b>	<b>94</b>
Rewards.....	94
<b>MONSTERS &amp; NPCs.....</b>	<b>95</b>
The Bandits of Blackford.....	95
<i>Bartl the Bloody,</i>	
<i>Servant of Slaughter</i> .....	95
<i>Blackford Bandit</i> .....	95
<i>Blackford Brigand</i> .....	96
<i>Blackford Desperado</i> .....	96
<i>Blackford Thug</i> .....	97
<i>Ceres the Cruel, Bane of Blackford</i> .....	97
<i>Goblinspeaker Yahret of the Woods</i> .....	98
<i>Nessi, Captain of the Guard</i> .....	99
<i>Larcenor, Mayor of Blackford</i> .....	99
<i>Town Guard</i> .....	99
<i>Orc Bodyguards</i> .....	100
<i>Olegka, orc emissary</i> .....	100
<i>Gelik, goblin diplomat</i> .....	100
<i>Vaclav</i> .....	101
The Half-Pints of Halfpoint.....	101
<i>Chief Basyak</i> .....	101
<i>Orc Subchiefs</i> .....	101
<i>Orc Shamans</i> .....	102
<i>Orc Leader</i> .....	102
<i>Orcish Bodyguards</i> .....	102
<i>Orcs</i> .....	103
<i>Ogre Mercenaries</i> .....	103
<i>Junog, Ogre Leader</i> .....	103

<i>Vyswava, dwarf captive</i> .....	103
<i>Flip</i> .....	104
<i>Mara, mayor of Halfpoint</i> .....	104
<i>Jola</i> .....	104
<i>Halfpoint Town Guard</i> .....	105
The Goblin War.....	105
<i>Hobgoblin Mercenaries</i> .....	105
<i>Bugbear Mercenaries</i> .....	105
<i>Goblin Jailer</i> .....	106
<i>Goblin Troopers</i> .....	106
<i>Goblin Guards</i> .....	106
<i>Goblins</i> .....	106
<i>wolves</i> .....	107
<i>Medium Monstrous Spiders</i> .....	107
Down the Hatch.....	107
<i>ogres</i> .....	107
<i>ogre leaders</i> .....	107
<i>Aavarg, Friendly Troll</i> .....	108
<i>Yoog, Ogre Chieftain</i> .....	108
A Great Poison.....	108
<i>Giant Black Widow Spiders</i> .....	108
<i>Giant Black Widow Rogues</i> .....	109
<i>Giant Black Widow Sorcerer</i> .....	109
<i>Sheeltielle</i> .....	110
Trollwood.....	110
<i>Trolls</i> .....	110
<i>Troll Fighters</i> .....	110
<i>Troll Elder</i> .....	111
<i>Cave Giant Supervisors</i> .....	111
Of the Big and the Small.....	111
<i>Cave Giants</i> .....	111
<i>Monitor Lizards</i> .....	112
<i>Shadow Demons</i> .....	112
<i>spectrEs</i> .....	112
Dig Deep.....	113
<i>Araziz, the Bau Assassin</i> .....	113
<i>Bau</i> .....	114
Quickwood.....	114
<i>Lightning Treant</i> .....	114
<i>Scythe Tree</i> .....	115
<i>Mandragora</i> .....	115
<i>Drow</i> .....	116
The Mad Queen's Army.....	116
<i>Amaimon</i> .....	116
<i>Ant, Monstrous</i> .....	117
<i>Barbazu</i> .....	117
<i>Deva, Movanic</i> .....	117
<i>Drow Spiderguard</i> .....	118
<i>Drow</i> .....	119
<i>Giant Black Widow Spiders</i> .....	119
<i>Drow Priestess</i> .....	119
<i>Forlarren</i> .....	120
<i>Fiendish Dire Rat</i> .....	121
<i>Huggermugger</i> .....	121
<i>Lemure</i> .....	122
<i>Merchant</i> .....	122
<i>Pech</i> .....	122
Unnature.....	123
Random Encounters.....	123
<i>Commoner, Animal Handler</i> .....	123
<i>Commoner, Gnome</i> .....	123
<i>Commoner, Halfling</i> .....	124
<i>Commoner, Inn Staff</i> .....	124

<i>Shire Guard</i> .....	124
<i>Shire Guard, Captain</i> .....	124

## ACT III: INTO THE DRAGON'S LAIR

### ENTERING THE LAIR.....126

Gully & Rope Bridge.....	126
Giant's Plateau.....	126
Cliff.....	126
Kobold's Guardpost.....	128
Caldera Entrance.....	128
Fire Stirge Nest.....	128
Landslide Kobold Trap.....	128
The Gap.....	130
Kobold's Guardpost.....	130
Wyrmlings.....	130
Lair Entrance.....	130

### INSIDE THE LAIR.....131

Temple Door.....	131
Stone Bridge.....	131
Ancient Temple.....	132
Guard Post.....	132
Cells.....	132
Cultists Chamber.....	132
High Priestess's Chamber.....	132
Sacrificial Chamber &	
Island of Wyrms.....	134
Viewing Platform.....	134
Tunnel.....	134
The Dragon's Lair.....	135
How About All That Treasure?.....	136

### EPILOGUE.....136

What Next?.....	136
-----------------	-----

### THE DRAGON'S HOARD.....136

Coins.....	136
Mundane Objects.....	136
Potions.....	138
Loose Gemstones & Jewels.....	138
Books.....	139
Weapons & Armor.....	139
Wondrous Items & Wands.....	140
Scrolls.....	140

### MONSTERS & NPCs.....140

<i>Cirothe</i> .....	140
<i>Fire Stirge</i> .....	141
<i>Kobold Acolyte</i> .....	141
<i>Kobold Cultist</i> .....	142
<i>Kobold Guard</i> .....	142
<i>Kobold Guard, Elite</i> .....	142
<i>Kobold High Acolyte</i> .....	143
<i>"Kobold" High Priestess</i> .....	143
<i>Koroch</i> .....	144
<i>Taegan the Sunderer</i> .....	144
<i>Wyrmling Red Dragon</i> .....	145

### MONSTERS & NPCs...146

### LICENSE.....147



**T**O SLAY A DRAGON is a traditional dragonslaying adventure. Using the *Pathfinder* rules, we hearken back to the 1980s and embark on an adventure which is sure to remind you of RPG modules and boxed sets long past!

This trilogy of adventures leads an adventuring party from the sleepy town of Hengistbury on a journey across the land to challenge a red dragon who dwells in a volcano lair known as Skull Mountain.

While we (being EN Publishing) are known for producing complex, advanced adventure paths for the experienced GM (such as our *ZEITGEIST: The Gears of Revolution* and *War of the Burning Sky* adventure paths), this one is far more straightforward and direct. It's designed to be old-school, traditional, and nostalgic. So you won't find any complex plots, statblocks which make up a novel of their own, or intricate politics\*—you'll get a sandbox village, followed by a hexcrawl, followed by a dungeon-crawl. It'll take you from 1st to 6th level (about 4 months if you play once per week for four hours).

\*seriously, though, if you want those things, hit up [wotbsadventurepath.com](http://wotbsadventurepath.com) and [zeitgeistadventurepath.com](http://zeitgeistadventurepath.com)—just make sure you're on your game. They're designed for experienced GMs!

## ADVENTURE TIMELINE

1. The PCs begin in a town called Hengistbury (detailed later). They engage in a number of optional quests in a sandbox fashion (such as *Jack of the Weirwood*, *The Hound of Fogmore*, and *Memories of Brockendale*). Eventually, Ariadne, the niece of Brand the local ranger, is kidnapped by kobold cultist minions of Cirothe, the red dragon, and whisked away to Skull Mountain.
2. The PC begin a trek across the land, seeking various artifacts needed to defeat Cirothe while evading her kobold minions. After dealing with giant spiders, a mad Fey Queen, orc warbands, a Dwarven fortress, and much, much more, they finally reach Skull Mountain with the artifacts they need.
3. Dragon. Lava. Mountain. Lair. Treasure. You know how this bit goes.

## CHARACTER ADVANCEMENT

This series of adventures requires some GM discretion, as it is designed to be very free-form in nature. In theory, the PCs could head to Cirothe's lair at 1st level, somehow avoid all the encounters on route, and face the dragon with 8 hit points.

Hopefully that won't happen.

The PCs should begin the adventure as 1st level characters. They should be at least 3rd level before you introduce Kobolds of Thornbury (they should be 3rd or 4th depending on how many quests they've undertaken). By the time they reach **Act III: Into the Dragon's Lair**, they should be at least 5th level; 6th if possible.

The total XP award budget for each quest in **Act I: The Ills of Hengistbury** is listed below. This adventure assumes a Medium character advancement progression (0 / 2000 / 5000 / 9000). You can use this list to help should you want to swap missions out for ideas of your own creation, or to assist generally in your planning. The XP value will also give you an idea of how tough each quest is.

QUEST	TOTAL XP	XP EACH*
<i>I: Jack of the Weirwood</i>	6400 XP	1600 XP
<i>II: The Hound of Fogmore</i>	600 XP	150 XP
<i>III: Memories of Brockendale</i>	4200 XP	1050 XP
<i>IV: Troll Under the Bridge</i>	1600 XP	400 XP
<i>V: Lizard's Lament</i>	8000 XP	2000 XP
<i>VI: Escort Service</i>	4000 XP	1000 XP
<i>VII: Pandora's Box</i>	1600 XP	400 XP
<i>VIII: Manhunter</i>	3600 XP	900 XP
<i>IX: On Safari</i>	3200XP	800 XP
<i>X: Troublemakers</i>	3400 XP	850 XP
<i>XI: Peculiar, Most Peculiar</i>	800 XP	200 XP
<i>XII: Yeholds of Thornbury</i>	2200 XP	550 XP

\*Based on a party of 4 PCs. A party which completes roughly half of these quests will make 3rd level. Completing all of them would reach 4th level.

The next table shows the story award and the the total XP value of all enemy creatures in each quest in **Act II: Journey to Skull Mountain**. It does not include random encounters. Note that this is the total XP value—the PCs will not necessarily defeat every single creature in this adventure, and so will be unlikely to earn every XP available. The total XP value (not including random encounters) is 291,080 (or 72,770 each for a party of four PCs), which means if they kill absolutely everything they'll be entering Cirothe's lair as 9th level characters! The likelihood, though, is that they'll do so as 6th level characters, or 7th level if they push it a bit. You should absolutely let them begin **Act III** at whatever state of preparedness they wish!

QUEST	STORY XP	TOTAL CREATURES*
<i>The Bandits of Blackford</i>	2,000 XP	46,985 XP
<i>Halfpints in Halfpoint</i>	1,000 XP	41,450 XP
<i>Down the Hatch</i>	1,000 XP	14,400 XP
<i>Trollwood</i>	1,400 XP	37,600 XP
<i>Of the Big and the Small</i>	1,400 XP	36,800 XP
<i>Dig Deep</i>	1,400 XP	12,800 XP
<i>The Goblin War</i>	1,000 XP	23,000 XP
<i>A Great Poison</i>	1,000 XP	12,000 XP
<i>Quickwood</i>	1,400 XP	29,070+ XP
<i>The Mad Queen's Army</i>	1,400 XP	22575+ XP
<i>Unnature</i>	1,400 XP	Varies

\*Note that this does not include random encounters. PCs are not expected to defeat every individual creature.



# ACT I

Sample file

## THE ILLS OF HENGISTBURY

Pozas'is



This first act begins with the characters in the town of Hengistbury. There, they will begin their progression as heroes, and learn all about the dragon Cirothe's predations on the local area. As they advance in expertise and experience, the idea of tracking the dragon to her lair and ending her threat forever may become more of a realistic prospect.

## ACT STRUCTURE

The first section of **Act I** describes the people and places that make up the environs of Hengistbury and the county of Holdenshire. This area acts as the backdrop for the adventuring action of this first, Act which is divided into twelve sections.

### I: JACK OF THE WEIRWOOD

Children are being lured into the Weirwood by fauns under the control of Spring-Heeled Jack, who intends to perform a ritual to bring a blight across the county.

### II: THE HOUND OF FOGMORE

A werewolf dwells on the Fogmoor, preying on lizardfolk primarily, but moving closer and closer to human populated areas.

### III: TROLL UNDER THE BRIDGE

A troll is living under a bridge near Thornbury and is attacking travellers. Most are able to escape, because, strangely, the troll does not seem to pursue those who run.

### IV: MEMORIES OF BROCKENDALE

A poltergeist haunts the ruins of Brockendale Castle. Deep within can be found the scabbard of Lord Pemberton's sword—a scabbard that will be essential if the heroes are to defeat the dragon.

### V: LIZARD'S LAMENT

The Cavernsnappers, a particularly aggressive lizard man tribe, have been attacking fisherman, and have killed half-dozen recently. They must be dealt with.

### VI: ESCORT SERVICE

Village blacksmith Rorus Klain has a shipment of masterwork daggers which need to be sent upriver to the neighbouring county of Lanickshire, but there have been reports of bandits. He needs someone to protect the shipment as it makes its 3-day journey to the border of Holdenshire.

### VII: PANDORA'S BOX

The Mortimer brothers have obtained a curious box and have made the mistake of opening it. Unfortunately, the box designed to summon a rather bad-tempered bearded devil called Kazyk.

### VIII: MANHUNTER

Brand Torek needs help to apprehend a pickpocket named "Tila", who just escaped from her Hengistbury jail cell. She's had a one hour head start, and the clock is ticking!

### IX: ON SAFARI

Tales of a strange creature roaming the hills North-East of Brockendale Castle have attracted the attention of local veterinarian Albert Wright who sees this as an opportunity to make his dreams come true by capturing it.

### X: TROUBLEMAKERS

A party of adventurers (not the PCs) has shown up in Thornbury, and have been nothing but trouble. No one is quite sure why they are here or what they want, but they would definitely prefer them to conduct their business and leave...

### XI: PECULIAR, MOST PECULIAR

Something odd is happening at a place called Murray's Folly. No one is exactly sure what, but some of the local residents in Thornbury are worried.

### XII: KOBOLDS OF THORNBURY

Kobolds attack, and steal away virgins from the village! Is this a random attack, or is the valley feeling the taloned influence of the dragon of Skull Mountain?

## HENGISTBURY AND ENVIRONS

Hengistbury is a small village (population approximately 150) on the banks of a winding river located in the rustic and rural county of Holdenshire.

While normally a sleepy little village with a few essential services and not much excitement, it has recently become the focus of a rather disturbing amount of activity. Kobold tribes, normally located far to the East, have begun encroaching in the nearby plains and hills, someone or something is haunting the old castle, strange creatures move across the countryside and a myriad of other oddly disturbing events have been noticed.

The citizens of Hengistbury and the nearby community of Thornbury are on edge. Children have gone missing, Lizardmen are moving in, some even say that sinister rituals are being performed out on the Weirhenge. How much of this is true nobody really knows for sure, but everyone seems to agree that things aren't right.

The county is governed by **Lord Pemberton** and his lady-wife, **Lady Sybill Pemberton**. Lord and Lady Pemberton reside in Hengistbury Keep, on a small hill overlooking the village. They are benevolent rulers, but even they are beginning to worry about what might be happening around them.





The county is patrolled by a ranger, **Brand Torek**, a large, easygoing bear of a man, proficient in staff and bow. He reports directly to Lord Pemberton. He has several part time assistants located throughout the area and calls on them if things get out of hand.

### HENGISTBURY (NG VILLAGE)

*Corruption +1; Crime -3; Economy -1; Law +2; Lore +0; Society -3; Danger -1*

**Qualities:** Insular, Rumormongering Citizens

### DEMOGRAPHICS

**Government:** Overlord **Population:** 150

**Notable NPCs:** Lord Pemberton, Lady Sybill Pemberton

### MARKETPLACE

**Base Value** 500gp; **Purchase Limit** 2,500gp;

**Spellcasting** 3rd;

**Minor Items** 2d4; **Medium Items** 1d4;

**Major Items** -3

Thornbury is smaller even than Hengistbury, boasting a mere 100 souls. Even so, there is a friendly rivalry between the villages, which manifests every year in a popular local cheese rolling competition which highlights a week long harvest festival in the fall. Located a few miles upriver from Hengistbury, travel between the two is not uncommon. For a silver coin, a local fisherman can be persuaded to ferry passengers in either direction. The journey takes a couple of hours.

With all the strangeness lately, if something isn't done soon, both Hengistbury and Thornbury may not make it to the fall festival. With rumours flying and tensions rising, it is up to the PCs to sort things out and ensure a long and prosperous life for the residents of Holdenshire...

## OTHER PEOPLE OF NOTE

**Three-Fingered Jake** is an itinerant bard who wanders through every few weeks performing in exchange for food. Most news of the wider world comes from his visits to town. He may know the local stories and rumours and be able to point people to those that might be true as opposed to those that are merely whimsical fancy.

**Ugg** is a small hill giant that was befriended by the village some years ago. Ugg is not his real name, which is virtually unpronounceable to those who do not speak Giant, but he is affectionately called such by the locals as he—somewhat clumsily, yet cheerfully—assists with manual labour around town.

There is, of course, a **wizard**, **Kalle Sirkesalo** who lives in a tower located on an island in the river about 5 miles downstream. The wizard is rarely seen, but his servant **Hunch-backed Roland** (who is neither hunchbacked, nor is he named Roland) is seen in Hengistbury most weeks purchasing supplies.

**Lady Sybill Pemberton** is a cleric of a healing god, and volunteers in the only temple in Hengistbury. She can often be found



with her assistants, **Prirkka** and **Ariel**, tending to the needs of the community.

**The Mortimer Brothers** fancy themselves a “thieves guild,” but in reality the three young orphans, Gord, Beej and Poke, operate more as paid gossips and mischief makers. Gord Mortimer is soon coming of age and sweet on Ariadne. He may have a larger role to play if he thinks the PCs are worthy of his services.

**GM’s Note:** If the PCs manage to rescue the Mortimer brothers in **Pandora’s Box**, successfully retrieve and return Elise’s ring in **Lizard’s Lament**, and cure the sick troll child without killing its mother in **Troll Under the Bridge**, they may find themselves with an unlikely follower. Gord Mortimer will join them, based on his perception of the PCs as being tolerant of those in unfortunate circumstances, willing to comfort and aid the needy, and understanding of those who are different. When they go after Ariadne at the end of the module he will insist on coming along if he has not already joined them. Gord will perform the function of a henchman for the rest of the adventure; you should do your best to ensure he remains an interesting and interactive member of the party.

**Ariadne** is Brand Torek’s niece. She will play a pivotal role in the course of this adventure.

**Tillian Bricklebottom** is a male halfling scribe, writer, translator and wine purveyor who has settled down in Thornbury. His services may be needed.

## THE DRAGON

The dragon resides in Skull Mountain, a dormant volcano, some 30-days travel from Hengistbury. An adult red dragon, it maintains a network of kobold servants, minions, and spies. As such, it will likely be aware of the PCs’ mission, and will attempt to interrupt it en route.

The dragon, via its network of kobold minions is, as dragons are wont to do, gathering treasure and kidnapping young virgins (of either gender—it’s not particular). It kidnaps these young people, the latest of which is Brand Torek’s niece, Ariadne, because its young wyrmlings demand the very best in tender mortal flesh.

**GM’s Note:** There are many NPCs in and around the county of Holdenshire. Several of them have roles to play in these adventures and some do not. The GM should feel free to use any and all of them if they so desire to set up scenes or provide colour or simply to encourage the PCs to take some particular course of action. Refer to the sidebars for where NPCs can be located most frequently and make use of the NPC booklet to fill in details of personality and occupations.

## HENGISTBURY LOCATIONS:

In addition to a variety of small shops, houses and other essential buildings, several locations in Hengistbury are involved in the following adventures.

### THE BLEEDING HEART TAVERN

Formerly known as the Beaming Hearth, the tavern forms the social hub of Hengistbury. At any given moment during its open hours at least a half dozen local residents can be found enjoying the fine offerings as served by **Meridith Jones**. The Tavern has a somewhat unusual arrangement with the local populace. Lord and Lady Pemberton own the tavern, but regularly appoint individual members of the community to run the bar on a weekly, rotating basis. Typically this passes through more established members of the community, such as **Stefan the Baker** and **Rorus Klain**, the blacksmith. Those who run the tavern are allowed to keep a percentage of that week’s profits to offset their losses from their regular business during the week. Sometimes this duty is rotated through the less fortunate members of the area if they are in need. Lord and Lady Pemberton are not so foolish as to allow the more unsavoury members of the community to have this opportunity.

This means that more or less everyone in Hengistbury is invested in the The Bleeding Heart’s success as well as being far more appreciative of the labour involved in making it run when they are merely patrons. It is rare for a fight to break out here and the locals are quick to shuffle anyone who has enjoyed too much cheer safely home before trouble

starts. The travelling bard, **Three-Fingered Jake**, spends most of his time here when he is in the area as the patrons are very happy to have him perform and tip him generously. If there is a rumour

### PEOPLE LOCATED IN AND AROUND HENGISTBURY

LORD AND LADY PEMBERTON  
UGG THE HILL GIANT  
GORD, BEEJ AND POKE MORTIMER  
ARIADNE  
MERIDETH JONES  
GAVIN MORRIGAN  
WILLEM VON NEDERBEEN  
AUS  
PENNER  
YARA BLOODSLAW  
KITSTER “KIT” BARTLEBY  
SARAZ BINT FARAH  
PINT AQUILAH  
FREFIA AEVAL  
TEMERUS CLOTHBINDER  
RORUS KLAIN  
POKKA STRONGFIST  
HEINRICH KREBS  
TAMAS AGRENS  
MALLORY JACKDAW  
STEDD GRIMWOLD  
STEFAN THE BAKER

### TRAVELLERS AND OUTLIERS:

BRAND TOREK  
THREE-FINGERED JAKE  
KALLE SIRKESALO  
HUNCH-BACKED ROLAND  
STEFAN OAKFELL  
ANDREW NEMETH  
LOGAN BROKENBARREL  
KARATILANA “TILA” TORIN  
MOSSAD  
JUIDE “BLACK-HAND” AVERAUH  
OLD JOVAN



or bit of news to be had in Holdenshire, The Bleeding Heart is the place to find it.

## BRAND TOREK'S CABIN

**Brand Torek** is the local Sheriff, by appointment of Lord Pemberton. His cabin also serves as his office although he is not often found within. Brand is serious about his job and spends most of his day patrolling the county on foot. The cabin is not particularly fancy and sits near the Northern edge of the village, but residents of the area know to come here if trouble is at hand. If Brand himself is not there, it is always possibly that one of his part time deputies is nearby. Both **Yara Bloodclaw** and **Jayel** make occasional stops at the cabin to check in and see if help is needed. Brand's niece, **Ariadne**, is generally close at hand and can take messages for Brand if needed.

## SAMUEL & SONS TRADING COMPANY

Samuel and Sons is the chief supplier of foreign produced goods in Holdenshire. They are also the chief market for locally produced goods to the wider world. They run a brisk business purchasing furs and fish as well as surplus crops and a few other locally produced items. In exchange they bring in manufactured goods such as glass items and worked leather. They ship their trade goods up and down the river and so are located near it.

Recently, there has been some sort of trouble at Samuel and Sons and this has attracted the notice of the home company. They've sent **Willem Von Nederveen** to investigate the problem and determine what to do.

## THE TEMPLE

**The Temple** is managed by **Lady Sybill Pemberton**. Initially dedicated to Erastil, the God of farming and hunting, it is fair to say that the town of Hengistbury grew up around the Temple rather than the Temple being built where the locals lived. The Temple is a wooden affair and sometimes serves as the town meeting hall when large gatherings are called for and as the local infirmary and hospital when needed. It's walls and roof are built of stout oak harvested from Queenswood and bear many intricate carvings of wild animals of the hunt, field grains and other symbolism related to Erastil.

Lady Sybill ministers to the sick and infirm in Erastil's name. She does not preach to the townspeople, instead believing that by her good works she can influence them sufficiently to ensure a welcome in the hereafter. She is practical, though and understands that Erastil may not meet everyone's needs. For example, those of the Forge fall outside of Erastil's domain and, as such, require different beliefs. During her tenure she has seen fit to allow the placement of various symbols of other good aligned deities in and around the temple. If Erastil objects to this, he has remained silent on the matter.

## GOODS & SERVICES

Hengistbury also offers the following goods and services:

## BLEEDING HEART TAVERN MENU FOOD MENU

Marinated vegetables and lizard broth (4sp)  
Peppery satyr and pork pie (12sp)  
Saucy fungus and warthog pie (10sp)  
Delicious half roasted eagle doused in a melon, and lamb puree (10sp)  
Local deep-fried fox (5sp)  
Seared griffin and pork broth (6sp)  
Our world-famous boiled elk (5sp)  
Mouthwatering miniature hyena pastries and tarts (6sp)

## TODAY'S SPECIALS

Smoked mutton sausages and mashed hog cooked in Golden Beard Gin (12sp)  
Bitter boiled camel cooked in Humble Hawk Mead (18sp)  
Cold manticore cuts with lamb and oyster cooked in Moody Claw Gin (17sp)

## DRINKS MENU

Lonely Dragon Beer  
[5sp; ivory, opaque, smells like bacon]  
Elven Ininyë Wine  
[1sp; crimson, cloudy, smells like pears]  
Dwarven Slateshield Stout  
[1sp; white, opaque, smells like smoke]  
Lazy Prior Grog  
[4sp; orange, bubbly, smells like wine]  
Bachelor's Snake Grog  
[10sp; ivory, fizzing, smells like spices]  
Black Rock Lager  
[5sp; turquoise, sticky, smells like sewage]  
Yellow Dog Cider  
[3sp; charcoal, fizzing, smells like honey]  
Honest John Cognac  
[10sp; turquoise, translucent, smells like sulfur]

**Penner's Pig Farm** is located to the West of Hengistbury. **Penner** has an interest in pirate history and memorabilia and may know the odd thing or two about the river and it's environs.

**Clothbinder's Cheese Shop** features many fine cheeses. **Temrus Clothbinder** makes the cheeses for the annual harvest festival cheese roll. The cheeses wrapped in black are not to be touched.

**The Forge** in Hengistbury is run by **Rorus Klain**. **Rorus** is a smith of no small skill and supplies tools and weapons to both locals and soldiers for miles around. He has a large order that needs to go West soon.



## THE AUTUMN FESTIVAL

Every Autumn, in celebration of a good harvest and successful business dealings and the general good health of the two communities, Lady Pemberton—just as her predecessors have always done—organizes a Harvest Festival for both Hengistbury and Thornbury. Farmers bring their final harvests and livestock, the various businessmen and gatherers bring their wares and anyone passing through is welcomed to the celebration. An informal judging is held and the winners in several categories for ‘Best Of’ goods each year are given a small carved trophy of Erastil’s bow and arrow done in oak. In addition, Lord Pemberton grants such winners six months of tax amnesty specifically so that the locals can enjoy the fruits of the winner’s labour at a reduced cost for part of the year. Lord Pemberton believes that this encourages the competition as well as allowing the less fortunate access to the same high quality goods as those who are more well off.

The highlight of the Autumn Festival is the cheese roll. On the last day of the week-long festival contestants gather on a steep hill located roughly midway between Hengistbury and Thornbury. Specially created Black Cheeses are brought out and, on starters orders, the cheeses are released while participants give chase hoping to catch one of the cheeses as it speeds down the hill. Secreted in one of the cheeses is a single platinum piece supplied by Lord and Lady Pemberton. Any contestant catching a cheese might be lucky enough to open it and find the prize. Competition is quite fierce, made only more so by the free pints of hard cider made available to the contestants before the roll. Most years the platinum piece goes unclaimed, but if this persists for more than 5 years Lord Pemberton will order a second platinum piece to be placed in a cheese. Those cheese that are not caught are taken back to Clothbinder’s Cheese Shop unopened and stored for future use. Some of them are becoming quite old indeed.

**The Krebs Apothecary**, run by **Heinrich Krebs**, makes many fine potions, philters and salves. He’s been known to make the occasional “aid to romance” as well as curatives, digestive aids, and special cleaning supplies. Should someone have need of smoke sticks, alchemist’s fire or other such adventuring goods, Krebs maintains a ready supply. He prefers to be known as Krebs the Apothecary.

**Stedd’s Shoppe** is the home and business of **Stedd Grimwald**. Stedd is an unfortunate dwarf with no beard and a sad story to tell. He also sells a variety of potions from his shop front. He is not the first choice for potions and the like since both the Apothecary and Kalle Sirkesalo can provide potions of better quality. He does, however, tend to have a wider variety on sale.

**The Bakery**, as run by **Steffen the Baker** is very popular early in the morning with the smell of fresh breads wafting in the air. Most of the people in town stop by here before going on with

their day. If the PCs need to find someone before the Bleeding Heart opens, this might be a good place to look.

## THORNBURY LOCATIONS

**The Spice of Life** is run by **Nazid**. It is a small shop that offers various spices sourced from around the world, according to Nazid. In reality, he offers whatever spices he can acquire from the Samuel and Sons Trading Company combined with some locally sourced spices and a rare few he has managed to parcel out sparingly from a collection he brought when he first came to town. His prices are relatively high compared to the local economy, but, since his chief customers are the Lord and Lady Pemberton who buy them for their personal use and the use of a few special dishes at the Bleeding Heart, he manages to make a living. About once a year someone comes to town from afar and supplements his supply—likely it is someone from his homeland and nothing to be concerned about.

**Reg Bakerman** runs the **Thornbury Bakery**. It is smaller and has less variety than the Hengistbury bakery, but if fresh bread is wanted in Thornbury, this is where you go. Reg is a friendly fellow and gets on well with most people, but he does have a tendency to drink and this sometimes makes him late in getting the bread made the next day.

**Denhew’s Pub ‘n’ Grub** is the local tavern / inn in Thornbury. During the week, **Horatio Denhew**, the proprietor, does a reasonably brisk business. Things tend to slow down at the weekend though as folks prefer to go to the Bleeding Heart for the entertainment and camaraderie if they can make the trip. This doesn’t prevent Denhew from dreaming of opening a second Pub ‘n’ Grub in Hengistbury. He dislikes trouble in his tavern, but it happens anyway. When it does he relies on Brand Torek or his deputies to help settle things down.

**Emery Shier** is Thornbury’s local alchemist. He sometimes works with Heinrich Krebs to replenish supplies, but by and large makes himself available to the Thornbury locals to meet their more pressing needs. He runs his shop from the kitchen of his home. His alchemical supplies are more limited in variety, but of equal quality to Heinrich’s.

**Albert Wright** is a good enough Veterinarian to minister to the needs of the animals in both Hengistbury and Thornbury. He keeps his **Veterinary Clinic** in Thornbury because it keeps him near the Queenwood, Ayle’s Loch, and Brockendale Castle where he likes to search for animals to study in his leisure time. He is not a cruel man and merely makes notes of their habits and lifestyles. He hopes to someday find a rare and exotic creature to study so that he can make a name for himself by writing the definitive text on such an animal. His wish may come true sooner than he thinks.

**Morrison’s Forge**, run by **Donald Morrison**, takes care of the metalworking needs of Thornbury. He does well enough, but never seems to get the larger orders that Rorus does. Still, Rorus knows that Morrison does good, if uninspired work and occasionally helps him out by bringing him in to fulfil more gener-



al orders if Rorus has a particularly large and urgent request to complete. On these occasions Rorus pays him well for the help.

**Tillian Bricklebottom** has a small shop here in which he performs scribe and translation services for everyone in the area. Old deeds and wills, the occasional newly acquired manuscript from distant lands and the writing of official documents for Lord and Lady Pemberton tend to keep him reasonably busy. He is fluent in many arcane and strange languages and may be able to help translate a document that comes into the Party's hands. He supplements his business by selling writing supplies (pens, inks, parchments and papers) to those of the locals who have the ability to write and need to send letters. To those who can not, he charges a modest and reasonable fee to write such letters as they need.

## OTHER LOCATIONS OF NOTE

This section will detail locations not already described in the quests below. GMs should feel free to use these locations for additional adventures or to expand existing adventures if they wish.

**Logan Brokenbarrel** runs the **Quarry** to the North of Thornbury. The quarry is a typical stone quarry and Logan is a fairly typical dwarf. Unless someone notices the tattoo, then they might realize that Logan used to be something quite different and has a secret past he would rather leave behind him.

**Jayel's Cabin** is located roughly half way between the Quarry and Brockendale Castle. **Jahmus "Jayel" Laekin** lives here. He prefers the quiet and solitude of this location, but is occasionally called on by Brand as a tracker if someone proves difficult to find or has become lost in the wilderness.

**Ayel's Falls** and **Ayel's Loch** are located to the south of Thornbury. Ayel's Falls is a wonderfully scenic location featuring a hundred foot drop into a small valley that leads to Ayel's Loch. Generally a peaceful scene of beauty and repose, it does have a secret history ripe for discovery.

The **Queenswood** is less menacing and dangerous than the Weirwood. This doesn't mean it is any less interesting though. Woodcutters tend to harvest wood from here rather than elsewhere due to it's proximity to the river. Occasionally, reports of strange events or odd creatures emerge.

A small troupe of gypsies is known to sometimes make their home within the Queenswood. On any given day there is a 60% chance that they can be found somewhere within. Among the travellers are those who can read magic, identify items and cast fortunes for adventurers who would like to see what the future holds. Late at night their camp fires can be seen burning off in the distance through the trees. It is possible they have some connection to **Saraz bint Farad bint Aquilah**

Hidden among the gypsies, and a secret they take great care to protect, is a young, Half-elf, female bard by the name of **Pixy Mistynote**. Why she is there, no one but the gypsies seems to know.

# THE PEOPLE OF HOLDENSHIRE

This section of the book is designed to help you keep track of all the NPCs in Holdenshire (both Hengistbury and Thornbury). Not all NPCs are plot-critical, but the area is designed to work as a "sandbox" style setting; for this reason plot hooks and suggestions have been liberally sprinkled throughout the following descriptions in addition to the ones in the main adventure.

## LORD & LADY PEMBERTON

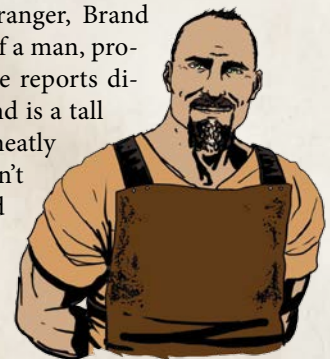
The County of Holdenshire is governed by Lord Pemberton and his lady-wife, Lady Sybill Pemberton, and contains the village of Hengistbury and the hamlet of Thornbury. Lord and Lady Pemberton reside in Hengistbury Keep, on a small hill overlooking Hengistbury. Lady Sybill Pemberton is a cleric of Erastil and volunteers in the only temple in Hengistbury, with the aid of Ariel and Prirkka. Each year, Lady Sybill



organizes the Autumn Harvest Fair. Lord and Lady Pemberton also own Hengistbury's Bleeding Heart Tavern and have an unusual arrangement for running it. Between the Tavern, the Harvest Fair and several other local programs, they do much to ensure the communities in their care remain healthy, happy and prosperous. News of local problems and impending danger have made the Lord and Lady anxious about the fate of Holdenshire and they are most anxious to receive help in getting things back to normal. It may be that they will reward a group of adventurers well for helping out.

## BRAND TOREK

The county is patrolled by a ranger, Brand Torek, a large, easygoing bear of a man, proficient in hammer and bow. He reports directly to Lord Pemberton. Brand is a tall man with broad shoulders, a neatly trimmed beard which doesn't hide his square jaw. A retired adventurer, he still keeps his old armor and massive warhammer hanging on the wall of his cabin-cum-office in Hengistbury. Brand is serious about his job and is rarely found



in his office as he spends much of his time patrolling the villages and roads. He dotes on his niece, Ariadne and would hate to see any harm befall her. His official title is "Sheriff" and he is occasionally assisted by Yara Bloodclaw and Jayel.



## THREE-FINGERED JAKE

Three-Fingered Jake is an itinerant bard who wanders through every few weeks performing in exchange for food or coin. Most news of the wider world comes from his visits to town. He can usually be found performing in the Bleeding Heart Tavern (originally called the Beaming Hearth until the Mortimer Brothers vandalized the pub's sign). Jake knows many rumors, particularly regarding a certain sword and scabbard.



## UGG

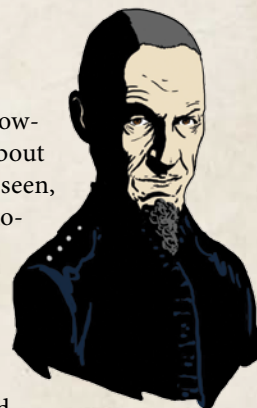
Ugg is a small hill giant who was befriended by the village children some years ago. Ugg is not his real name, but he is affectionately called such as he clumsily yet cheerfully assists with manual labor around town. Ugg is a kindhearted soul and



dislikes seeing others mistreated, particularly if the reason for doing so stems from prejudice against those who are 'different'. Ugg speaks both common and giant, but relies mostly on common while working in the village. Occasionally, when working alone, he can be heard to sign some quite interesting songs in giant. His best friends in Hengistbury are the Mortimer Brothers.

## KALLE SIRKESALO

The wizard Kalle Sirkesalo lives in a tower located on an island in the river about five miles downstream. He is rarely seen, but his henchman Hunch-backed Roland (who is neither hunchbacked, nor is he named Roland) is seen in Hengistbury most weeks purchasing supplies. Kalle is a black mage who is often in need of rare ingredients. Roland can sometimes be found in the company of Freya Aeval, the pixie, as they head into the Weirwood. Kalle often supplies the Veterinarian Albert Wright with certain potions and medicines he needs for his job. No one is really quite sure what else might be going on at the tower.



## PENNER

Penner is a halfling pig farmer with an affinity for pirate history and memorabilia. He likes to spend some evenings at the Bleeding Heart Tavern in the company of other locals. His interest in pirates may give him a unique perspective on some of the local goings on. His farms proximity to the Weirwood may give him insight there as well.



## UGG

### UGG

CR 7 (XP 3,000)

CG Large humanoid (giant)

**Init** -1; **Senses** low-light vision; Perception +6

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +11, **Ref** +2, **Will** +3

**Defensive Abilities** rock catching

### OFFENSE

**Speed** 40 ft. (30 ft. in armor)

**Melee** 2 slams +13 (1d8+7)

**Ranged** rock +6 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rock throwing (120 ft.)

### STATISTICS

**Str** 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +7; **CMB** +15; **CMD** 24

**Feats** Cleave, Intimidating Prowess, Power Attack

**Skills** Climb +10, Intimidate +12, Perception +6

**Languages** Giant, Common

## THE MORTIMER BROTHERS

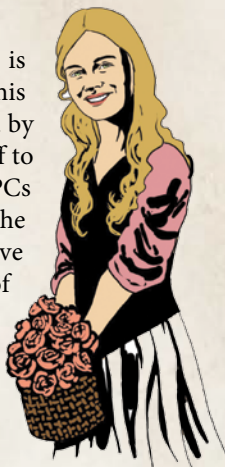
The Mortimer Brothers fancy themselves a "thieves guild," but in reality the three young orphans, Gord, Beej and Poke, operate more as paid gossips. They spend a lot of time with Ugg, who is very protective of them. They often find themselves in minor trouble, but may overreach their grasp in the near future. Gord is in love with Ariadne and will soon come of age; he may find himself making a decision that is at once noble and a little foolish, but in the long run may see him become the apple of someone's eye.





## ARIADNE

Ariadne is Brand Torek's niece. She is probably the most important NPC in this adventure, for it is she who is captured by the kobolds in Thornbury and taken off to the dragon's lair, and it is she who the PCs will be charged with rescuing. Gord, the oldest of the Mortimer Brothers, is in love with Ariadne; sadly, she is not aware of this. She can often be located in and around Brand's house, but does make the occasional foray to the riverbanks to pick flowers. Messages for Brand can be reliably left with her should the need arise.



## MEREDITH JONES

Meredith Jones is a young serious girl in her early 20s. She is stern looking, and doesn't quite know what to do in her life. Right now, she's working in the Bleeding Heart Tavern as a barmaid, but she knows for sure that she is meant for greater things. She is the only permanent employee of the tavern and therefore knows how things work better than most. It may be that she secretly admires someone in the town, but if so, she has kept it a well guarded secret.



## GAVIN MORRIGAN

Gavin Morrigan is a dark haired man with a dusting of silver at his temples which seems almost to contrast the spark of youthful determination in his eyes. Often engrossed in writing, he is clearly in good shape. No one seems to know why he spends so much of his free time at the Bleeding Heart, nor what it is he is writing exactly. Surely something, or someone, must attract him here on a regular basis. What could it be?



## WILLEM VON NEDERVEEN

Willem Von Nederveen is a traveling merchant from the trading company Samuel and Sons in Northminster. He is helpful to those who are friendly to him. Willem was sent to Hengistbury to figure out why the company is losing money there, which may lead him to ask the PCs for help if he thinks they are trustworthy enough. The com-



## GORD MORTIMER

**HUMAN ROGUE 1**

**CR 1/2 (XP 200)**

N Medium humanoid

**Init** +3; **Senses** Perception +3

### DEFENSE

**AC** 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

**hp** 5 (1d8+1)

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

### OFFENSE

**Speed** 30 ft.

**Melee** sap +0 (1d6 nonlethal)

**Ranged** dart +3 (1d4)

**Special Attacks** sneak attack +1d6

### STATISTICS

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

**Base Atk** +0; **CMB** +0; **CMD** 13 **Feats** Deft Hands, Skill Focus (Sleight of Hand)

**Skill** Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

**Languages** Common, Halfling

**Special Qualities** trapfinding +1

**Combat Gear** bag of caltrops; **Other Gear** padded armor, darts (4), sap, disguise kit, thieves' tools

pany does a brisk business buying up local materials and goods while selling finished products back to the residents. There really isn't any reason for them to be losing so much money. Or is there?

## AUS

Aus is a young kid, annoying and always trying to scurry around and get the latest rumors in an effort to impress the older Mortimer Brothers. In particular, he is interested in rumors of the dragon in the East, and carries a stuffed dragon toy. He cheers for the dragon and pranks those who show interest in slaying it. He has collected a lot of dragon trivia in his 8 short years.

Some of it is even accurate, though no one is really sure about which bits have just been made up or confused with the real ones. Still, he constantly tries to find more and this may prove beneficial for the Party.

