

# THE VILLAGEDEX 1.0

---

*Village Backdrops are short, richly detailed supplements that each present a single village ready to insert into almost any home campaign. Perfect for use as a waystop on the road to adventure, as an adventure site themselves or as a character's home. Village Backdrops present the details so you can focus on crafting exciting, compelling adventures.*

## CREDITS

---

**Design:** Creighton Broadhurst

**Development:** Creighton Broadhurst

**Art:** William McAusland and Matt Morrow. Some artwork copyright William McAusland, used with permission.

**Cartography:** Tommi Salama

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted, in any form or by any means, without the prior permission in writing of Raging Swan Press or as expressly permitted by law.

©Raging Swan Press 2022.

To contact us, email [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

To learn more about Raging Swan Press, visit [ragingswan.com](http://ragingswan.com)

To learn more about Raging Swan Press on Patreon, visit [patreon.com/ragingswanpress](https://patreon.com/ragingswanpress)

## CONTENTS

---

Credits.....	1
Contents.....	1
Using this Index.....	1
Corrections & Omissions .....	1
Standard Village Backdrops by GM's Miscellany .....	2
Village Backdrop by Tag .....	4
Village Backdrop by Terrain Type .....	5
Village Backdrops .....	6

## USING THIS INDEX

---

This index presents basic information about the various Village Backdrops published by Raging Swan Press between 2017 and 2020.

The Village Backdrops listed in this index come from the last five years of the Village Backdrops line. This equates to villages appearing in the following *GM's Miscellanies*:

- **5e:** *GM's Miscellany: Village Backdrops I - V*
- **OSR/System Neutral:** *GM's Miscellany: Village*



*Backdrops I (OSR) and GM's Miscellany: Village Backdrops I - IV (System Neutral)*

- **Pathfinder 1:** *GM's Miscellany: Village Backdrops V - VIII*
- **Pathfinder 2:** *GM's Miscellany: Village Backdrops I*

The following two tables present details of two distinct types of Village Backdrop—Enhanced and Standard. Each Village Backdrop also benefits from its own listing comprising more detailed information.

## STANDARD VILLAGES BACKDROPS

---

Standard Village Backdrops are the earliest iteration of the Village Backdrop line. These backdrops focus on the village itself and provide only minimal information about the surrounding territory or other villages and settlements.

Choose a standard Village Backdrop if you want to easily drop the village into your campaign.

## ENHANCED VILLAGES BACKDROPS

---

Enhanced Village Backdrops are longer, more in-depth versions of the standard Village Backdrops. These Village Backdrops have more information about the village itself and present details of the surrounding territory and (sometimes) links with other villages in the line.

Choose an enhanced Village Backdrop if you want to incorporate more detail into your campaign.

## OSR AND SYSTEM NEUTRAL: A NOTE

---

Raging Swan Press has published Village Backdrops in both System Neutral and OSR editions. System Neutral and OSR are essentially the same things in regard to the Village Backdrop line. It is impossible to publish a true system-neutral village as some game terms will inevitably creep into the text. Both System Neutral and OSR villages use the base set of the rules which appeared in the 1st edition of the world's most popular roleplaying game.

## CORRECTIONS & OMISSIONS

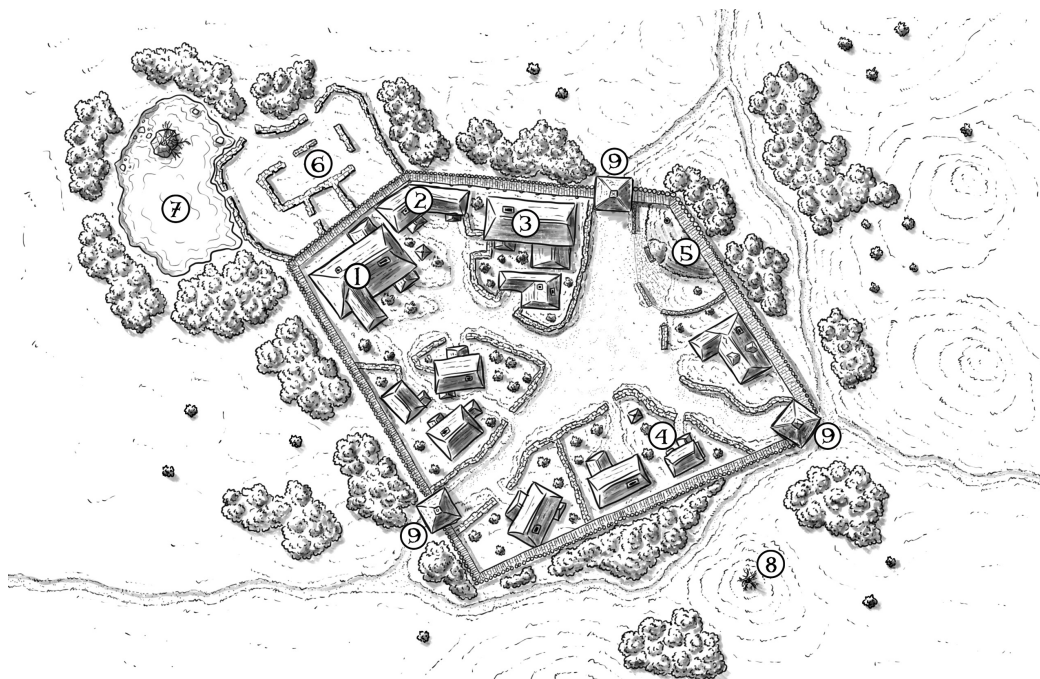
---

Spotted an error or omission?

Contact us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com)

# STANDARD VILLAGE BACKDROPS BY GM'S MISCELLANY

Village	GM's Miscellany				System Neutral	Special Notes
	5e	OSR	P1	P2		
Ashford	I				I	Part of the Ashlar campaign setting
Black Wyvern	I		V		I	Part of the Picaroon Peninsula campaign setting
Bleakflat	I		V		I	
Bossin	III				III	Part of the Lonely Coast campaign setting
Byrnfort	II		V		II	
Coldwater	I				I	Part of the Ashlar campaign setting
Fulhurst Moors	II				II	
Hard Bay	II				II	
Hosford	III				III	Part of the Lonely Coast campaign setting
Kingsfell	I				I	Part of the Ashlar campaign setting
Lanthorn	I				I	
Longbridge	I				I	Part of the Ashlar campaign setting
Oakhurst	III				III	Part of the Lonely Coast campaign setting
Quey's Glade	II		V		II	
Ronak	II		V		II	
Shroudhaven	I				I	
Silver Bluff	II				II	Linked to Azagir, Gloya's Bridge, Lanthorn and Y'taris
Suurin	I		V		I	
Thornhill	I				I	Part of the Ashlar campaign setting
Tigley	II				II	
Wellswood	I				I	Part of the Ashlar campaign setting
White Moon Cove	I				I	Part of the Ashlar campaign setting
Woodridge	II		V		II	Part of the Ashlar campaign setting
Y'taris	II				II	



## ENHANCED VILLAGE BACKDROPS BY GM'S MISCELLANY

Enhanced Village	GM's Miscellany				System Neutral	Special Notes
	5e	OSR	P1	P2		
Aldwater	V	I	VIII	I		Linked to Fulhurst Moors
Arcmoor	IV		VII		IV	Originally presented in <i>Dwellers Amid Bones</i>
Aubade	IV		VII		IV	
Azagirn	IV		VII		IV	Linked to Gloya's Bridge, Lanthorn, Silver Bluff and Y'taris
Beacon Promontory	V	I	VIII	I		Part of the Ashlar campaign setting; originally a Places of Power
Blackhill Gaol	III		VI		III	
Bleakflat	V	I	VIII	I		
Brackendale	IV		VII		IV	Linked to Lady Cross and Tigley
Carillon	IV		VII		IV	
Dawnmarsh	II		V		II	
Don Galir	IV		VII		IV	Part of the Ashlar campaign setting
Echo Harbour	III		VI		III	
Edgewood	IV		VII		IV	
Farrav'n	II		V		II	Linked to Rifthammer
Feigrvidr	IV		VII		IV	
Fraywrack	V	I	VIII	I		Part of the Ashlar campaign setting; originally a Places of Power
Fulhurst Moors	V	I	VIII	I		Linked to Aldwater
Gloya's Bridge	IV		VII		IV	Linked to Azagirn, Lanthorn, Silver Bluff and Y'taris
Gulls' Roost	III		VI		III	
Hopespyre	IV		VII		IV	
Hornwall	IV		VII		IV	
Idyll	V	I	VIII	I		
Kerwyn's Pride	III		VI		III	
Lady Cross	III		VI		III	Linked to Brackendale and Tigley
Laewas	III		VI		III	
Lanthorn	III		VI		III	Linked to Azagirn, Gloya's Bridge, Silver Bluff and Y'taris
Macrimei	V	I	VIII	I		
Masquerade	III		VI		III	
Needlebriar	II		V		II	
Poxmire	IV		VII		IV	
Ravens' Cradle	III		VI		III	
Rifthammer	V	I	VIII	I		Linked to Farrav'n
Shroudhaven	V	I	VIII	I		
Skaalhaft	II		V		II	
Tigley	V	I	VIII	I		Linked to Brackendale and Lady Cross
Underdell	III		VI		III	Part of the Ashlar campaign setting
Victory Elm	III		VI		III	
Vulcanbridge	V	I	VIII	I		
Y'taris	V	I	VIII	I		Linked to Azagirn, Gloya's Bridge, Lanthorn and Silver Bluff

## VILLAGE BACKDROP BY TAG

---

**Ancestor Worship:** Aldwater  
**Any Terrain:** Hopespyre, Hornwall, Laewas, Suurin  
**Backwater:** Arcmoor, Woodridge  
**Bandits:** Hornwall, Underdell  
**Bats:** Tigley  
**Blighted:** Shroudhaven  
**Borderland:** Needlebriar, Victory Elm  
**Cannibals:** Needlebriar  
**Coast:** Beacon Promontory, Bossin, Coldwater, Echo Harbour, Fraywrack, Gulls' Roost, Hard Bay, Hosford, Kerwyn's Pride, Skaalhaft, White Moon Cove  
**Crossroads:** Gloya's Bridge, Lady Cross, Longbridge  
**Cult:** Gloya's Bridge, Hopespyre, Woodridge  
**Cursed:** Aubade, Edgewood, Shroudhaven  
**Darlen:** Aubade, Hopespyre  
**Decaying:** Beacon Promontory, Coldwater  
**Desert:** Farrav'n, Rifthammer  
**Desolate:** Macrimei  
**Diseased:** Ashford, Aubade, Masquerade, Poxmire  
**Dismal:** Coldwater, Fulhurst Moors, Thornhill  
**Dragons:** Arcmoor, Vulcanbridge  
**Drugs:** Suurin  
**Dwarves:** Azagirn, Don Galir, Feigrvidr, Kingsfell, Rifthammer, Ronak, Vulcanbridge, Wellswood  
**Extrplanar:** Idyll, Quey's Glade  
**Farming:** Bossin, Byrnfort, Carillon, Edgwwood, Kingsfell, Laewas, Suurin  
**Fey:** Quey's Glade  
**Fishing:** Hard Bay, Hosford, Kingsfell, White Moon Cave  
**Floating Village:** Kerwyn's Pride, Masquerade  
**Fortified:** Brackendale, Byrnfort  
**Ghosts:** Laewas, Ronak  
**Giants:** Victory Elm  
**Gnolls:** Farrav'n, Feigrvidr, Rifthammer  
**Gnomes:** Vulcanbridge  
**Goblins:** Lanthorn  
**Halflings:** Arcmoor, Needlebriar, Suurin, Underdell  
**Harpies:** Fraywrack  
**Hills:** Aubade, Azagirn, Blackhill Gaol, Brackendale, Idyll, Macrimei, Victory Elm, Woodridge  
**Hunting:** Carillon  
**Insular:** Aubade, Azagirn  
**Island:** Poxmire  
**Isolated:** Beacon Promontory, Bleakflat, Kerwyn's Pride, Oakhurst, Poxmire, Thornhill  
**Lawless:** Feigrvidr  
**Lizardfolk:** Dawnmarsh, Ronak, Thornhill

**Logging:** Black Wyvern, Byrnfort  
**Lycanthropes:** Oakhurst, Tigley  
**Megadungeon:** Rifthammer  
**Mining:** Bossin, Feigrvidr, Hosford, Silver Bluff  
**Moorland:** Fulhurst Moors, Lady Cross  
**Mountains:** Feigrvidr, Lanthorn, Silver Bluff, Y'taris  
**Nature Spirit:** Ravens' Cradle  
**Necromancers:** Y'taris  
**Pilgrims:** Arcmoor  
**Pirates:** Black Wyvern, Hard Bay, Kerwyn's Pride  
**Plains:** Wellswood  
**Plague:** Ashford  
**Prison:** Blackhill Gaol, Idyll  
**Remote:** Hopespyre, Needlebriar, Blackhill Gaol, Hopespyre, Laewas, Needlebriar, Skaalhaft  
**Retired Adventurers:** Brackendale  
**Rift:** Rifthammer  
**River:** Gloya's Bridge, Kingsfell, Longbridge, Masquerade, Longbridge  
**Ruins:** Macrimei  
**Sahuagin:** White Moon Cave  
**Shadowy Menace:** Carillon  
**Shipwreck:** Fraywrack  
**Smugglers:** Coldwater, Hard Bay  
**Subterranean:** Don Galir, Fraywrack  
**Swamp & Marsh:** Aldwater, Ashford, Dawnmarsh, Fulhurst Moors, Ronak, Thornwall, Tigley, Underdell  
**Theatre:** Masquerade  
**Thieves:** Hard Bay  
**Trade:** Gloya's Bridge, Kingsfell, Longbridge, Wellswood  
**Trolls:** Lanthorn  
**Tropical:** Echo Harbour  
**Tundra:** Bleakflat  
**Undead:** Ashford, Bleakflat, Shroudhaven, Tigley, Y'taris  
**Vampire:** Bleakflat, Shroudhaven  
**Volcano Plain:** Vulcanbridge  
**War:** Victory Elm  
**Wasteland:** Idyll, Shroudhaven  
**Whaling:** Skaalhaft  
**Witches:** Ravens' Cradle  
**Wizard Guild:** Lanthorn, Y'taris  
**Woodland:** Arcmoor, Black Wyvern, Brackendale, Carillon, Edgewood, Hornwall, Oakhurst, Quey's Glade, Ravens' Cradle, Shroudhaven

## VILLAGE BACKDROP BY TERRAIN TYPE

---

The terrain categories below are by necessity broad and loose. Villages appear under the category for which they best fit. With a little work, however, many villages can be moved to a different terrain type. For example, many villages listed under "Hills" could be moved to a more mountainous setting.

**Any:** Hopespyre, Hornwall, Laewas, Suurin

**Borderland:** Needlebriar, Victory Elm

**Coast:** Beacon Promontory, Bossin, Coldwater, Echo Harbour, Fraywrack, Gulls' Roost, Hard Bay, Hosford, Kerwyn's Pride, Skaalhaft, White Moon Cove

**Desert:** Farrav'n, Rifthammer

**Hills:** Aubade, Azagirn, Blackhill Gaol, Brackendale, Idyll, Macrimei, Victory Elm, Woodridge

**Island:** Poxmire

**Moorland:** Fulhurst Moors, Lady Cross

**Mountains:** Feigrvidr, Lanthorn, Silver Bluff, Y'taris

**Plains:** Wellswood

**Remote:** Hopespyre, Needlebriar

**River:** Gloya's Bridge, Kingsfell, Longbridge, Masquerade

**Subterranean:** Don Galir, Fraywrack

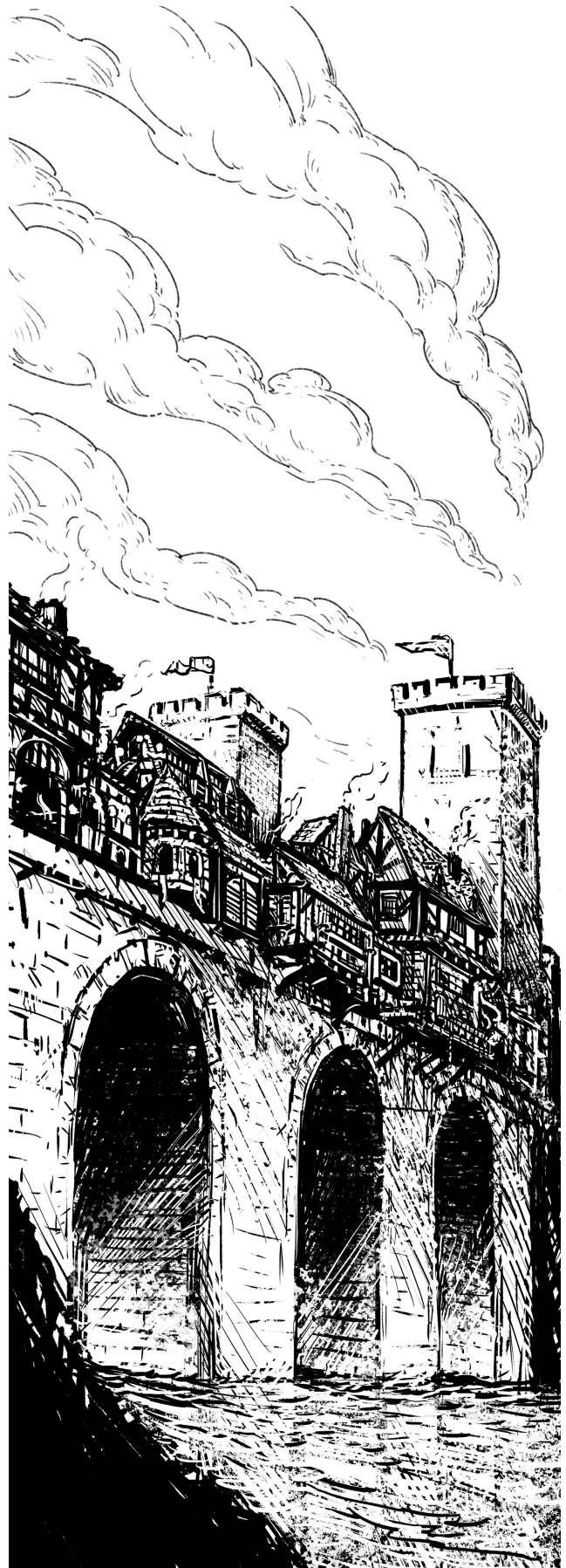
**Swamp & Marsh:** Aldwater, Ashford, Dawnmarsh, Ronak, Thornwall, Tigley, Underdell

**Tundra:** Bleakflat

**Volcano Plain:** Vulcanbridge

**Wasteland:** Idyll, Shroudhaven

**Woodland:** Arcmoor, Black Wyvern, Brackendale, Carillon, Edgewood, Hornwall, Oakhurst, Quey's Glade, Ravens' Cradle, Shroudhaven



## VILLAGE BACKDROPS

---

### ALDWATER

---

For centuries, the people of Aldwater have guarded and revered the wooden labyrinth holding the their ancestors' remains. Only the Spiritspeaker ever ventures inside, using an ancient relic to hold council with the dead. The wisdom of the council is vast, but not without fault, and for several years the advice of the ancestral spirits has done nothing to halt Aldwater's increasing plight. Each season, the fishermen and trappers bring back a little less, and the children grow up a little hungrier.

In desperation, the Spiritspeaker recently allowed outsiders to petition the ancestors with questions, in return for donations. The influx of strangers in search of answers to lost questions and ancient riddles has brought much needed income to Aldwater, but resentment and anger brews among those who feel their most sacred traditions have been violated.

**Locale:** Swamp & Marsh (the Deepmire)

**Tags:** Ancestor Worship, Swamp & Marsh

**Connections:** Linked to the village of Fulhurst Moors

**Designers:** Jeff Gomez (enhanced edition) and Jacob Trier

### 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.

**Locale:** Woodland (border of the Tuskwood)

**Tags:** Backwater, Dragons, Halflings, Pilgrims, Woodland

**Connections:** Arcmoor originally appeared in the adventure *Dwellers Amid Bones*

**Designer:** Fabian Fehrs

## ASHFORD

---

Once a prosperous village, Ashford now stands as a decayed shadow of its former self. A year ago, it was a busy place; its streets and gardens echoing with the sounds of life, love and commerce. Then the stranger came and death followed upon his heels. Plague had come to Ashford. In his wake, he left the hacking coughs and pain-filled moans of the dying and the wails of the survivors mourning their dead. Over half the population died, and many of the survivors packed and fled.

A few folk yet dwell in Ashford among the abandoned, deserted homes of their friends and neighbours, but it is now a quiet, mournful place. Weeds choke its abandoned gardens and untilled fields. Wolves, foxes and other less natural predators gnaw at the weathered bones filling the village's open plague pit. The surviving villagers are distrustful of strangers, shunning them whenever possible, and few find welcome, cheer or solace in Ashford.

**Locale:** Swamp & Marsh (border of the Salt Mire)

**Tags:** Diseased, Plague, Swamp & Marsh, Undead

**Connections:** Ashford is part of the Ashlar campaign setting

**Designer:** Creighton Broadhurst

### AUBADE

---

Laid low by a witch's curse, life in the once-prosperous village of Aubade is lived in reverse. At dawn, the streets empty, residents remaining hidden inside during the daylight hours avoiding the sun's caress. At night, lamps lining the village's cobblestone streets blaze to life, and the residents emerge to tend their fields and cast their nets into the lake as best they can.

While the village was once a centre of piety that drew the faithful from miles around to hear the beautiful dawn descants of the children's choir, now no one comes to Aubade. Whispers of vampires swirl around the remote region and dissuade frighten travellers from stopping at the village, where residents equally dread visitors will discover their shameful secret.

**Locale:** Hills

**Tags:** Cursed, Darlen, Diseased, Hills, Insular

**Designer:** Jacob W. Michaels

### AZAGIRN

---

Eschewing the deep, dark homes of their ancestors, the survivors of the reputedly cursed dwarven clan of Azacral now dwell amid the stark beauty of high, windswept hills. But life is not idyllic for the dwarves as their ancient enemy—tribes of half-mad, homicidal trolls—ever lurk nearby. While the majority tend herds of sheep and goats with the aid of their domesticated wolves, an unknowing, accidental threat lurks within the village—a threat that could return herald the return of the ancient slaughter and bloody death that birthed the village a century ago.

**Locale:** Hills

**Tags:** Dwarves, Hills, Insular

**Connections:** Linked to Gloya's Bridge, Lanthorn, Silver Bluff and Y'taris

**Designer:** Creighton Broadhurst

## BEACON PROMONTORY

Beacon Promontory arose from the watery grave of Beacon Cove after a ferocious storm submerged the village. The handful of doughty survivors rebuilt their homes around Beacon Lighthouse, which lights the way for passing ships, many of which used to make the former village a port of call. Many consider the holdouts insane for staying, considering over half their neighbours left or were killed in the storm, but they feel they have a duty to seafarers who become stranded along the remote stretch of coast. However, the truly insane person may be the lighthouse keeper who believes the deluge that destroyed Beacon Cove was a precursor to an invasion from beneath the waves.

**Locale:** Coast

**Tags:** Coast, Decaying, Isolated

**Connections:** Lies on the coast to the west of Ashlar; originally an instalment in the Places of Power line

**Designer:** Mike Welham

## BLACKHILL GAOL

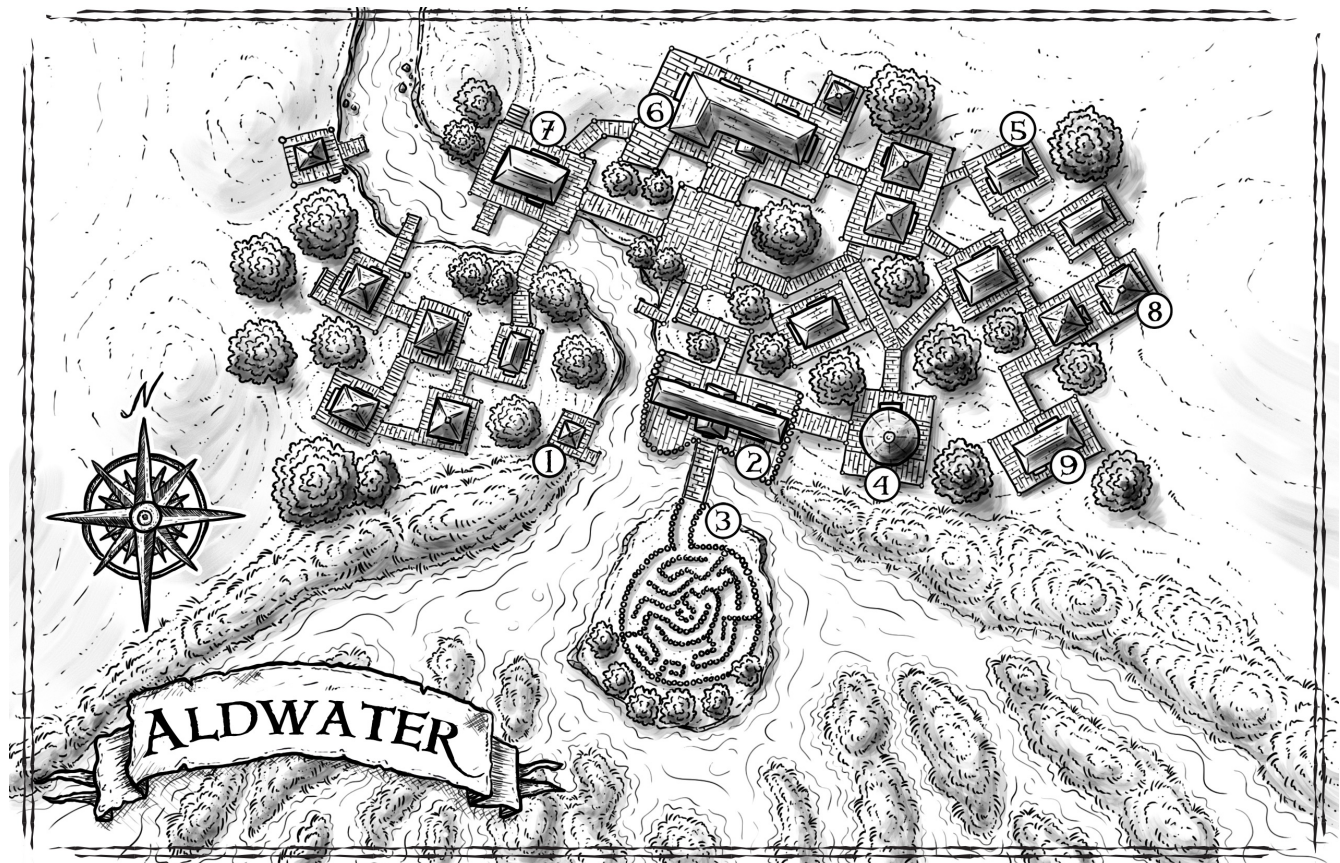
The journey to Blackhill Gaol was once only one-way, a stream of first debtors, then hardened criminals, then political prisoners brought to the remote labour camp to spend the rest of their lives in backbreaking work. Eventually, unwilling to accept their fates, the prisoners revolted. Though they earned some measure of freedom in the Uprising, life improved only a little. Now no warden watches their every move, but that means the most powerful among them—political masterminds, poison-wielding criminals and cult leaders—vie for control through guile and force. Worse, with guards outside the prison walls ready to mete out harsh reprisals should any flee, these leaders serve as *de facto* jailers.

Now the journey to Blackhill Gaol is no longer only a one-way trip for most; visitors make the difficult trek in search of forbidden lore or black-market goods, knowing that as long as they watch their step inside, they are free to leave Blackhill Gaol once their business is complete.

**Locale:** Hills (the Blackhills)

**Tags:** Hills, Prison, Remote

**Designer:** Jacob W. Michaels



## BLACK WYVERN

---

The village of Black Wyvern has prospered from the surrounding woodland, producing high quality lumber for shipbuilding and the finest sea chests for a hundred miles. Founded by a retired pirate captain and his crew, who drove the Bone Snapper orcs from the site, the new villagers soon found something much worse lurking among the trees. Now, nearly 20 years later, the captain and most of his crew are long dead and the surviving inhabitants must pay a dark price for their wealth, forced into a twisted pact that allows them to harvest the forest's bounty.

**Locale:** Woodland (the Picaroon Peninsula)

**Tags:** Logging, Pirates, Woodland

**Connections:** Black Wyvern is part of the Picaroon Peninsula campaign setting

**Designer:** Richard Green

## BLEAKFLAT

---

Lost to the north of nowhere, far beyond the reach of prying eyes, a rocky bluff rises from barren soil. Here, deep amidst the frozen tundra, a ruined castle has been refitted into a tiny village. Ten hovels, whose rude architecture suggests structures five centuries old, surround a refurbished tower, and in this tower lives Bleakflat's lord. Wise and capable, he tends to his villagers as a shepherd to his flock.

The very presence of such a remote village is enough to arouse suspicion. There are no ore mines here, no nearby dungeons, no ley lines or trade routes. The people seem simple enough, but they are somehow able to fend off the wolf packs roaming the land, and are unperturbed by the massive bats which attack the rare unannounced visitor. How? The people of Bleakflat are under the protection of a vampire, the lord of the village and the only citizen with rosy cheeks and warm smile. The villagers trade their blood for his protection and care, and in turn he tends his flock well.

**Locale:** Frozen Tundra

**Tags:** Frozen Tundra, Isolated, Vampire, Undead

**Designer:** Jeff Gomez

## BOSSIN

---

Nestled in a deep dell behind the cliffs guarding the Lonely Coast, Bossin is a troubled village. The rich bounty of the nearby mines and the excellent farmland should provide the villagers with a comfortable life, even though the lower part of the village periodically floods, but instead the populace now labours under the tyranny of Jacca Lander and his hired thugs. Extortion, disappearances and "accidents" are a daily feature of life in Bossin and the villagers are desperate for salvation, but they dare not speak of their woes for fear of ending up in the Pit.

**Locale:** Coast (High Cliffs)

**Tags:** Coast, Farming, Mining

**Connections:** Bossin is part of the Lonely Coast mini-campaign setting

**Designer:** John Bennett

## BRACKENDALE

---

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

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

**Locale:** Woodland (Hills)

**Tags:** Fortified, Hills, Retired Adventurers, Woodland

**Connections:** linked to Lady Cross and Tigley

**Designer:** Steve Hood

## BYRNFORT

---

At the edge of the Barainwood lies the woodcutter's village of Byrnfort. Under threat from massive, vicious beasts and shadowy horrors emerging from the forest, the villagers put their faith in the Green Men, a druidic cult promising protection from the forest's dangers. Now valuable goods flow from Byrnfort and attacks have lessened, but the village's future remains uncertain. The cult and the local militia, the Brands, are increasingly at odds, and while prospects seem bright, there are costs to Byrnfort's prosperity. The villagers strive to protect their secrets and their way of life from prying eyes, but this grows ever more difficult as the village's prosperity increases.

**Locale:** Woodland (the Barainwood)

**Tags:** Farming, Fortified, Logging, Woodland

**Designer:** Amber Underwood

## CARILLON

---

Ringling day and night, the many bells of Carillon echo through the village, a nearly constant tolling that serves as both protection from, and reminder of, the danger lurking beyond the village's borders. Deep in the otherwise idyllic Elysian Valley that is otherwise an endless bounty for the so-called village of bells, something sinister—the Hush—lurks and plots harm to the hunters who inhabit and visit Carillon. Fortunately, the noise of the bells—from the village's central bell tower, hanging on every home's doors, even sewn onto



clothes or worn as jewellery—keeps the Hush away; thus the villagers trade peace for safety.

**Locale:** Woodland

**Tags:** Farming, Hunting, Shadowy Menace, Woodland

**Designer:** Jacob W. Michaels

---

## COLDWATER

Widely thought of as a haven for smugglers and other miscreants, rumours swirl as thickly about Coldwater as the persistent sea fogs that sometimes blanket the place for days at a time. Set at the head of a muddy cliff top path, Coldwater is an isolated, dismal place. Its folk are sullen, ugly people and even the village's ruler hates the place. For all that, Coldwater can be a place of opportunity and adventure. Sometimes, pirates drop anchor off the coast to deal with the local smugglers while rumours of a sunken stair and a nearby cove of ill aspect bring a steady stream of adventurers to the village.

**Locale:** Coast

**Tags:** Coast, Dismal, Decayed, Smugglers

**Connections:** Coldwater is part of the Ashlar campaign setting

**Designer:** Creighton Broadhurst

---

## DAWNMARSH

Dawnmarsh is that rare breed of lizardfolk village that welcomes trade, offering secret regenerative elixirs, techniques to tame riding lizards, poisons of the marshes and fleet guides to navigate the hazardous terrain. Cultures clash among the stilted houses on the Dawnmarsh swampy islands—here, trade is useful but the very presence of foreign traders sparks tension with neighbouring tribes and cautious locals. Adventurers can find useful allies in innkeepers and lizardfolk youths who hear much as well as an elderly visionary. The sun-worshipping lizardfolk have begun to abandon traditions deemed vile by the visiting traders, but even partial betrayal of the old ways has given a foothold to lizardfolk warmongers interested in transforming Dawnmarsh from a place of healing to a place of war.

**Locale:** Swamp & Marsh (the Great Marsh)

**Tags:** Lizardfolk, Swamp & Marsh

**Connections:** linked to the Lizardfolk of the Dragon Fang TRIBE supplement

**Designer:** David N. Ross

---

## DON GALIR

Last known hold of the dwarves in Ashlar, shadow-cloaked Don Galir lies hard against Lake Thraen dark, cold waters in a massive cavern buried directly beneath the human village of Wellswood. Dozens of wells, illuminating the lake's dark, unknowable deep waters with faint shafts of light and link the lake below with the village above. Strange fungi and

mushrooms grow around the lake's shore and stranger fish dwell in its lightless watery depths. Humans and dwarves fish the lake and harvest these unique plants in an increasingly uneasy peace. Now the jealous attentions of the greedy lord of the village above fall on Don Galir and taxes slowly increase. The reclusive, secretive dwarves of the Erdikr clan work hard to fortify their hold and to attract more of their brethren to Don Galir while some secretly plot to regain their fallen dragon-infested holds lying far to the south.

**Locale:** Subterranean

**Tags:** Dwarves, Subterranean

**Connections:** Don Galir is part of the Ashlar campaign setting; in Ashlar it lies below the human village of Wellswood

**Designer:** Steve Hood

---

## ECHO HARBOUR

Under the protection of the dragon turtle, Bonesong, Echo Harbour has flourished. The port teems with people: sailors dock their ships at the harbour and load them with supplies and trade goods, merchants haggle with merfolk on the foreshore and men in market stalls, workers toil in the busy shipyards and travellers crowd the taverns, making boasts and bets as they play games to pass the time. Over the bustle and chatter sound the shouts and songs of the orcs as they direct ships and caravans to their proper places.

Recently though, Bonesong vanished. Echo Harbour has prospered under her protection, but it remains to be seen if the village has the strength to stand on its own. Only time will tell if their guardian will return or if the villagers must find another way to safeguard their future.

**Locale:** Coast

**Tags:** Coast, Tropical

**Designer:** Amber Underwood

---

## EDGEWOOD

The thriving village of Edgewood stands in the very shadow of the Shadetimer Forest. For a century, it has prospered. Wars, droughts and pestilence striking other nearby settlements never seem to affect the village, and yet tragedy mars life in Edgewood. For every year, terror stalks the village and its inhabitants die seemingly random, but horrible and gruesome, deaths. Thus, despite its prosperity, Edgewood remains a small place, and few travellers remain there for long.

**Locale:** Woodland (Forest)

**Tags:** Cursed, Farming, Woodland

**Designer:** Mike Welham

## FARRAV'N

---

*Farrav'n and its oasis of crystal-clear water provides a haven of rest and relaxation in the cruel Luminous Desert. To the surprise of visitors, a tribe of gnolls, usually known as savage raiders and slavers, hospitably oversees the oasis. Acting under the auspices of the little-known nature goddess Rav through her head priestess, the gnolls have given up their cruel heritage. They accommodate their guests without extorting money or enslaving them, unlike the gnolls controlling the only other nearby waystation, the Shadescar Oasis. The gnoll leader of the Shadescar tribe is displeased business has dried up, and rumours of a kinder, gentler location has begun to reach him. It is only a matter of time before the two tribes come into conflict.*

**Locale:** Desert (the Luminous Desert)

**Tags:** Desert, Gnolls

**Connections:** Linked to the village of Rifthammer

**Designer:** Mike Welham

## FEIGRVIDR

---

*Most dwarven holds are vast and ordered halls filled with solemn and stoic craftsmen. But that's not Feigrvidr. Some say it's not a dwarf hold at all, but rather a lawless mining camp ruled by dwarf thugs and ruthless agents of the ruling thane.*

*Founded less than three years ago by Svingal Halfbeard, the ore coming from a vale carved out of the headlands of the Titan Peaks is of the greatest purity and the works coming forth from Feigrvidr's forges are both subtle and ingenious, rivalling those of any traditional dwarven stronghold. The great wealth coming from the foot of the Titan Peaks was only the beginning, now with the discovery of ancient and abandoned giant halls deeper among the mountains' spires adventurers are flocking to the camp, increasing its wealth and its danger.*

**Locale:** Mountains (the Titan Peaks)

**Tags:** Dwarves, Gnolls, Lawless, Mining, Mountains

**Designer:** Stephen Radney-MacFarland

## FRAYWRACK

---

*When a flight of harpies, beset by a relentless demonic menace from beneath the dark seas, used their captivating song to lure a ship to its ruin, they sought allies instead of food. Thus, was born Fraywrack, originally a war camp created by the strange alliance of man and monster against a far greater threat. Now, hidden by the broken remains of their ship, the wreck's survivors and their recruits train endlessly for a fight they fear they have little hope of winning. Still, they persevere, welcoming adventurers who seek shelter in their cavern-home or who wish to learn some lessons of their own or, just maybe, lend their own might to the struggle.*

**Locale:** Coast (Subterranean)

**Tags:** Coast, Harpies, Shipwreck, Subterranean

**Connections:** Fraywrack is set in the Duchy of Ashlar near the village of Coldwater; originally an instalment in the Places of Power line

**Designer:** Jacob W. Michaels

## FULHURST MOORS

---

*In the dreary village of Fulhurst Moors, most residents spend their days cutting peat from the nearby bogs or tending flocks of rugged sheep on the moor. When night falls, the villagers huddle in their homes or gather inside the solid stone walls of the Bell and Whistles. Here they trade stories of the latest gruesome misfortunes to befall those foolish enough to venture out onto the moor after sunset or unfortunate enough to be caught by sudden fog or rain while working in the bogs. The local priest has been driven close to madness by his inability to provide solace to his congregation, and the mayor and constable become increasingly concerned as a growing number of villagers drown their fears in moonshine whiskey. The fearful atmosphere is well deserved, for ancient beings of malice and cruelty haunt the mists beyond the village. And they have struck a terrible bargain with someone inside Fulhurst Moors.*

**Locale:** Moorland

**Tags:** Dismal, Moorland, Swamp & Marsh

**Connections:** Linked to Aldwater

**Designers:** Jeff Gomez and Jacob Trier

## GLOYA'S BRIDGE

---

*Gloya's Bridge is a village swathed in secrets. Wearing masks and veils in the streets is normal, giving a chance at unparalleled anonymity and the freedom to indulge in a variety of entertainments with minimal restrictions. Those who want a second chance flock here, in no small part because an unconventional order offers a chance for criminals to leave their pasts behind and be recognised as reformed. Yet, not everyone has the will to reform or the patience to prove it, and the work of the Merciful Order is not enough for all the foes dogging some troubled souls. The offer of a new life for anyone is an important promise to many in Gloya's Bridge, but the richest patriarch has designs on a new, firmer order. And deep below the surface, a conspiracy threatens to dim or even extinguish this beacon of hope as it gathers the hidden secrets of dangerous and troubled people who have come here from across the region.*

**Locale:** River

**Tags:** Crossroads, Cult, River, Trade

**Connections:** Linked to Azagir, Lanthorn, Silver Bluff and Y'taris

**Designer:** David N. Ross

## GULLS' ROOST

Memory walks the streets of Gulls' Roost, a constant presence in a village that was all but forgotten before it was born. Envisioned as a summer retreat from crowded city life for the kingdom's elites, Gulls' Roost looks the part, a glittering jewel nestled in unspeakable beauty. But dismayed by tales of dangers during the village's costly construction, the nobles never came, and Gulls' Roost instead became a permanent home to the labourers who built it.

They were in time joined by elven adventurer Dovrenir Leafsong and his beloved human companion, who knew they would only have so much time together. What Dovrenir didn't know is how much he would miss her, or their children when they left home. He set his magical crafts to keeping his memories alive, creating a replica of his lost love and imbuing it with a piece of her soul. It was the first of the village's living dolls, a companion that would in time be joined by many more. And while their ceaseless ability to help first seemed a boon, soon there was little need for the living inhabitants to ply their crafts. These living memories took on a hard edge, their attempts to help simply causing more and more villagers to succumb to melancholia and forget the things they needed to live. Even as Dovrenir keeps preserving his friends in the only way he knows how, these living dolls may soon be the death of Gulls' Roost.

**Locale:** Coast (High Cliffs)

**Tags:** Coast

**Designer:** Jacob W. Michaels

## HARD BAY

Hard Bay's fate has ever been tied to the sea. Although blessed with a natural, protected harbour and plentiful fishing, foul weather and a dangerous, unwholesome reputation have conspired to keep the village nothing more than a dreary, isolated place. A vein of smuggling and thievery ran deep through the village until the Sharkrazor pirates were crushed four decades ago. Now administered by three minor noble families, a darker horror than mere piracy lurks within the place. Rumours speak of strange fires set amid a circle of ancient, weathered stones atop a nearby shunned hill when the moon is new and of strange, abhorrent fishmen lurking in the abandoned, half-drowned smuggler tunnels beneath the ramshackle village.

**Locale:** Coast

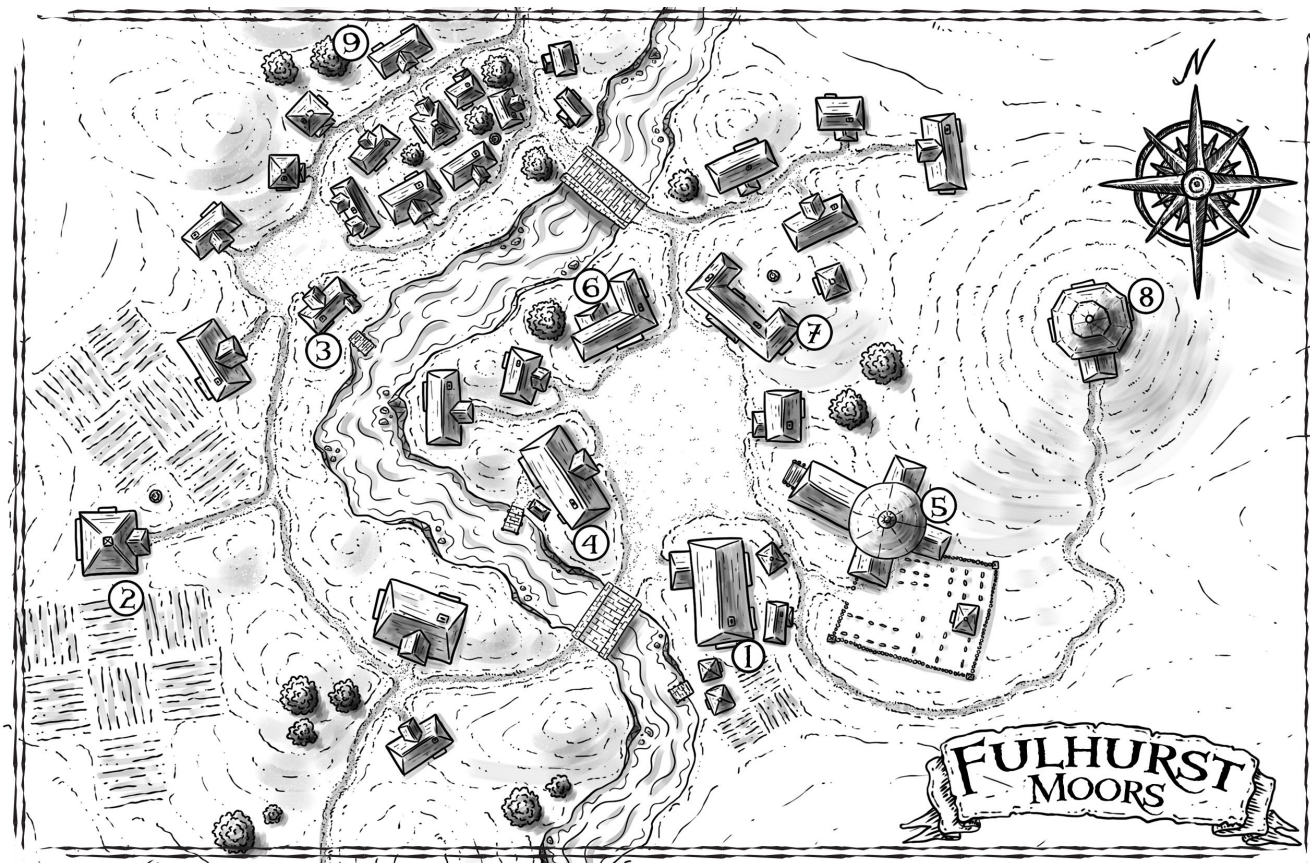
**Tags:** Coast, Fishing, Pirates, Smugglers, Thieves

**Connections:** Hard Bay is part of the Ashlar campaign setting

**Designer:** Greg Marks

## HOPESPYRE

Their beliefs considered heretical by the Church of the God of the Sun and their presence viewed as a threat to the cruel



ruler of their homeland, the members of the Church of the Redemptive Flame fled and founded a new home in remote Hopespyre. The cult now wants nothing more than to live a sin-free life in their new refuge but events conspire against them. The evil elemental lord of fire has set his sights on the cult and schemes to subvert its good intentions. Ageing church leader Dagor Thursh edges closer to death each day, and a struggle is growing for the right to succeed him, its flames fanned by followers of the elemental lord who have infiltrated the village.

**Locale:** Any (Remote)

**Tags:** Cult, Darlen, Remote

**Designer:** Jacob W. Michaels

---

## HORNWALL

Five years ago, the bandits won. They overwhelmed the village of Hornwall, killed its citizens and looted their treasures. Then, they settled down. The bandits of Hornwall now reside within the very defences meant to keep them out. They have given up the sword and taken up the ploughshare, exchanging a life of danger for one of safety. The villagers hide their secret well, but bodies keep appearing—floating in on the current, dug up by dogs and even emerging from the thawing winter snows. And the citizens who wish to return to the old ways are murdered in their sleep by their loved ones and business owners who wish to keep the past dead and buried. If passing travellers learn the truth, they have a choice. Forgive and forget? Or avenge the uncaring dead and leave Hornwall nothing but ashes.

**Locale:** Any (Hills, Plains, Woodland)

**Tags:** Bandits

**Designer:** Jeff Gomez

---

## HOSFORD

The quaint village of Hosford rests along the Cliffway on the Lonely Coast. The industrious folk of Hosford diligently work the area's largest mine, digging deep into the cliffs for ores and gems. Tragically, decades ago, a large section of the mine suddenly collapsed into the sea, taking a chunk of the cliffs with it along with a handful of small homes. Out of this disaster was born opportunity as the collapse created a sheltered cove and natural harbour for small fishing boats. Thus, in addition to their mine, the citizens of Hosford ply the coastline, narrowly avoiding the sharp rocks just below the water that would doom a larger ship.

Yet, terror now grips Hosford. Folk have recently gone missing, including the former village reeve. A sea drake secretly stalks the coastline, fed on fresh human sacrifices by a senile old druid who believes the creature to be some sort of god. The lord of Caer Syllan, Lord Locher, has dispatched a new reeve, an ambitious, inquisitive young man to look into the disappearances but so far all he has uncovered are old

grudges as neighbour accuse neighbour of these sinister disappearances.

**Locale:** Coast (High Cliffs)

**Tags:** Coast, Fishing, Mining

**Connections:** Hosford is part of the Lonely Coast mini-campaign setting

**Designer:** John Bennett

---

## IDYLL

Idyll seems like the perfect place to live, but subtle signs something is not right are scattered throughout the village. Why are the residents reluctant to leave the village's precincts? Why are there so few children in such a prosperous place? How has the village stayed unspoiled with the wasteland surrounding it? Why is the seemingly empty Wardens' Lodge that once served as the centre of law for Idyll so ominous? Those who investigate Idyll's mystery too deeply may discover plane-shattering secrets. Whether the curious can capitalise on these secrets is yet another question.

**Locale:** Wasteland (Hills)

**Tags:** Extraplanar, Prison, Wasteland

**Designer:** Mike Welham

---

## KERWYN'S PRIDE

Built up on the ruins of a pirate fleet doomed by a savage storm, the floating village of Kerwyn's Pride now serves as a base from which to thwart piratical activity in the surrounding waters, a shipyard for damaged vessels and as the home of "reformed" pirate captain Vayla Hollan and her crew. The surrounding waters see much trade—three baronies have competing claims for the area—and Vayla acts as a neutral arbiter and toll collector for the competing nobles. Of course, contraband still flows through the village—Vayla hasn't completely given up on her old lifestyle—but Kerwyn's Pride is a relatively safe place for a weary crew to drop anchor...if it wasn't for the anarchic villagers, swarms of deadly insects infesting a nearby island, a strange buzzing sound coming from the surrounding forest and the rumours of a terrible insectile demon taking an unwholesome interest in the village...

**Locale:** Coast

**Tags:** Coast, Floating Village, Isolated, Pirates

**Designer:** Mike Welham

---

## KINGSFELL

Standing hard against the River Ost, Kingsfell is seemingly a tranquil and prosperous village on a well-travelled trade route. However, the village stands on the site of a long-forgotten battlefield and not all the dead rest easily in their graves. Strangely, while the paladin—and lady of the village—Mira Lankinen, the scion of an ancient line, keeps watch over her lands, a subtle unease shrouds the village. Strangers

sometimes arrive in Kingsfell armed with spades and picks intending to dig beneath the Kingstones, for rumours and old stories vaguely place buried treasures beneath their feet. Local laws and traditions prohibit such treasure hunting, however, and few dare to face down Mira Lankinen and her skilled, vigilant men-at-arms. Thus, so far the stones and whatever lies beneath remains undisturbed.

**Locale:** River

**Tags:** Dwarves, Fishing, Farming, River, Trade

**Connections:** Kingsfell is part of the Ashlar campaign setting

**Designer:** Creighton Broadhurst

---

## LADY CROSS

On what was once the lonely crossroads of two rarely used roads sits the village of Lady Cross, a tight community of stone houses surrounded by a high stone wall. Now a popular rest stop for travellers and merchants alike, Lady Cross is known for the heady spirits distilled in the village and sold at the local inn, *The Lady's Rest*. Unknown to most, it is a different type of spirit the villagers fear—a sinister secret wreathed in foul treachery and hysteria that speaks to the darkness and greedy lurking in men's souls.

**Locale:** Moorland

**Tags:** Crossroads, Moorland

**Connections:** Linked Brackendale and Tigley

**Designer:** Robert Manson

---

## LAEWAS

The village of Laewas is inhabited entirely by ghosts. How did the inhabitants of Laewas die? You can ask them, but even they aren't sure. From a distance, the village looks completely normal if a little ramshackle and decayed. Farmers, carpenters and housewives roam the streets, carrying baskets of apples or shepherding packs of dirty children. They laugh, gossip and greet outsiders under the heat of the sun. It's almost easy to forget everybody here is dead. But as the days roll by, the ghosts lose their memories. They are stuck in an endless loop, doomed to constantly relive their final hours. These shades are totally unaware of their current plight. They are convinced they are still living, breathing creatures in a perfectly normal farming village.

So, what happened? There are clues to be found, if one has the skill to look. Work orders for heavy machinery. Curious letters dissolved nearly to dust. Injured children and widowed wives. The clues all lead to the rotting manor which casts a permanent shadow over the village. And to something cold lurking within.

**Locale:** Any (Forest, Moorland, Plains)

**Tags:** Farming, Ghosts, Remote

**Designer:** Jeff Gomez

---

## LANTHORN

High up in the mountains, and often besieged by packs of murderous trolls, the village of Lanthorn stands as civilisation's last glimmering light in an otherwise bleak and barren mountain range. A strange alliance of wizards—the Grand Conclave of Sublime Artificers—and a gaggle of (almost) civilised goblins—the Flaming Skull tribe—dwells in a bizarre atmosphere that is both scholarly and anarchic. Protected by high walls and gigantic magical lanterns imbued with potent fire magic, the wizards craft the mundane and wondrous items for which they are famed. Without the walls brave—or foolhardy—goblin “miners” search the nearby troll-haunted mines for lead and silver—some of which is reputed to have magical properties.

**Locale:** Mountains

**Tags:** Goblins, Mountains, Trolls, Wizard Guild

**Designer:** Creighton Broadhurst

---

## LONGBRIDGE

A hotbed of intrigue and deception, Longbridge is claimed by not one but two noble lords. Sprawled across both banks of a wide, swiftly flowing river forming the boundary between the rivals' lands, the village grew up at either end of a fortified stone bridge of ancient dwarven artifice. A no man's land of sorts, the bridge itself is huge; scores of travellers cross it every day and several businesses have established themselves upon its span to service their needs. Informally led by Einhard Kochel these free traders do not pay tax or offer fealty to either lord and fiercely resist both nobles' overtures.

Longbridge is in turmoil. Rumourmongers whisper bloody war will soon swirl across the span as one noble or the other seeks to settle the matter of its ownership once and for all. Others whisper of hidden stairs in the bridge's pilings plunging deep below the riverbed to secret, noisome catacombs of great antiquity and of the foul, ageless creatures lurking within.

**Locale:** River

**Tags:** Crossroads, River, Trade

**Connections:** Longbridge is part of the Ashlar campaign setting

**Designer:** Creighton Broadhurst

---

## MACRIMEI

Nestled between desolate, windswept hills the village of Macrimei is home to a hard people. Dung fires warm their homes built from the ruins of an ancient buried city whose remnants can be seen in the tumbled stones scattered about and the massive red-hued obelisk looming over the settlement. The Red Obelisk, said to be home to Macrimei's god, has attracted the attentions of a band of raiders led by an evil wizard, who dwells in a mysterious black tower and

seeks to uncover the ruin's buried secrets. Now, Macrimei's villagers live in sullen fear as the raiders capture people from the surrounding area to dig a deep pit to intersect with the ruins below.

**Locale:** Hills

**Tags:** Desolate, Hills, Ruins (ancient, buried)

**Designer:** John Bennett

---

## MASQUERADE

---

A troupe of masked actors and comics crew the floating village-theatre of Masquerade. The village—really three rickety barges that visits both riverfront and Coast villages, hides a secret many guests would find unpalatable—most of the performers suffer from leprosy. The infected—generally those with very early stages of the illness—hide behind their masks, costumes and gaiety. Forced to keep moving to keep their terrible secret hidden the folk of Masquerade are on a perpetual pilgrimage to visit holy sites in hopes of a magical cure for their horrendous affliction. The worst afflicted are kept below, treated with kindness and cares as the village floats onwards seeking salvation. However, the true ruler of Masquerade is an even more unpalatable guest—a vampire—but no ordinary queen of the night, no simple bloodsucker is the so-called Silent Queen for an ancient vow binds her more tightly than the stoutest chain....

**Locale:** River

**Tags:** Diseased, Floating Village, River, Theatre

**Designer:** Richard Pett

---

## NEEDLEBRIAR

---

Needlebriar lies in a remote corner of a large duchy. Years ago, war devastated the small halfling community, leading the villagers to commit heinous acts of cannibalism and murder to survive. The violence awoke an ancient spirit who granted the desperate halflings the power to hunt those who dared to harm them. Generations have passed and the halflings continue to hunt the nearby lands, transforming into beasts to sate their hunger. Dancing around raging bonfires, they hold bloody feasts, devouring their captive victims, in worship of the fell spirit of the land, becoming more like wild animals every day as they slink further into depravity. Many of the halfling have the tell-tale shake of cannibalism about them and shuffle about the village in heavy leather cloaks. Meanwhile, the rest of the duchy becomes more and more suspicious.

**Locale:** Borderland (Remote)

**Tags:** Borderland, Cannibals, Halflings, Remote

**Designer:** John Bennett

---

## OAKHURST

---

The village of Oakhurst squats deep amid the gnarled boughs of the Tangled Woods. The Lonely Coast's smallest

and most isolated village, only the most daring or the most desperate call it home, surrounded as it is on all sides by monstrous denizens and half-goblin tribes. Its dilapidated buildings sink into the squalor of the streets, presenting a loathsome and unwelcoming appearance. Oakhurst's villagers are no better. Mostly trappers and hunters, the grim folk of Oakhurst distrust outsiders and keep to strange ways and customs. Visitors are strongly discouraged from overstaying their welcome.

Yet, Oakhurst's darkest secret lies in a cave piercing the a nearby cliff. On full moons, the villagers lock their doors and shutter their windows, pretending they do not hear the incessant flapping of wings in the sky overhead. Oakhurst's oldest family, the Wearnes, long ago made a pact with a fell god, gaining the power of lycanthropy. Years of inbreeding to keep the line pure have driven the family of werewolves to the brink of madness. High in the cave, the Wearnes participate in vile rites to their dark god, offering worship to one of its hideous servants. As the family slips further into insanity and their devotions more heinous, Oakhurst has become more dangerous for the unwary than it ever has before.

**Locale:** Woodland (Forest)

**Tags:** Isolated, Lycanthropes, Woodland

**Connections:** Oakhurst is part of the Lonely Coast mini-campaign setting

**Designer:** John Bennett

---

## POXMIRE

---

Poxmire's disease-ravaged residents choose lingering death over execution. The secluded island village is the destination for those who have incurable, contagious ailments, and those who cannot (or refuse to) pay for curative magic. As is the nature of such places of exile, Poxmire serves as a convenient place to also send fallen political rivals and the like. A sizeable donation to the appropriate temple is enough for a declaration that a foe's malady cannot be treated.

Despite the village's unfortunate nature, most inhabitants are content with their lot, thanks in part to the plentiful fish supplementing kitchen gardens growing in a pleasant climate. Poxmire could have been so much more were it not for rumours of terrible, centuries-old sacrifices carried out by cultists devoted to a now-dead deity of pestilence. Superstitious people worry about sending diseased folk to a location dedicated to the spread of disease, but the lack of cult activity for two decades has allayed most fears.

**Locale:** Island

**Tags:** Diseased, Island, Isolated

**Designer:** Mike Welham

---

## QUEY'S GLADE

---

Quey's Glade is rarely ever the in same place on the map twice, but it is always nestled in deep woods. Whenever a child is lost, alone and scared in the woods, she often finds

her way to this village. Just as a terrifying monster bears down on its victim, the victim stumbles into Quey's Glade with nary a sign of the pursuing beast. The way to this village is through intense negative emotion, but the inhabitants cheerily greet new arrivals to instantly dispel their fears and other troubles. As the world becomes more interconnected and the forests fall to woodcutters' axes, Quey's Glade slowly runs out of secluded locations to position itself. Also, the more intelligent monsters losing their meals to the village have begun to learn its secret and lurk in the forest beyond, decreasing the halo of safety around the village.

**Locale:** Woodland (Forest)

**Tags:** Extraplanar, Fey, Woodland

**Designer:** Mike Welham

### RAVENS' CRADLE

Ravens' Cradle, a prosperous farming community governed by superstition and folklore, lies far off the beaten track. Mysteriously guarded by hundreds of pitch-black ravens, an ancient power haunting the surrounding forest watches over the village. Vicious bandits are found pecked to death in the nearby forests, greedy merchants trying to fleece the villagers are pursued from the village by a flock of hateful birds and sometimes travellers just disappear.

Behind the scenes, a coven of witches worships the ancient spirit and madmen dance in the shadows. Untouched by all, and warded only by superstition and fear—and a terrible curse—an immense diamond of magical origin and improbable size stands proudly at the village's heart. Woe betide any who would steal it.

**Locale:** Woodland

**Tags:** Nature Spirit, Witches, Woodland

**Designer:** Steve Hood

### RIFTHAMMER

Nestled in a twisting ravine amid the Luminous Desert's endless windblown dunes, Rifthammer is home to a desert-dwelling tribe of dwarves. Hidden in the cool shadows of their cliff-side home, these reclusive folk offer peaceful seclusion for those seeking refuge from the desert's relentless heat, or simply the troubles of the wider world. However, not all is as idyllic as Rifthammer's dwarven masters pretend, and a festering ruin of otherworldly creatures in the darkest recesses of the rift threatens all who reside above.

Rifthammer can serve as a base of operations for adventurers looking to explore the surrounding Luminous Desert, or as a jumping-off point for subterranean adventures in the ruins of an ancient city that long ago collapsed into the rift's lightless depths.



**Locale:** Desert (the Luminous Desert)  
**Tags:** Desert, Dwarves, Gnolls, Megadungeon, Rift  
**Connections:** linked to Farrav'n  
**Designer:** Creighton Broadhurst and Robert Brookes

---

## RONAK

*Nobody knows Ronak exists. Or, more precisely, nobody remembers. Ronak was the last hope of a dying trade company, a desperate attempt to settle and explore a distant swamp. When the colony found nothing but lizardfolk (exterminated in short order), the trade company did not have enough gold to retrieve their employees. Ronak never heard from civilization again.*

*Centuries later, the dwarves of Ronak believe civilization to be but a myth. Over the generations, they have become more savage, reverting bit by bit to a primitive state. They are haunted and guided by the ghosts of the exterminated lizardfolk who seek the continuation of their culture. The dwarves speak a hybrid of Dwarven and Draconic, build thatch huts amid the colony's ruins and worship a mixture of half-forgotten dwarven deities and heathen serpent gods. Most disturbingly, some dwarven children now bear scales and jagged teeth. Perhaps one day soon the lizardfolk will be born again, this time from dwarven mothers.*

**Locale:** Swamp & Marsh  
**Tags:** Dwarves, Ghosts, Lizardfolk, Swamp & Marsh  
**Designer:** Jeff Gomez

---

## SHROUDHAVEN

*Nestled in a deep valley, sunlight has never caressed centuried Shroudhaven. Thick fog-rendered permanent by ancient magics-fills the valley. Here, refugees from a long-forgotten war found sanctuary from their enemies. Most villagers are undead, and a dark reputation hangs over the village. Visitors to the village, though, tell a different story. They speak of the undead battling their basest urges and trying to live peaceful lives.*

**Locale:** Wasteland (Woodland)  
**Tags:** Blighted, Cursed, Wasteland, Undead, Vampire  
**Designer:** Mike Welham

---

## SILVER BLUFF

*Silver Bluff provides respite from the nearby harsh mountains. Chief among these is Mount Argent, which the villagers mine for its namesake silver on behalf of the Hargrave's Resources mining company. However, the respite is anything but welcome, as the miners distrust each other as much as they do strangers. The rich silver seams the miners have worked for over fifty years have dried up. While the recent discovery of powdered adamantine temporarily buoyed hopes among the villagers, a grisly murder has put everyone on edge.*

**Locale:** Mountains  
**Tags:** Mining, Mountains  
**Connections:** linked to Azagir, Gloya's Bridge, Lanthorn and Y'taris  
**Designer:** Mike Welham

---

## SKAALHAFT

*Skaalhaft is a whaling village, where the quarry are drakes, kraken and other magical aquatic beasts as well as more mundane prey. Each kill provides food and alchemical supplies for weeks, both for use in the village and profitable export. Whaling crews, marked with glowing tattoos, carved scrimshaw necklaces or strange arcane gifts, return with a prize or sometimes not at all. Back in Skaalhaft, women and children work in a miasmic processing mill. Stone faced and silent, they collect the valuable scales, blood and bone from rare beasts. The bay is thick with mutated sharks from the runoff of such arcane waste.*

*Despite the insular atmosphere, strangers roam the streets. A traveling wizard and alchemist, rich with gold from past misdeeds, make special requests of the whalers and pay their hires well. An orphaned daughter bent on revenge seeks her father's killer among the villagers. And now the characters have arrived...*

**Locale:** Coast  
**Tags:** Coast, Remote, Whaling  
**Designer:** Jeff Gomez

---

## SUURIN

*Suurin was supposed to be a halfling utopia, a return to the times before strife and prejudice; halfling burrows furnished in rich mahogany, cool streams and cobblestone bridges, green fields alive with laughing children. Unfortunately, these same green fields grow prodigious quantities of blue daffodil, a flower easily synthesized into the mind-numbing drug skez. Now, Suurin languishes under the control of drug racketeers who have transformed this haven into the skez capital of the realm. The roads are kept safe, not by city guards or peaceful inclinations, but by the iron fist of a crime lord who knows chaos is bad for business.*

**Locale:** Any (Hills, Plains)  
**Tags:** Drugs, Farming, Halflings  
**Designer:** Jeff Gomez

---

## THORNHILL

*Standing on the fringes of a vast and noisome swamp, Thornhill is a miserable, hard place of cloying mud, grasping thorns and insular, superstitious folk. There is a little cheer to be had in Thornhill; the few visitors describing it as dull and dreary as the surrounding swamps. For all that, though, a steady trickle of adventurers visit Thornhill for the half-buried and drowned ruins of several tombs said to lie forgotten in the surrounding marshland and the villagers have friends*



among the nearby degenerate lizard man who make excellent guides in the trackless, far reaches of the swamp.

**Locale:** Swamp & Marsh

**Tags:** Dismal, Isolated, Lizardfolk, Swamp & Marsh

**Connections:** Thornhill is part of the Ashlar campaign setting; it also appears in the *Dark Oak* and *Forbidden Isle of the Nightstalkers* adventures

**Designer:** Creighton Broadhurst

## TIGLEY

---

Wracked by disaster, Tigley is a village reborn. Standing on the fringes of the noisome Gnatmarsh, its folk make their living from the swamp and harvesting guano from the caves honeycombing the spire of rock upon which stands much of the village. But all is not peaceful in Tigley. The villagers' burial rituals have attracted undead to certain nearby sunken ruins and goblins now lurk in the locality. In the village itself, influential figures vie for control of the local industries, a bully uses his influence to spread lies and cause trouble and the village priest hides a terrible secret. Once again, Tigley is a village teetering on the edge of disaster, but this time it is a disaster of the village's own making.

**Locale:** Swamp & Marsh (the Gnatmarsh)

**Tags:** Bats, Lycanthropes, Swamp & Marsh, Undead

**Connections:** Linked to Brackendale and Lady Cross

**Designer:** Steve Hood

## UNDERDELL

---

The once quiet and quaint halfling community of Underdell rests along the Old Road near the Salt Mire. Steeped in tradition and idleness, the Underdellians found themselves unprepared to deal with the horrors of the plague outbreak in nearby Ashford. Terror gripped Underdell, tearing apart the strong bonds of family and friendship. Fear and paranoia took root in the halflings' hearts as they tried to escape sickness and death. As Underdell falls apart, a vile halfling bandit has used the chaos to take control of Underdell, enforcing a strict martial law. As neighbour turns on neighbour, a group of bandits terrorize merchant caravans traveling through Ashlar, raiding with impunity and aided by a rich noble. The Underdellians, their smiles and laughter turned to tears and hopelessness, live in fear of another plague outbreak and the harsh punishment of the bandits who insist they are protecting and enriching the village.

**Locale:** Swamp & Marsh (on the edge of the Saltmire)

**Tags:** Bandits, Halflings, Swamp & Marsh

**Connections:** Underdell is part of the Ashlar campaign setting

**Designer:** John Bennett

## VICTORY ELM

---

Victory Elm, the glorious tree giving its name to the surrounding village, is dying, and its affliction has spread to the villagers. The once welcoming village takes its name from the sole tree to withstand an invading giantish army. The Victory Elm served as a rallying point for the beleaguered humans fighting the giants who broke the enemies amid heavy fighting around the tree. After the battle, many of the survivors remained at Victory Elm and founded the village of the same name in memory of their victory and fallen companions.

The villagers attribute the tree's recent affliction to an infestation of pernicious termites. To make matters worse the aged druid who tends the tree has also fallen ill. The village's plan to grow another elm from the Victory Elm's seeds failed before it could even be begun when the collected seeds mysteriously disappeared. Perhaps timed with the tree's imminent demise, and unknown to the majority of the village, a heavily scarred giant has received visions from one of his ancestors telling him it is time to strike and destroy the village once and for all. Victory Elm is a village beset by threats from both within and without.

**Locale:** Hills (Borderland)

**Tags:** Borderland, Giants, Hills, War

**Designer:** Mike Welham

## VULCANBRIDGE

---

A thriving village is the last thing a traveller expects to find on a cracked and blasted volcanic plain belching lava and poisonous gases. However, Vulcanbridge defies expectations and offers a haven for wayward souls and desperate travellers alike. Primarily home to dwarven and gnomish engineers and miners, the village also attracts adventurers and greedy merchants keen to turn a healthy profit. The village relies on trading valuable metals and gemstones harvested from its surrounds for necessities, and this influx of wealth has also attracted the wrong kind of attention. Vulcanbridge seems like a tempting target to raiders who see an isolated village endowed with treasure. This threat adds to the dangers posed by the environment itself and the fiery creatures dwelling in the magmatic caverns beneath the plain. Then there are the dark rumours the deep-dwelling owner of all the treasure harvested by the villagers has awoken and intends to take it all back...

**Locale:** Volcanic Plain

**Tags:** Dwarves, Gnomes, Mining, Dragon, Volcanic Plain

**Designer:** Mike Welham

## WELLSWOOD

---

A busy, prosperous village, Wellswood is justly famed for the warm welcome travellers find in the village's taverns and inns and for its most striking feature: Lake Thraren—a subterranean lake lying deep below the village's foundations. The villagers catch the exotic fish swarming in its deep, cold waters and on its shore stand the fortress home of the dwarf clan of Erdikr. Here long before humans colonised the land above, these secretive dwarves serve Lord Issakainen, maintaining the village's many wells, but let none enter their lightless home.

All is not peaceful in Wellswood, however. Merchants and villagers alike grumble at the slowly increasing burden of taxes levied by the greedy Lord Issakainen while others have begun to wonder exactly what clan Erdikr are up to deep below the earth.

**Locale:** Plain

**Tags:** Dwarves, Plain, Trade

**Connections:** Wellswood is part of the Ashlar campaign setting; the dwarven village Don Galir lies beneath it

**Designer:** Creighton Broadhurst

## WHITE MOON COVE

---

White Moon Cove is a respectable fishing village set in a sheltered cove which acts as an excellent, natural harbour. The inhabitants of this tightly-knit community are sober, hardworking and amiable fishermen, traders and other sturdy folk making their living from the sea. Despite being a fairly peaceful and law-abiding place, White Moon Cove still hold many opportunities for adventure, from rumours of secret smuggler activity to an ancient and possibly haunted lighthouse. Yet, perhaps the most famous reason for White Moon Cove's notoriety is the mysterious underwater edifice known as the Sunken Pyramid which lies hidden far beneath the waves a few miles out to sea.

**Locale:** Coast

**Tags:** Coast, Fishing, Sahuagin

**Connections:** White Moon Cove is part of the Ashlar campaign setting; the village also appears in the *Sunken Pyramid* adventure

**Designer:** Mark Radle

## WOODRIDGE

---

Ruled over for centuries by the scheming, ambitious Lorsch family, Woodridge is little more than a backwater village standing on the eastern bounds of the Duchy of Ashlar. Standing astride an ancient, now little-used trade route the village is a poor, but seemingly peaceful place. Its folk tend their small fields, pay their lord his due and are content to be left in peace. But all is not as it seems. Spies lurk among the populace, and dark forces gather which would see Woodridge's lord, Hilduin Lorsch, converted to their faith or dead.

**Locale:** Hills (the Briarwood)

**Tags:** Backwater, Cult, Hills

**Connections:** Woodridge is part of the Ashlar campaign setting

**Designer:** Creighton Broadhurst

## Y'TARIS

---

A stone circle marks the confluence of ley lines in this bleak and broken place. Among the ancient runes and onyx pillars burn secret powers hidden by gods and men alike. But to the people of Y'taris, the stone circle is just a tourist destination for the rich. Every year, hundreds of spellcasters make the long pilgrimage to the stone circle high in the Broken Mountains. The villagers provide food, shelter, baubles and entertainment, all for exorbitant prices. Merchants bleed visitors of their gold, while pickpockets and scam artists take the rest. Y'taris is a nest of thieves. Anyone is welcome, until they run out of coin.

**Locale:** Mountains

**Tags:** Mountains, Necromancers, Undead, Wizard Guild

**Connections:** Y'taris is set in the Broken Mountains; linked to the villages of Azagirn, Gloya's Bridge, Lanthorn and Silver Bluff

**Designer:** Jeff Gomez

