

STARSPUN HOLLOW AT A GLANCE

When human conquerors expanded into halfling lands, several families fled the invaders and built a camp on the edge of a wooded fen. The refugees eked out a meagre existence fishing and foraging while trying to fend off the vermin plaguing their new home. The halflings' luck turned around, however, when the druid Mayli Nightwillow happened upon a unique discovery. Mayli studied a local arachnid, known as a starweaver spider, which attracted prey by reflecting moonlight off its mirror-like webs, and soon learned how to harvest and process the spiders' silk. This "star silk" could be woven into fabrics that shimmered and sparkled even in dim light. Furthermore, star silk showed an affinity for colours derived from the surrounding wildlife, which led to the development of several vibrant dyes.

It wasn't long before star silk became popular among foreign aristocrats, and the halflings found themselves in possession of a valuable commodity. Starweaver spiders were quickly integrated into the village's culture, used to protect crops from pests, decorate buildings and even serve as pets. The burgeoning community took the name Starspun Hollow in honour of the spiders that brought about its fortune. Before long human traders started building houses nearby, which contributed to the village's prosperity but concerned the halfling refugees, who still remembered being driven from their homes. The result is a patchwork of differently sized buildings floating on the fens, alive with riotous colour day and night.

Though seemingly peaceful, Starspun Hollow is rife with whispers of conflict. Milni Nightwillow, Mayli's daughter and the village reeve, insists on sustainable but low-yield production of star silk and dyes, much to the chagrin of Markku Olent, owner of the community's primary dye works. Their increasingly heated arguments stir up old racial animosity among the citizens, leaving everyone on edge. To make matters worse, the village's most popular dye is derived from a dragonfly considered sacred by a large tribe of boggards, who grow more outraged every day by the audacity of the "bite-sized" spider catchers.

DEMOGRAPHICS

Ruler Milni Nightwillow

Government Magical

Population 188 (79 humans, 78 halflings, 19 gnomes, 7 elves, 3 half-elves, 2 half-orcs)

Alignments NG

Languages Common, Halfling

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

Qualities Prosperous, rumourmongering citizens

Danger 0; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Aiwin Elestien (location 6; CG male elf bard 3/expert 2) Aiwin is patriarch of an elven family of tailors and musicians known for their borderline-debaucherous revelries.

Bekka Murray (location 2; NG female halfling druid 2) Milni Nightwillow's protégé is eager to please everyone.

Berno Dewberry (location 3; N male halfling expert 2) The Dream Weaver's owner is anxious and constantly apologizes.

Kyler Sylbane (location 7; N male human ranger 5) A fen explorer, Kyler worries about the rising boggard aggression.

Markku Olent (location 5; LN male human aristocrat 2) Owner of the village's largest dye works, he believes he can expand production by using the fens to replace lost resources.

Milni Nightwillow (location 4; NG female halfling druid 7) Starspun Hollow's reeve wearies of politics, but steadfastly defends maintaining renewable silk and dye production.

Ricola Auburn (location 8; CN female halfling rogue 4) The owner of the general store leads the anti-human radicals.

Willina Capleaf (location 1; NG female halfling expert 3) Willina is overseer of the village's crops and star silk cultivation.

NOTABLE LOCATIONS

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

1. **Berry Fields Main Office:** Agricultural centre and home of the starweaver spiders.
2. **Commons:** This dry hillock serves as the village centre, festival grounds and open-air market.
3. **Dream Weaver Inn:** The local inn and tavern.
4. **Nightwillow Manor:** Milni's home and the de facto town hall.
5. **Olent Dye Works:** Starspun Hollow's largest producer of dyes.
6. **Silks & Songs:** Home and workplace of the Elestien elves.
7. **Sylbane's Sojourns:** A fishing, hunting and ranging lodge.
8. **Wanderer's Wares:** General store and meeting place for anti-human mavericks.

MARKETPLACE

Resources & Industry Dyes, farming, fishing and silks

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

The following items are for sale:

- **Ring improved swimming** (10,000 gp)
- **Scrolls (Divine) control water** (700 gp), **wood shape** (150 gp)
- **Wand spider climb** (34 chgs., 3,060 gp)
- **Wondrous Item gloves of arrow snaring** (4,000 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know something about Starspun Hollow. A successful check reveals all the information revealed by a lesser check.

DC 10: Starspun Hollow is known as the sole producer of a fabric called star silk, as well as numerous clothing dyes.

DC 15: The villagers derive several dyes from the surrounding wildlife, and are always looking for people to brave the fens in search of raw materials.

DC 20: The village was built by halflings fleeing human invaders. Even though many humans now live there, the small folk don't fully trust them and racial tensions run deep.

VILLAGERS

Appearance Villagers tend toward fair skin and brown hair, usually bound in braids or buns that fit beneath their shawls.

Dress Villagers wear layers of nets, shawls and veils to keep pests off their skin. Clothing is usually made of star silk dyed magnificent colours. Leather does not take local dyes well, so it is only worn by labourers and seen as improper for social events.

Nomenclature *male:* Collyn, Daven, Olivir, Timmett, Rolth; *female:* Brenna, Fayli, Liria, Misty, Penni; *family:* Bryony, Hoplee, Kermen, Olmadder, Safflin.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the village and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	Human merchants are trying to smuggle out some starweaver spiders and undercut prices abroad.
2	Ricola Aulburn has been sabotaging the dye works to show Markku Olent and the other humans they're not welcome.
3	Fewer folks are returning from forays into the fens, and locals are hearing croaking sounds in the dead of night.
4	Markku is trying to undermine Milni's resolve by buttering up to her pupil, Bekka Murray.
5	Someone, or something, damaged the webs along the far end of the Berry Fields. Willina Capleaf is offering a bounty to find the culprit.
6*	The Elestien elves are actually evil fey trying to draw the whole village into lascivious vice.

*False rumour

