

WOLFSBANE HOLLOW AT A GLANCE

Shielded to the north by the lofty peaks of the Vurdfell Spine and protected from the hordelands of the east by the Greatshadow Gorge, the town of Wolfsbane Hollow has persisted in relative isolation for hundreds of years. Having won its independent from the city-state of Arvallis, Wolfsbane Hollow enjoys its isolation and security with stoic pride.

DEMOGRAPHICS

Ruler Mayor Valdur Tamm (secretly, Guildmaster Avud Kreslik)
Government Secret Syndicate
Population 4,670 (4,450 humans, 168 dwarves, 32 human werewolves, 20 other)
Alignments LE
Languages Common, Dwarven
Corruption +3; **Crime** -2; **Economy** +2; **Law** -3; **Lore** +0; **Society** -2
Qualities Insular, Notorious, Superstitious
Danger 15; **Disadvantages** Cursed

TOWN LORE

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

DC 10: Wolfsbane Hollow was a vassal town to the remote, western city-state of Arvallis until fifty years ago. The people of Wolfsbane Hollow tired of Arvallis' rule and declared independence from their once-and-former rulers.

DC 15: In spite of its proximity to the orc hordelands to the east, Wolfsbane Hollow's borders—in the form of mountains and deep ravines—have kept orc incursions at bay.

DC 25: Thirty-seven years ago, a series of tragic murders shocked the town. When it was discovered the culprit was a werewolf—nicknamed the Redclaw Reaper—that had stalked the town for years, the townsfolk cornered the beast in the cathedral of Ignis and burnt it to the ground.

NOTABLE LOCATIONS

Wolfsbane Hollow is a tightly packed community of disparate architecture. Locations of note are included below:

1. **Alethia's Home:** Residence of former mayor Alethia Alavarni.
2. **Argent Gardens:** Public gardens; hides a secret entrance to the lair of the Wolfsbane Hollow thieves' guild.
3. **Bits & Pieces:** Sundry goods at discount prices, and a secret front for the Wolfsbane Thieves' Guild.
4. **Broslef Estates:** Manor house belonging to the wealthy Broslef family.

5. **Church of Aether:** A large, stone church dedicated to Aether, god of the dead.
6. **Coldwater Mill:** An old, large sawmill on the banks of the Wolfsbane River.
7. **Horde Gate:** The east gate of Wolfsbane Hollow, closed year-round save for special order of the mayor.
8. **House of Dust:** A mortuary and mausoleum; home to the cryptic Dust Talkers of Aether.
9. **Lonehammer Mining Company:** The primary offices of the largest mining operation in the region.
10. **Lonely Road Livery:** A large public stable.
11. **Netter's Shack:** Private residence of local drunkard and fisherman Nedrick "Netter" Jost.
12. **Rostar's Forge:** A simple blacksmith with a secret connection to the tragic murders decades ago.
13. **Ruined Cathedral:** The charred remains of a cathedral dedicated to the deity Ignis, goddess of fire and healing.
14. **Rustford Farms:** The largest farms in Wolfsbane Hollow, servicing most of the town with livestock and produce.
15. **Sunspear Armory:** A high-class weapon and armour smithy.
16. **Tamm Manor:** Home of the current mayor, Valdur Tamm.
17. **The Foxhound:** The only Inn in Wolfsbane Hollow, famous for housing the skull of the Redclaw Reaper.
18. **The Pick and Pyrite:** Also known as "Fool's Gold Tavern," a favourite alehouse near the city's wharves.
19. **The Serpent's Path:** A modest fortune-telling business.
20. **The Underhollow:** Lair of the Wolfsbane Hollow thieves' guild.
21. **Vurdfell Gate:** The town's north gate.
22. **Wayward Enterprises:** A struggling exploration business determined to build a crossing over the Greatshadow Gorge.
23. **Wayward Gate:** Formerly called the Arvallis Gate, the west gate of Wolfsbane Hollow.
24. **Winterbrook Orphanage:** A home for wayward youths; secretly a meeting place for a group of lycanthrope hunters.
25. **Wolfsbane Cemetery:** Burial grounds; contains a secret entrance to the lair of the Wolfsbane Hollow thieves' guild.
26. **Wolfsbane Garrison:** Center of law enforcement in Wolfsbane Hollow.

LOCATIONS BY CATEGORY

Inns: The Foxhound.

Taverns: The Foxhound, the Pick and Pyrite.

Homes: Tamm Manor, Broslef Estates, Alethia's Home, Netter's Shack.

Businesses: Sunspear Armory, Bits & Pieces, Lonehammer Mining Company, Rostar's Forge, the Serpent's Path, Lonely Road Livery.

Fortifications: Wolfsbane Garrison.

INHABITANTS

Appearance Natives are fair skinned and hardy, tending to dark hair and stocky builds. Migrant dwarves are fair of hair and skin.

Dress Finely crafted clothes favouring earth tones with brocade patterning on wealthier residents. Short cloaks and capes are highly fashionable.

Nomenclature *male* Ardi, Edgar, Rihard, Simon, Vaino; *female* Arela, Aemma, Lea, Mirjam, Sirje; *family* Broslef, Mand, Olesk, Teder, Smmitter,

MARKETPLACE

Resources & Industry Hunting, iron, lumber, metalworking

Base Value 2,600 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 3rd;

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

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

- **Potions** *cure light wounds* (3), *lesser restoration*, *slow poison*
- **Scrolls (Arcane)** *obscuring mist*, *expeditious retreat*
- **Scroll (Divine)** *sanctuary*
- **Other categories** *dust of disappearance*, *handy haversack*, *wand of detect undead*

IN YOUR CAMPAIGN

Wolfsbane Hollow, and the nearby village of Hjalward, make excellent places for adventurers to prepare for their dangerous excursions into the surrounding mountains. Although, the history of Wolfsbane Hollow mentioned the ancient empire (and city state) of Aevollis, such mentions are easily ignored, or modified to apply to a similar elder nation in the GM's campaign world.

Similarly, references to the various deities worshipped in the town can be put down to minor regional powers or modified as necessary.

Finally, if you so wish, you can ignore the gazetteer information (pages 4-5) and simply place Wolfsbane Hollow and the village of Hjalward on the cusp of any mountainous region in your campaign. The ancient frost giant empire of Isgiltur is likely so ancient that it should have no real affect on your campaign world. If it does, you can simply rule the tower around which Hjalward has sprung up is an isolated example of some long-dead frost giant chieftain.



NOTABLE FOLK

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

Ajenko Laoris (location 3; NE male human rogue 2) A wiry man with a long face, stringy black hair and crooked teeth. Owner of Bits & Pieces; thieves' guild member.

Alethia Alavanni (location 1; LN old female human aristocrat 2) Gray-haired but aging well, she carries herself with determination and pride. Alethia is a former mayor of Wolfsbane Hollow.

Avud Kreslik (location 20; LE male middle-aged human werewolf rogue 7) A tall, muscular man with coal black hair and dark brown eyes. Leader of the Wolfsbane Hollow thieves' guild and alpha of the hidden clan of werewolves controlling the town.

Barras Lonehammer (location 9; LG male dwarf expert 3/fighter 2) Stout and barrel-chested with darkly tanned skin, coarse black hair and coal black eyes. Foreign dwarf entrepreneur.

Dannor Claig (location 6; NE human afflicted werewolf fighter 2) Broad-shouldered and brutish with a square jaw and calloused hands. Taskmaster of the Coldwater Mill; lycanthrope subordinate of Avud Kreslik.

Derrah Ramm (location 24; LN female human inquisitor 2/rogue 3) Statuesque woman with yellow eyes and wavy black hair. Inquisitor of Ignis posing as matron of the Winterbrook Orphanage.

Josef Pallin (location 10; N male human expert 3) A slight man with mousy brown hair and kind eyes. Head of the handler's guild and owner of the Lonely Road Livery.

Jasvel Rustford (location 14; LN male middle-aged human expert 2) A ruddy-skinned workman who nurses nagging aches and pains. Patriarch of the Rustford family, owner of nearly all farmland in Wolfsbane Hollow.

Jura Weisslen (location 5; N male old human oracle [bones] 2) Tall and rail thin with chalk white hair and plentiful wrinkles. Jura is a priest of Aether.

Karissa Broslef (location 4; N female old human aristocrat 2) A matronly old woman with black hair streaked with gray who looks as though she never sleeps. Matriarch of the Broslef family; believes a painting is speaking to her.

Kodas Thonnar (location 22; CG male dwarf ranger 3) Thin for a dwarf with sandy blonde hair and a waxed moustache. He owns Wayward Enterprises.

Maiard Luszvasik (location 12; CG male human [Valyn] fighter 2) Slightly shorter than his sister Selia, this black-haired Valyn man has a stubby beard and loose posture. Valyn wanderer and part owner of Rostar's forge.

Meria Halls (location 15; LG female venerable human cleric [Ignis] 3) A white-haired old woman covered in scars from battles long ago. A retired soldier who feels great guilt for the loss of her fellow faithful decades prior.

Nedrick "Netter" Jost (location 11; CN male old human rogue 3) Wild-eyed and always moving, this man is skittish and disheveled at all times. Drunkard fisherman with a dark secret.

Nerissa Shielendh (location 22; LE female elf rogue 7) Ghostly pale and taller than most men, her eyes are colourless black pools. Advisor to Kodas Thonnar; secret spy for the orc hordes.

Norvus Olenstadt (location 18; N male human expert 1) A portly man with receding brown hair; always looks depressed. Owner of the Pick & Pyrite.

Paeter Logrim (location 17; N male human expert 2) Smarmy and self-satisfied, this man has a narrow jaw and swept back coppery hair. He owns the Foxhound inn.

Resheda Anvaskin (location 19; LN female old human [Valyn] witch 3) A weathered old woman with ink black hair streaked with wisps of gray. Fortune-teller at the Serpent's Path.

Selia Luszvasik (location 12; NG female human [Valyn] fighter 2) A tall and square-jawed brunette with gray eyes, she carries herself with confidence and poise. Valyn wanderer and part owner of Rostar's forge.

Tolun Moralli (location 26; NE male human werewolf fighter 6) A regal and dignified-looking man with fading grey at his temples. Ethnarches of the Wolfsbane Hollow army and servant of Avud Kreslik.

Valdur Tamm (location 16; N male human aristocrat 2) A balding, grey-bearded man dressed in the faded finery of lost nobility. He is the Mayor of Wolfsbane Hollow and puppet of the thieves' guild.

