

IDYLL AT A GLANCE

Situated in rolling hills and resting alongside a gently flowing river, Idyll lives up to its name. The villagers welcome all visitors and treat them to flavourful meals. Fine wines from Idyll's vineyards complement exquisitely flavoured meats butchered from the cattle and sheep the villagers raise. If any complaints arise from guests, they usually centre on the village's dullness.

However, there are hints not everything is at it seems. The foremost of these are the weathered monoliths standing at cardinal points on the village's borders. Etched with weatherworn sigils in numerous planar languages, none of the villagers can translate them but remark that nothing odd has occurred because of the monoliths. Additionally, strange artefacts littered all around, but well outside, Idyll's borders indicate the village was a focal point for ancient wars. Finally, rumours abound of strange metal people apprehending lawbreakers who subsequently disappear without a trace.

DEMOGRAPHICS

Ruler Tetrad Council

Government Council

Population 127 (64 humans, 4 dwarves, 2 elves, 1 gnome, 16 half-elves, 32 half-orcs, 8 halflings)

Alignments LG, NG, CG, LN, LE, NE, CE

Languages Abyssal, Aklo, Common, Celestial, Infernal, Sylvan

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

Qualities Magically attuned, prosperous

Danger 5; **Disadvantages** Extraplanar beacon (increases Danger by 5 and Lore by +3)

NOTABLE FOLK

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

Adeline Cobb (location 2; NG female dwarf expert 2) Proprietor of Cobb's, Adeline is one of the few children who grew up in Idyll; thanks to Idyll's cornucopia, she charges low prices for sumptuous fare and comfortable beds.

Brie Ornth (location 6; CG female gnome rogue 4) While some people in Idyll think this choice of councilmember is strange, as they see no need for gnome representation, Brie's decisions are even-handed.

Constance Indra (location 6; LE female halfling oracle [flame] 7) If Indra had her way, Idyll's laws would be stricter, more punitive and there would be many more of them.

Evangeline (locations 3 and 7; NE female elf druid 4/ranger 3) Caretaker of Grandmother Oak, this elf welcomes discussion about topics related to nature; she also makes it clear she has no time for those who despoil nature.

Mercius Grady (location 6; LG male half-orc paladin 6) Gentle and kind, this councilmember seems too soft to govern the village, until he gets involved in an argument about which he is passionate.

Vaelin Smith (location 6; CE male human barbarian 5) This towering, tanned human has fiery hair and a shock of white near his forehead; his temperament matches his appearance.

NOTABLE LOCATIONS

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

1. **The Monoliths:** Idyll's most notable feature, the monoliths stand at cardinal points marking a circular border around the village. Each monolith features inscriptions in a multitude of planar languages.
2. **Cobb's:** Villagers direct visitors to this tavern. For astonishingly low prices, diners receive savoury drinks and meals.
3. **Grandmother Oak:** This impossibly large oak stands at Idyll's heart, providing ample shade.
4. **Opalescent Pools:** Nine pools, arranged in a square three-by-three pattern, glow softly during moonlit nights.
5. **Wardens' Lodge:** Sealed shut, this building ostensibly serves as Idyll's law office; when questioned, villagers maintain the building is unnecessary as there is no need for law enforcement.
6. **Council Hall:** In contrast to the peacefulness of Idyll's inhabitants, where everyone gets along, the council hall is home to intense arguments.
7. **Aid Station:** A cleric and a druid reside here and provide aid to inhabitants, villagers and animals alike.
8. **Storage Silos:** Ample supplies of grain, grapes and other materials, kept fresh using magic, fill these silos.
9. **Pinion River:** This deep, clear river winds southward into the village on its meandering route; it provides great fishing.
10. **Fields of Battle:** Just outside Idyll, dedicated archaeologists can find ancient instruments of war, rejected by the ground.

MARKETPLACE

Resources & Industry Farming, Winery, Artefact Trade

Base Value 750 gp; **Purchase Limit** 4,250 gp; **Spellcasting** 5th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

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

- **Potions & Oils** *cure light wounds* (50 gp), *nondetection* (800 gp), *protection from chaos/evil/good/law* (50 gp)
- **Scrolls (Arcane)** *calm emotions* (200 gp), *magic aura* (25 gp)
- **Scroll (Divine)** *goodberry* (50 gp), *hold person* (150 gp)
- **Rod splendour** (30,500 gp; location 6)
- **Weapons** *anarchic*, *axiomatic*, *holy* and *unholy* weapons of various descriptions (18,000 gp + weapon cost; location 6)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know information about Idyll. A successful check gains all the information revealed by a lesser result.

DC 10: Idyll is a pastoral village where the inhabitants spend their time in agricultural pursuits.

DC 15: While the village is ideal, the toll of an ancient war still corrupts the surrounding land.

DC 20: Very few of the inhabitants ever travel beyond Idyll's boundaries. Another strange aspect of the village is the notable lack of children.

DC 30 (Knowledge [planes] only): Idyll serves as a relocation centre for extraplanar beings wishing to stay hidden from powerful opponents.

VILLAGERS

Appearance The villagers have no uniform appearance. However, when they first arrive a villager briefly displays an odd trait (glowing blue eyes, a barbed tail or curved horns) that quickly disappears.

Dress Befitting an agrarian lifestyle, the people of Idyll wear utilitarian clothing. Occasionally, someone wears ostentatious clothes, but no resident ever remarks on it.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Idyll 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	If someone wishes to remain hidden from foes, Idyll is the place to go.
2*	An apocalyptic event (meteorite, flood or earthquake, depending on the person providing the rumour) will soon destroy the village and wipe out its inhabitants.
3	During the full moon, a shimmering light emanates from the monoliths, creating a dome around the village.
4	The council has been particularly contentious of late, and a couple of people have overheard Vaelin threatening to harm the other council members.
5*	The silos hide bodies from ages ago; the magic of the buildings has preserved them all these years.
6	When (rarely) inhabitant leaves the village, a new resident of the same race arrives shortly thereafter.

*False rumour

