

FARRAV'N AT A GLANCE

Rulers: Janndra Rrav and Balt Rrav

Government: Overlord

Alignments: NG, CG, N, CN

Population: 89 (72 gnolls, 6 humans, 8 half-orcs, 3 halflings)

Notable Folk: Garritt Rrav (Scorpion Circus), Gerda Fulp (The Date Frond), Quent Sorren (Open Air Market)

Languages: Common, Gnoll

Qualities: Holy site, pious; **Disadvantages** Worm-infested

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

Danger: +10

MARKETPLACE

Resources & Industry: Water, desert guides, trade goods

Base Value: 500 gp; **Purchase Limit:** 2,500 gp; **Spellcasting:** 6th (Janndra at location 9, Garritt at location 10); **Minor Items:** 2d4; **Medium Items:** 1d4; **Major Items** –

A group of ruthless gnolls control Shadescar Oasis, at one time the only place to get water and shelter in the Luminous Desert. The raiders extorted money from travellers and captured those appearing hapless or weak to be used as slaves (or food).

Nearly a decade ago, Jenndra Shadescar, one of the gnoll slavers, received a vision from the goddess Rrav. The goddess promised Jenndra a place the gnolls could live in peace. However, the goddess required Jenndra and her followers to renounce their evil ways and accept Rrav as their only deity. The gnoll, chafing at the harsh conditions at the oasis, was happy to comply. She awoke the next morning to find a set of golden armbands and a map etched on a silver scroll. Taking her closest compatriots ostensibly as a raiding party, she disappeared into a sandstorm summoned by Rrav. When they did not return, the Shadescar tribe counted them as dead.

A dune field confronted the gnolls when they arrived at the promised location. Rrav, through Janndra, commanded them to dig. After days of digging out tons of sand, water bubbled up from the great pit they had dug and pooled into a clean source of water. The gnolls planted dormant seeds they found nearby the water, and the seeds rapidly grew into full-sized date trees.

The gnolls now living in Farrav'n ("home of the Rrav tribe") provide respite for travellers on the edge of desperation. Other than the occasional worm attacks, life is serene. However, the Shadescar raiders have grown suspicious about the lack of victims coming their way and reports of friendly gnoll guiding travellers. It is only a matter of time before they locate and attack Farrav'n.

VILLAGE LORE

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

DC 15: The oasis village Farrav'n was founded by a gnoll priestess of the nature goddess Rrav.

DC 20: A few non-gnolls live in the village and receive fair treatment from the gnoll residents. Anyone planning to live in Farrav'n must pledge loyalty to Rrav.

DC 25: The gnolls are outcasts from a larger tribe which controls the nearby Shadescar oasis.

VILLAGERS

Appearance: Gnoll villagers are serene and stand almost fully upright, allowing them to tower over most visitors. All gnolls bear a prominent brand displaying the palm tree representative of their goddess. Non-gnoll residents have weathered skin due to their time spent in the sun.

Dress: Clothing is loose for all inhabitants of Farrav'n. Most gnolls go shirtless, but wear loincloths out of courtesy to visitors. During ceremonies, hunting trips or in preparation for war, gnolls wear lightweight metal rings on their arms and legs for protection and to denote rank within the tribe.

Nomenclature: *male* Garth, Rolf, Vark; *female* Eeva, Parrdu, Zassa; *family* Fulp, Rrav, Sorren.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Farrav'n and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC gains one additional rumour for each 5 points by which the check result exceeds DC 10. Use the table below, to determine which rumour(s) the PC learns.

| D6 | RUMOUR |
|----|---|
| 1* | Make sure you travel in groups. These gnolls may seem friendly, but they devour wayward travellers. |
| 2 | Kreegan, the gnoll chieftain at Shadescar Oasis, is amassing an army to take Farrav'n by force. |
| 3 | The Desert Wanderers have recently lost two humans they were guiding through the desert, ruining their otherwise spotless record. |
| 4 | The gnolls' goddess, Rrav, expects a non-gnoll sacrifice every summer solstice. Supposedly, the sacrifice is a volunteer or a criminal. |
| 5* | Garritt is a spy for Kreegan and plans to unleash his scorpions on the village as a prelude to a larger attack. |
| 6 | Noticeable tension has developed between Janndra and Balt over the tribe's new path. |

*False rumour

NOTABLE LOCATIONS AT A GLANCE

Most of the village comprises the gnolls' tent-homes. A few locations, however, are of interest to adventurers:

1. **Sand's Edge:** A patrol watches the edge of the depression leading down into the village proper. The gnolls standing guard aren't here entirely for protection, because the sand itself acts as a trap for the unwary. Just inside the border, violet light shines from Rrav's Blessings—staves preventing sandstorms from harming the village.
2. **Desert Wanderers:** Led by Balt Rrav, the Desert Wanderers act as guides and trackers for those who can afford their services. The highly trained gnolls guard the village when they aren't otherwise engaged.
3. **The Tan Worm:** The Rrav tribe killed this variant purple worm shortly after arriving. The worm's hollowed out, and reinforced, outer shell serves as barracks for the villagers and lodging for those who don't like sleeping in a tent.
4. **The Date Frond:** Contained within the only other permanent building besides the Wellspring Temple, this tavern offers a spiced date wine. Gerda Fulp, an affable halfling, and her sister manage the Date Frond.
5. **Visitors' Tents:** Within view of the Desert Wanderers, these accommodations of varying quality house travellers.
6. **Open Air Market:** As Farrav'n has grown, the village has become a trade hub where visitors can buy goods and supplies or trade desert artefacts. Quent Sorren, the first non-gnoll to settle in the village, oversees the market and appraises esoteric trade items.
7. **Oasis Public Access:** The gnolls opened a generous portion of the oasis for public use, but they regulate the amount of water individuals can take each day.
8. **Beasts of Burden:** Camels and other desert dwelling animals shelter between the public access and the temple.
9. **Wellspring Temple:** This temple to Rrav welcomes all visitors and provides healing to those suffering from the effects of their desert travels. The tribe's spiritual leader, Jandra, spends most of her time here. The temple's inner sanctum is only accessible to gnolls who worship Rrav.
10. **Scorpion Circus:** Garritt Rrav discovered an affinity for scorpions and trains them to protect the tribe and act as entertainment for visitors to the village.

