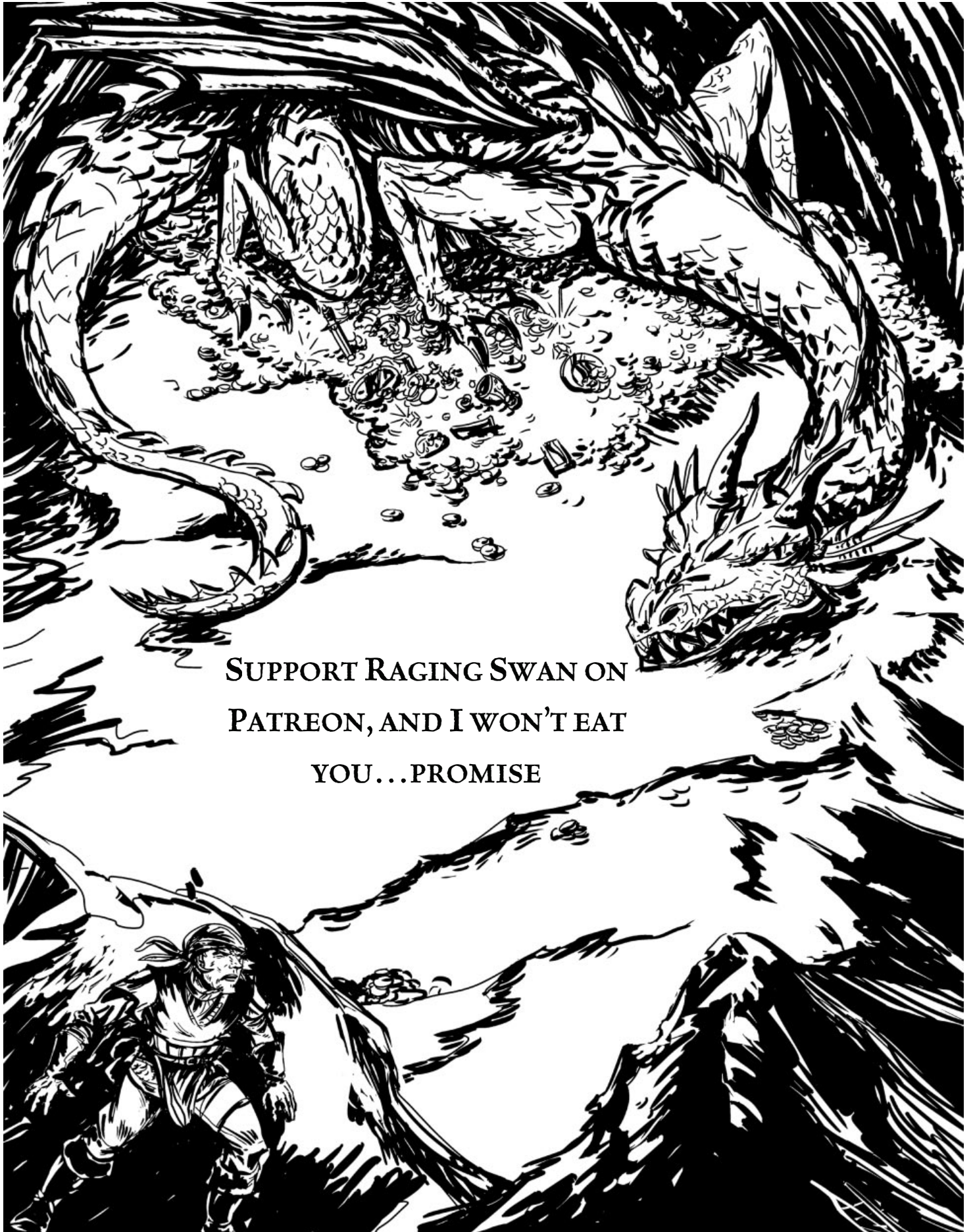


RAGING SWAN PRESS

VILLAGE BACKDROP: SAINT FIARCE





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VILLAGE BACKDROP: SAINT FIARCE

Saint Fiarce is a village with a turbulent past and an uncertain future. Having weathered sahuagin raids and economic woes, the village struggles to grow and prosperity eludes its citizens. With its saintly patron now long dead, its economy is in decline and few travel to the village. On the surface, Saint Fiarce seems a relatively peaceful village, but several looming—and as yet unrecognised—threats lurk in the shadows. In short, Saint Fiarce is a village on the brink of disaster.

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Thank you for purchasing *Village Backdrop: Saint Fiarce*; we hope you enjoy it and that you check out our other fine print and PDF products.

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SAINT FIACRE AT A GLANCE

Over 75 years ago, the village now known as Saint Fiacre was the small hamlet of Verton. According to legend, it became Saint Fiacre after the legendary cleric Fiacre the Bulwark single-handedly defended the hamlet against a raid by an entire tribe of sahuagin. In thanks, the villagers immediately erected a church to Saint Fiacre's deity, a god of commerce and trade, and built a statue commemorating him in their village square. When Fiacre passed away, the villagers successfully petitioned his church to grant him sainthood and renamed their village in his honour.

Today, Mayor Pepin Vert constantly seeks new ventures to further expand the village's economy, but he is forced to contend with the old money aristocrats that make the seaside village their summer home. Generations ago the mayor's grandfather sold premium property to the nobles to expand the village, but now that land goes to waste. Without it, Pepin has been forced to rely on turnpike tariffs as the primary source of income, but the locals doubt this money can sustain the village's growing population. True these are hardly concerns worthy of heroes, but Saint Fiacre prides itself on its lack of monsters and supernatural troubles.

Unknown to most folk, trouble is brewing in Saint Fiacre. A years-old rivalry is coming to the boil with the arrival of Jérôme Javert, an inquisitor looking to imprison the caretaker of the village's orphanage for his criminal past. Meanwhile, something lurks in Fiacre's Woods, shielded from discovery by the wood's thick foliage. This monster has taken root within the wood, having devoured and replaced a third of the village's population with near-perfect replicas. If left unchecked, the monster will consume all of Saint Fiacre, and the world beyond soon after.

DEMOGRAPHICS

Ruler Mayor Pepin Vert

Government Autocracy

Population 194 (74 humans, 64 pod creatures, 38 halflings, 10 half-orcs, 2 dwarves, 1 changeling, 3 half-elves, 1 kitsune,)

Alignments LN, N, NE, NG

Languages Common, Dwarven

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

Qualities Prosperous, racially intolerant (all except humans and halflings)

Danger +0; **Disadvantages** None

NOTABLE FOLK

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

Jarq Vailjarq (location 8; N male half-orc rogue 7) Imprisoned fifteen years ago for petty theft, Jarq escaped from prison during a riot and eventually settled in Saint Fiacre.

Lothair Dol (location 4; LN male human inquisitor 10) Jarq's original captor, Inquisitor Lothair Dol tracked Jarq to Saint Fiacre and seeks to return the fugitive to jail.

Pepin Vert (location 7; LN male human aristocrat 2) Mayor Vert comes from a long line of political leaders and is determined to follow in his father's footsteps and help Saint Fiacre grow.

Suidger Fiacre (location 8; N male kitsune ranger 1) A resident at Euphrase's Home for Children, 12-year old Suidger is hiding a secret that threatens Saint Fiacre's existence.

Velda Flavigny (location 6; CE female human adept 4) In recent weeks, Velda, Saint Fiacre's physician, has been acting extraordinarily fearful and frightened, shunning even her closest friends.

NOTABLE LOCATIONS

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

1. **The Surf and Salts:** Though all are welcome, the Surf and Salts tavern and inn caters primarily to merchants and sailors.
2. **Staffelsee's Pier:** Most of the ships visiting Saint Fiacre dock here. The pier is named for a man who allegedly sat here each day, waiting for his love to return from sea.
3. **Fiacre's Square:** This area is the centre of Saint Fiacre and a natural gathering place.
4. **Saint Fiacre's Church:** Dedicated to the god of trade and commerce, this church is named for the village's patron saint.
5. **The Groves:** Named for their cultivated appearance, most villagers live in this neighbourhood.
6. **Merchant's Row:** Built in the shadow of Saint Fiacre's Church for good luck, most of Saint Fiacre's shops stand here.
7. **Seaside Manors:** Built generations ago by wealthy aristocrats, these decadent summer homes sit largely unused.
8. **Euphrase's Home for Children:** This building is Saint Fiacre's orphanage, and houses a dozen children of varying ages.
9. **Fiacre's Wood:** Fiacre's Wood features thick, tall trees and dense foliage. A major road cuts through the forest.
10. **Ishild Jr.'s Grove:** Close to the edge of Fiacre's Wood, this clearing was created by a falling star, and is the lair of a terrifying creature from the Great Beyond.

MARKETPLACE

Resources & Industry Artisans, fish, lumber, road builders

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

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

Potions & Oils *bless weapon* (oil), *pass without trace* (potion), and *protection from evil* (potion)

Scroll (Divine) *detect animals or plants* and *keen senses*

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about Saint Fiacre. A successful check reveals all information revealed by a lesser result.

DC 15: Saint Fiacre is named for a priest that saved the village from a sahuagin raid a century ago. The priest made Saint Fiacre his home, and with his blessings the village thrived.

DC 20: Saint Fiacre's main economy is the collection of tariffs on Fiacre's Sojourn, a road cutting through Fiacre's Wood to the south. Although the tariff has been profitable, many feel it's only a matter of time before merchants find a less expensive route, ruining Saint Fiacre's only real industry.

DC 25: Some people believe Madelyn Fiacre, the current priest and caretaker of Saint Fiacre's Church, is actually the daughter of Malerie Bulwark, the only child of Saint Fiacre himself and an elven lover.

VILLAGERS

Appearance Villagers possess strong, chiselled bodies from a life of physical labour and stern faces with dark eyes and hair.

Dress Clothing is sturdy and practical, designed for wear and tear. Blues, greens and other natural colours are favoured.

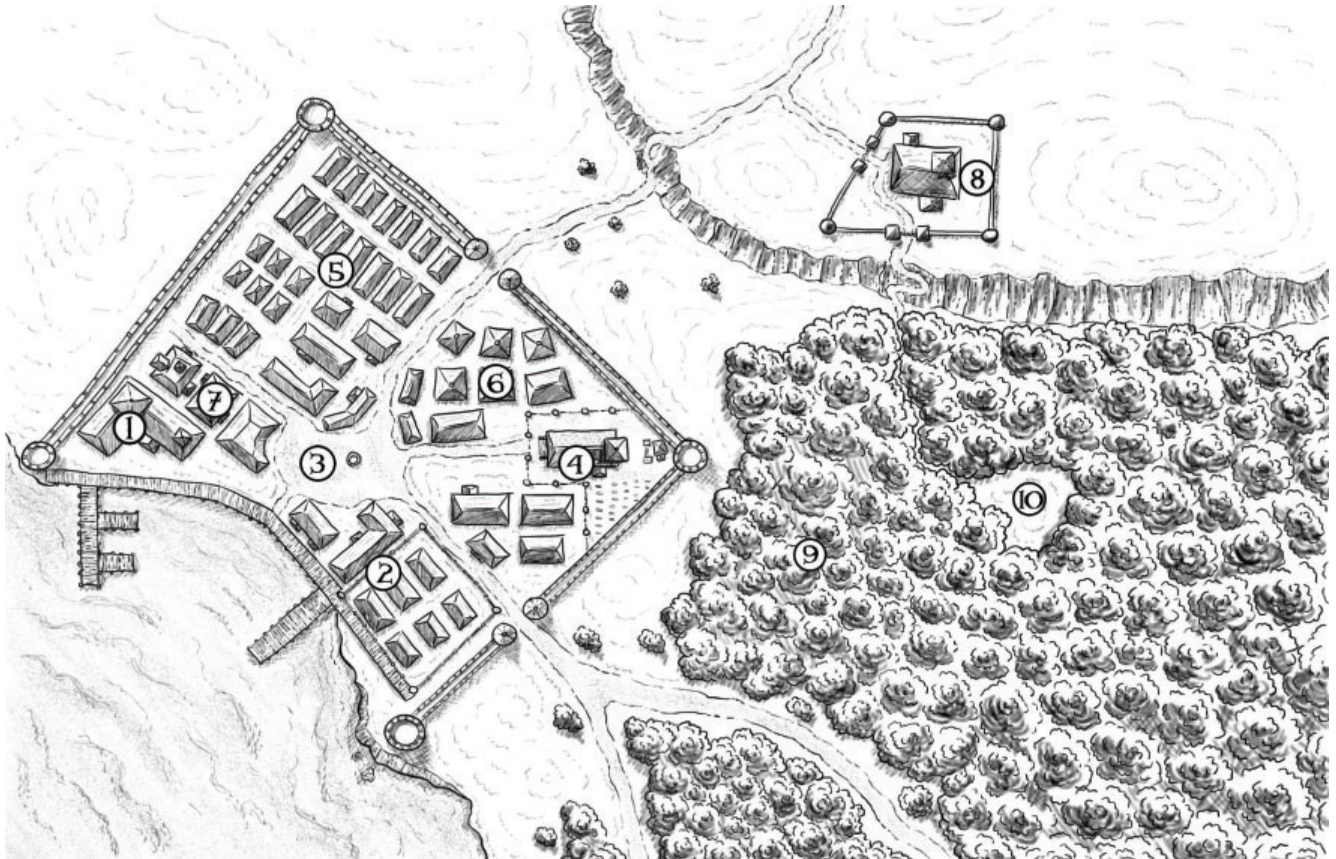
Nomenclature *male* Arnulf, Grifo, Mathrid; *female* Ada, Berta, Uta; *family* Fiacre (bastard name), Gall, Vert.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Saint Fiacre 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	Jarq Vailjarq has a seedy past he's trying to forget.
2	A ghost has been haunting Staffelsee's Pier, crying out for an unrequited love.
3*	Despite what Jarq says, Suidger Fiacre is a lycanthrope. People who've associated with him begin acting strangely, and he's obviously starting a cabal somewhere in the village.
4*	Monsters, namely lycanthropes, have begun settling in Fiacre's Wood and stealing from the villagers at night.
5	Madelyn Fiacre's uncanny resemblance to Saint Fiacre's statue likely means she is an illegitimate heir of the village's patron.
6	Velda Flavigny has been acting strangely, and nobody's seen her husband for days. Some suspect foul play.

*False rumour



NOTABLE LOCATIONS

1: THE SURF AND SALTS

Carloman “Salty” Mihiel (N middle-aged male human expert 2), a thick former sailor, runs Saint Fiacre’s premiere inn and tavern after he bought the inn from its former owner when he retired. Despite this, the blood of a sailor still pumps through Salty’s veins, and he has been known to offer discounts to travellers who offer him a good sailor’s story. Although he has a reputation for promiscuity, Salty is also notable for being one of the few residents of Saint Fiacre who isn’t blindly racist towards non-humans or halflings.

2: STAFFELSEE’S PIER

Although there are several other docks in Saint Fiacre, most cargo ships dock at Staffelsee’s Pier, which is home to all the seaside warehouses. Staffelsee’s Pier is named for Gerold Staffelsee, a villager who lived over fifty years ago. Gerold’s love, a man by the name of Haltigar, was captain of one of Saint Fiacre’s few trading vessels at the time. Legend has it that while he was out to sea, Gerold would wander to the pier at sunrise and sunset to look to see if his love had returned. Harold never did return to Saint Fiacre and in fifty years no one has ever learned why; some theorize the ship was boarded and raided by pirates while others claim they must have run aground on some ill-forgotten island. After waiting five years, Gerold finally gave up hope and threw himself into the sea. No one ever found his body either. Today, some claim Gerold’s ghost haunts the dock, aware of everything that goes on in Saint Fiacre as he watches the open seas ceaselessly for his long-lost love.

3: FIACRE’S SQUARE

Fiacre’s Square sits at the centre of Saint Fiacre and features a direct road to Saint Fiacre’s Church. The village hall can also be found here, nestled between Merchant’s Row and the square itself. A large statue of Saint Fiacre dominates the square, depicting the saint with an abacus in one hand and a set of scales in the other. People gather in the square for celebrations, but at least once in the past a particularly notorious criminal was hanged from the statue’s outstretched hand.

4: SAINT FIACRE’S CHURCH

This humble church is dedicated to the deity of law, commerce and protection, the very same deity worshiped by Saint Fiacre. Many villagers believe that since Fiacre became the village’s patron saint, the blessings of his deity shine down upon the village through this church, and local merchants set up shop in the church’s shadow as a result in an area called Merchant’s Row. The church’s only priest is young Madelyn Fiacre (LN

female half-elf cleric 3), a half-elf orphan who studied closely with the church’s previous head priest until she was inducted into the faith. Madelyn is a kind woman with more mercantile know-how than virtually all of Saint Fiacre’s best merchants, but her half-breed status leaves her as something of an undesirable among the village’s brightest minds. She is constantly frustrated by her lack of ability to help the economy grow and flourish, and has dozens of business plans that involve transforming the village into a trading hub. Her closest friend by far is Jarq Vailjarq (N male half-orc rogue 7), the caretaker of Euphasie’s Home for Children. Recently, a rumour began spreading that Madelyn is actually the bastard child of Saint Fiacre’s scandalous daughter, meaning she would be related to the village’s patron.

In addition to Madelyn Fiacre, Saint Fiacre’s Church has a second resident: inquisitor of the faith Lothair Dol (LN male human inquisitor 10), who travelled from a distant city in pursuit of Jarq Vailjarq, the caretaker of the town’s orphanage. Ten years ago, Jarq was imprisoned for stealing a dozen loafs of bread from a bakery to feed his starving family and was sentenced to fifty years’ imprisonment for his deeds because of an unfair law established by the town’s duke. During a prison riot five months later, Jarq slipped out of the jail and went to gather his family, only to learn they had died from malnutrition. In grief, Jarq fled north along Fiacre’s Sojourn, eventually coming to Saint Fiacre and, at the recommendation of Madelyn herself, slowly began to settle into his new life. Determined to keep her friend from Javert’s clutches, Madelyn declared sanctuary upon Jarq as long as he remains within Saint Fiacre, so now the single-minded inquisitor seeks a way to get the half-orc thrown out of the village so he can be apprehended and brought to serve for his crimes.

LOOMING THREATS

On the surface, Saint Fiacre seems a relatively peaceful village, but several threats lurk in the shadows. In short, Saint Fiacre is a village on the brink of disaster.

Phantom Mother (location 9): This green hag’s coven dwells in Fiacre Woods and monthly, when the full moon hangs low in the sky, they sneak into the village and use one of the Seaside Manors (location 7) for their diabolical rites.

Ishild Jr. (location 10): Three months ago a falling star struck Fiacre Woods. The star carried with it a young bodythief—a sentient plant capable of consuming sentient beings and creating pod creatures under its control that almost exactly mimic the original creature. The creature has now birthed 60 pod-spawned minions.

5: THE GROVES

Most of Saint Fiacre's peasant homes are found in an extremely orderly neighbourhood known as "the Groves." Saint Fiacre's orderly housing situation didn't begin with the coming of their patron saint; rather, the village has always held familial organization to a high standard and most families believe an organized home, whether a lone house or an entire village, is a happy home. Most of the houses in Saint Fiacre are built with lumber from Fiacre's Wood, as there was a massive surplus of lumber following the construction of Fiacre's Sojourn, the southbound road from Saint Fiacre. As a result, there are a surprising number of empty, fully furnished homes in Saint Fiacre that haven't even been lived in yet. Carloman "Salty" Mihiel, owner of the Surf and Salts (location 1), decided to buy several of them to rent to travellers wishing for a more private stay in Saint Fiacre, in a stroke of genius. He hires several

adolescents to visit the homes each day and keep them clean and well maintained for travellers. The rates for staying in these houses are about three times as expensive as staying in the inn proper.

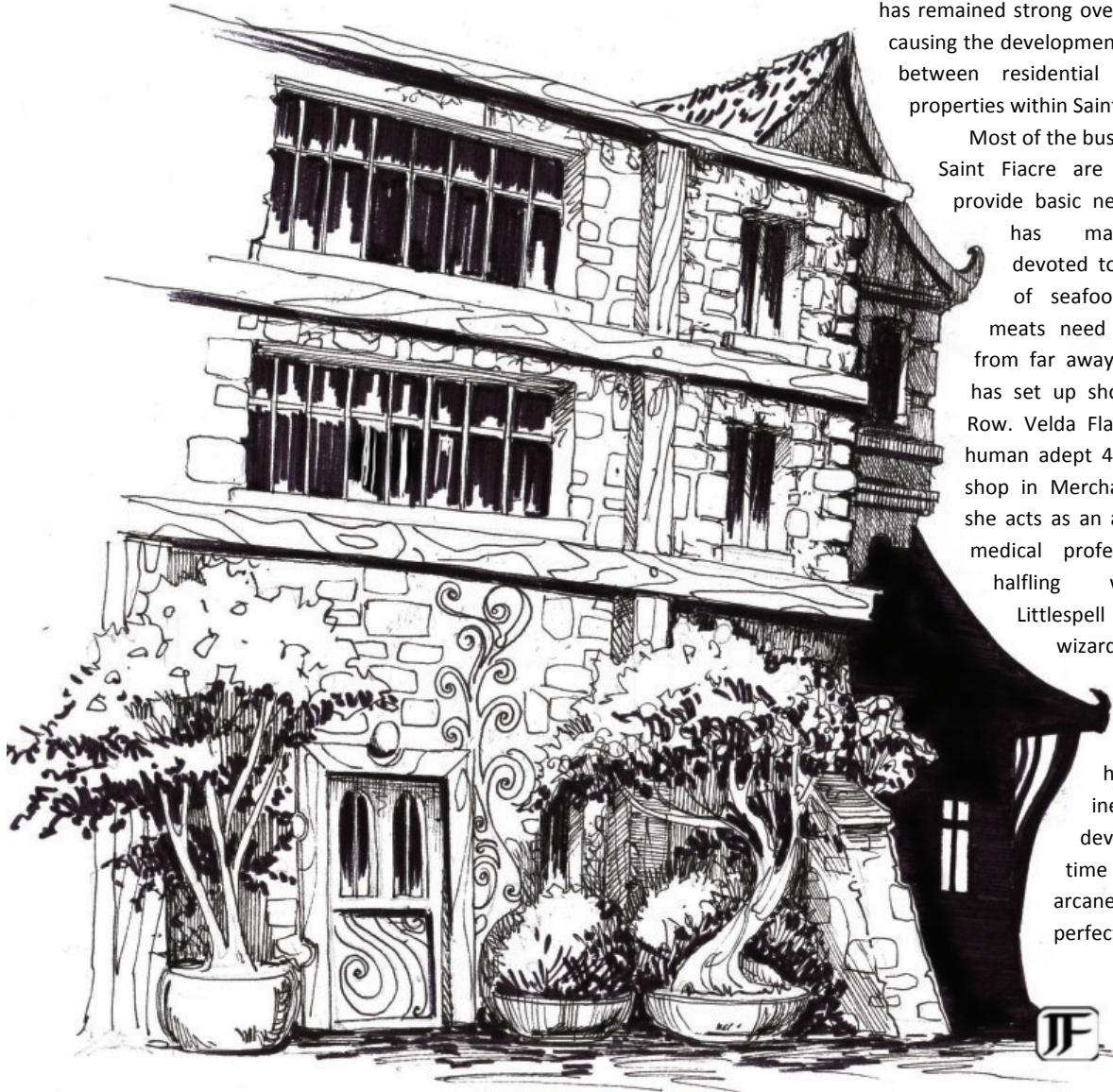
6: MERCHANT'S ROW

Built in the shadow of Saint Fiacre's Church, Merchant's Row is a neighbourhood of shops and businesses comprising nearly all of the major businesses in Saint Fiacre. The development of Merchant's Row is a relatively recent one; before the renaming of the village, most businesses were intermingled with residential homes. After the village adopted Fiacre Bulwark as its patron and the church renamed itself, however, many business owners relocated their businesses to be closer to the church because of a rumour that doing so would shine the favour of the church's patron deity upon their establishment. This tradition

has remained strong over several decades causing the development of a stark divide between residential and mercantile properties within Saint Fiacre.

Most of the businesses located in Saint Fiacre are run locally and provide basic needs. Saint Fiacre has many businesses devoted to the preparation of seafood and although meats need to be imported from far away, a local butcher has set up shop in Merchant's Row. Velda Flavigny (CE female human adept 4) has also set up shop in Merchant's Row where she acts as an apothecary and a medical professional. A lone halfling wizard, Rufus Littleispell (NG male halfling wizard [universalist] 3)

also has a shop in Saint Fiacre, and although he is inexperienced, he devotes much of his time to creating arcane scrolls as he perfects his arcane arts.



7: SEASIDE MANORS

Generations ago, Mayor Pepin Vert's grandfather sold a large parcel of highly desirable land to several nobles from faraway cities to build their lavish summer houses, hoping their presence would draw in additional revenue to Saint Fiacre. For a time, this was the case, but after the elderly Fiacre Bulwart died, the nobles slowly but surely stopped spending their time and money in Saint Fiacre, believing there was no longer anything "interesting" about the quaint village. As a result, a sizable portion of the village's best seaside real estate is sequestered away by squabbling noble families. This situation is a constant source of frustration for Gérard, but without any loophole in the estates' deeds, he has no means of reclaiming the land for the village's expansion.

With the exception of one of these manors, which houses Mayor Vert and his extended family, the Seaside Manors are largely unused, visited only by a handful of peasants hired by the manors' owners to take care of the grounds and keep the manors looking neat and tidy. For this reason, the manors aren't a particular blight to behold; the walls are maintained well enough and the gardens kept in good shape. Simply put, however, their presence contributes very little to Saint Fiacre's growth, and if Mayor Vert had his way the lot of them would be pulled down and sold to allow new businesses or families to move to the village.

Unknown to the mayor or the manors' owners, however, these fancy estates are getting more use than one might suspect.

Sent into Fiacre's Woods by Suidger Fiarce, Velda Flavigny (location 6) narrowly escaped death at the jaws of Ishild Jr., losing a fair bit of her sanity in the process. When she returned to Saint Fiacre, Flavigny became convinced everyone around her, including her devoted husband, was an agent of the plant monster. In a psychopathic rage, Velda murdered her concerned husband when he approached her about her paranoid behaviour. Then using a shrinking potion, she brought the body to one of the unused Seaside Manors and embalmed it in the basement before permanently diminishing it to less than an inch in size and shelving it amidst the house's supply of pickled vegetables. With a second secret to hide, Velda has been watching the help closely for any signs they might have discovered her husband's shrunken body, determined to make them "disappear" as well before they can discover her secret and turn her over to the monster as she fears.

Perhaps just as worse, a second manor hosts the Phantom Mother's (CE green hag;) coven. Normally, the coven lurks in Fiarce's woods (location 9), but each full moon they travel by boat to Saint Fiacre under the cover of magically conjured fog and use the manor to conduct heinous rituals. Ultimately, Phantom Mother plans to transform the villagers into monstrous

servants for her own, twisted ends by infecting the water supply with a transmutative potion. Gathering the necessary reagents has been slow work, but now, however, they are ready to begin their foul work with the rise of the next full moon.

8: EUPHRASIE'S HOME FOR CHILDREN

According to local legend, Euphrasie was Saint Fiacre's lover whose tragic death at the hands of a band of sahuagin brought Fiacre to the village in the first place. After he saved the village from certain doom, Fiacre's only request was for his love to be immortalized forever, and as a result Euphrasie's Home for Children was established.

Built atop a small hill, Euphrasie's Home for Children is enclosed by a low wooden fence surrounded by a shallow ditch. Although this seclusion was intended to be for the children's sake, it has ultimately led to the exclusion of the orphans and their caretaker, Jarq Vailjarq (N male half-orc rogue 7), from most public affairs, mostly on account of the village's irrational fear of the orphanage's non-human residents.

Totaled, there are a dozen children living at Euphrasie's Home for Children with Jarq. Of them, the oldest is twelve-year-old Suidger Fiacre (N male kitsune ranger 1). None other than Jarq Vailjarq himself found Suidger alone in the middle of Fiacre's Sojourn amidst the wreckage of a broken caravan ten years ago, begging for his mother and sister, as the half-orc escaped from prison. Jarq brought the boy to Saint Fiacre and the local church, where Madelyn Fiacre suggested he seek employment as Euphrasie's caretaker. Although rough around the edges at first, Jarq has become a competent caregiver and is well liked by the children.

That said, things haven't been easy for the residents of Euphrasie's Home for Children, Jarq included. A year ago, a few days after his tenth birthday, Suidger confessed his affections for Ishild Vert, the mayor's daughter, and although they were returned shyly at first, any chance of love between the two evaporated when Suidger revealed to her he wasn't human. The people were thrown into a frenzy, crying out to lynch the boy when Jarq and Madelyn stepped in, together convincing the people of Saint Fiacre his transformation was just a magical trick. Although it calmed the villagers down temporarily, they still whisper about "that little werefox up on the hill."

9: FIACRE'S WOOD

Although it once had a different name, the massive woods surrounding Saint Fiacre was renamed in his honour after he saved the village from a sahuagin raid.

The trees here grow tall and thick and dense shrubbery covers the ground. As a result, few monsters inhabit the forest, which makes it relatively safe for hunting and travelling. Fiacre's Sojourn, a southbound road heading out of Saint Fiacre, cuts

directly through the forest, as its thick trees and dense foliage shelter travellers.

The most dangerous creature in the wood—perhaps the whole region—is a bodythief carried here on a falling star. The sentient plant creature lurks in a large clearing (location 10) and is slowly growing in power.

Aside from Ishild Jr., the other notable being inhabiting Fiacre’s Wood, is a green hag who stylizes herself as Mother Phantom (CE green hag). Having come to the wood two years ago in search of new territory for her budding coven, Mother Phantom has been pleased with the steady influx of new witches and demons that have begun to serve her and she has now turned her eye towards Saint Fiacre. Last year, she snuck into a local home and kidnapped their baby boy, transforming him through terrible hag rites into a changeling daughter. Repulsed, the family abandoned the child at Euphrasie’s doorstep, much to the hag’s delight.

Although Mother Phantom has kept a close eye on the developing Ishild Jr., she has done nothing thus far out of sheer curiosity and delight regarding the plant’s growth. However, in recent weeks even she has become worried, for she knows of the group of followers the plant now controls, and has seen how large it has become. Recently, Ishild Jr. swallowed and spawned replicas of two of Mother Phantom’s initiate witches, irking her ire. However, Mother Phantom fears her cult may be powerless before Ishild Jr., and has issued an order for her minions to gather as much knowledge about the plant and its weaknesses as possible.

10: ISHILD JR.’S GROVE

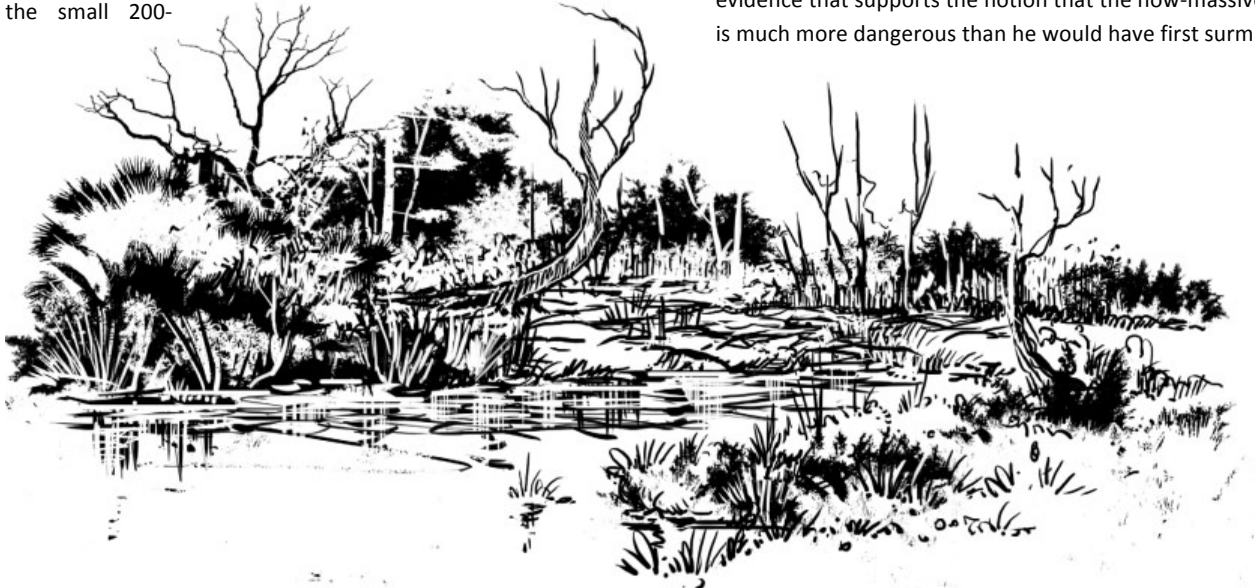
This large clearing, located less than a mile from the edge of Fiacre’s Wood, was created when a falling star struck the forest three months ago. Although the resulting fire was contained to the small 200-

foot clearing, none of the subsequent visitors to the site noticed the odd rock lying in the centre of the ash and debris or the strange, plant-like creature that crawled out of it.

The next day, Suidger Fiacre wandered into the clearing on a dare and discovered a small, sentient sproutling he named Ishild Jr. He planted the sproutling and returned each day, informing Ishild Jr. of his problems, and after observing the plant reacted positively when fed small woodland critters, he began to catch game for the plant.

Two weeks later, Ishild Jr. spoke its first words to Suidger telepathically. Lauding Suidger’s kindness, it offered a way to give the boy what he desired most: Ishild herself. Intrigued, Suidger followed the plant’s advice; he told the girl about the grove and gave her directions to see it for herself, promising to meet her there after he finished his work at the orphanage. When Suidger arrived, Ishild confessed her love to him and promised to marry Suidger when they both came of age.

Of course, things aren’t always what they seem. In truth, Ishild Jr. is a particularly cunning bodythief (a huge sentient plant able to spawn pod creatures of those it slays) that arrived in Saint Fiacre on a fallen star from a distant world. Although its first instinct was to devour the young kitsune that first discovered it, in a moment of brilliance Ishild Jr. befriended the boy instead and has reaped the benefits of this decision. By preying upon Suidger’s fears and insecurities, Ishild Jr. has secured a near constant supply of victims. In the months since its first communication with Suidger, the bodythief has devoured no fewer than 60 of Saint Fiacre’s villagers and spawned near-perfect replicas in their wake, leaving the remaining villagers completely unaware of the threat looming just beyond their borders. Although suspicions about Ishild Jr. dwell in the back of his mind, life has been good for Suidger for the first time in his young life, and as a result he constantly tries to overlook the evidence that supports the notion that the now-massive Ishild Jr. is much more dangerous than he would have first surmised.



LIFE IN SAINT FIACRE

TRADE & INDUSTRY

Like any seaside town, Saint Fiacre has a thriving fishing industry, but their produce isn't exemplary or exotic enough to command a high price from neighbouring towns and cities. Likewise, Saint Fiacre has an abundant supply of lumber. However, it lacks skilled artisans and labourers to truly profit from this abundant resource, which is one of the main reasons Mayor Vert is constantly trying to convince travellers, especially merchants, artisans and labourers, to settle in the village. Much of the money Saint Fiacre makes from its meagre exports and taxes goes to the procurement of meat and vegetables, as the land surrounding the village is too rocky for effective farming.

LOTHAIR DOL

CR 9 (XP 6,400)

Male human inquisitor 10

LN Medium humanoid (human)

Init +7; **Senses** low-light vision, Perception +15, Sense Motive +20

Speed 30 ft.; **ACP** 0; Climb +5, Stealth +14, Swim +15

AC 16, touch 10, flat-footed 16; **CMD** 19

(+5 armour [+1 armoured coat], +1 Dex, +2 shield [+1 buckler])

Fort +8, **Ref** +3, **Will** +9

hp 65 (10 HD)

Space 5 ft.; **Base Atk** +7; **CMB** +9

Melee +1 longsword (Power Attack [-2+4]) +10 (1d8+3/19-20)

Atk Options bane (10 rds./day), judgment (4/day)

Spells (CL 10; concentration +10)

4th(1/day)—*divine power*, *forced repentance* (DC 16)

3rd (3/day)—*banish seeming*, *dimensional anchor*, *heroism*, *nondetection*

2nd (7/day)—*blistering invective*, *confess* (DC 14), *find traps*, *hold person*, *knock*

1st (6/day)—*cure light wounds*, *divine favour*, *forbid action* (DC 13), *persuasive goad*, *vocal alteration*

Spell-Like Abilities (CL 10, concentration +10)

At will—*detect alignment*

10 rounds/day—*discern lies*

Combat Gear *potion of cure moderate wounds*,

Abilities Str 15, Dex 12, Con 12, Int 14, Wis 14, Cha 10

Feats Furious Focus, Improved Initiative, Outflank, Pack Attack, Power Attack, Precise Strike, Toughness, Warrior Priest

Skills as above plus Diplomacy +13, Intimidate +18, Knowledge (local) +12 (+14 when identifying monsters), Knowledge (religion) +15 (+17 when identifying monsters), Survival +15 (+20 when tracking; **Morale Modifiers** Intimidate +5, Sense Motive +5

Languages Common, Celestial

SQ cunning initiative, law domain, monster lore, second judgment, solo tactics, track

Gear as above plus, belt pouch, 2d4 pp, traveller's outfit

LAW & ORDER

As their patron preached the word of a deity of law and commerce, Saint Fiacre is a relatively law-abiding village where people tend to go about their lives like clockwork; most villagers know where they need to be and have a work ethic strong enough to want to see those plans followed through. As with any mortal settlement, laws are bent in Saint Fiacre, although in most cases this is usually to the disadvantage of Saint Fiacre's few non-human and non-halfling residents. For reasons that no one can quite remember, the people of Saint Fiacre have a subtle, abet noticeable, bigotry towards non-humans, and its only been in recent years the settlement's halfling population has managed to garner a bit of equality. Most, however, can expect increased suspicion and higher prices.

EVENTS

While the PCs are in the village, one or more of the below events may occur. Choose or determine randomly:

D4 EVENT

- | D4 | EVENT |
|----|--|
| 1 | Inquisitor Javert confronts Jarq in Fiacre's Square.
A villager confesses to Madelyn her husband has been acting strangely for several days, and that he seems emotionally distant from her. |
| 2 | A group of villagers are caught trying to lure children into Fiacre's Wood.
A terrified child claims that after visiting Staffelsee's Pier on a dare, she saw a ghost that warned her of "Something horrible in the Grove." |
| 3 | |
| 4 | |

POD-SPAWNED VILLAGER

CR 1/3 (XP 135)

Human commoner 1

LE Medium plant (augmented humanoid)

Init +0; **Senses** low-light vision, Perception +1, Sense Motive +1

Speed 30 ft.; **ACP** 0; Climb +5, Swim +5

AC 10, touch 10, flat-footed 10; **CMD** 11

Fort +2, **Ref** +0, **Will** -1

hp 6 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** +1

Melee dagger +1 (1d4+1/19-20)

Ranged sling (range 50 ft.) -4 (1d4+1)

Combat Gear bullets (10)

Abilities Str 13, Dex 11, Con 14, Int 10, Wis 8, Cha 9

Feats Alertness^B, Skill Focus (farmer or similar)

Skills as above plus Profession (farmer or similar) +6

Languages Common

SQ mimic

Gear as above plus pouch, 2d4 cp, peasant's outfit

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