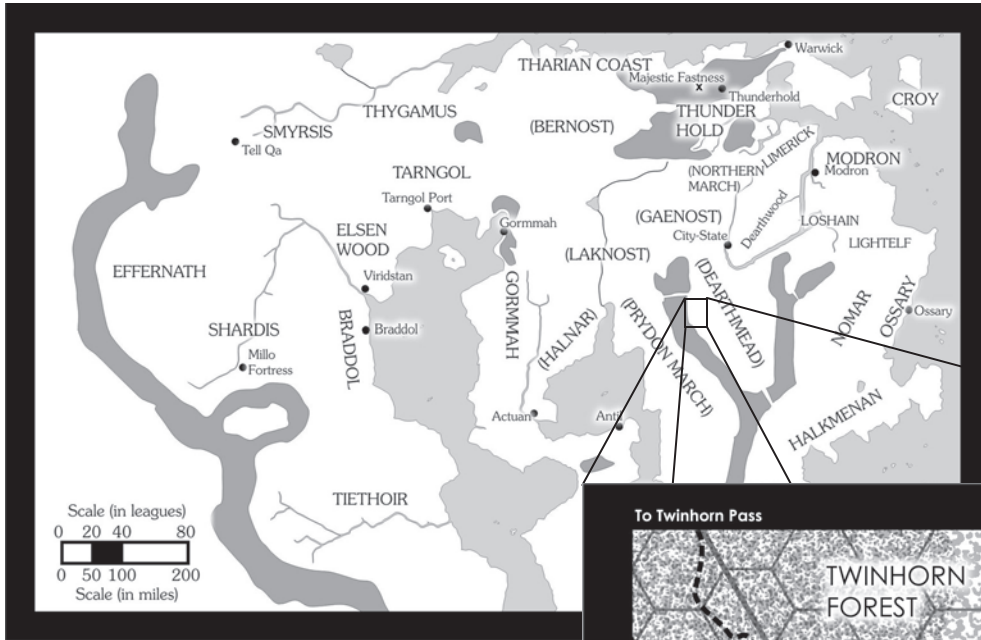
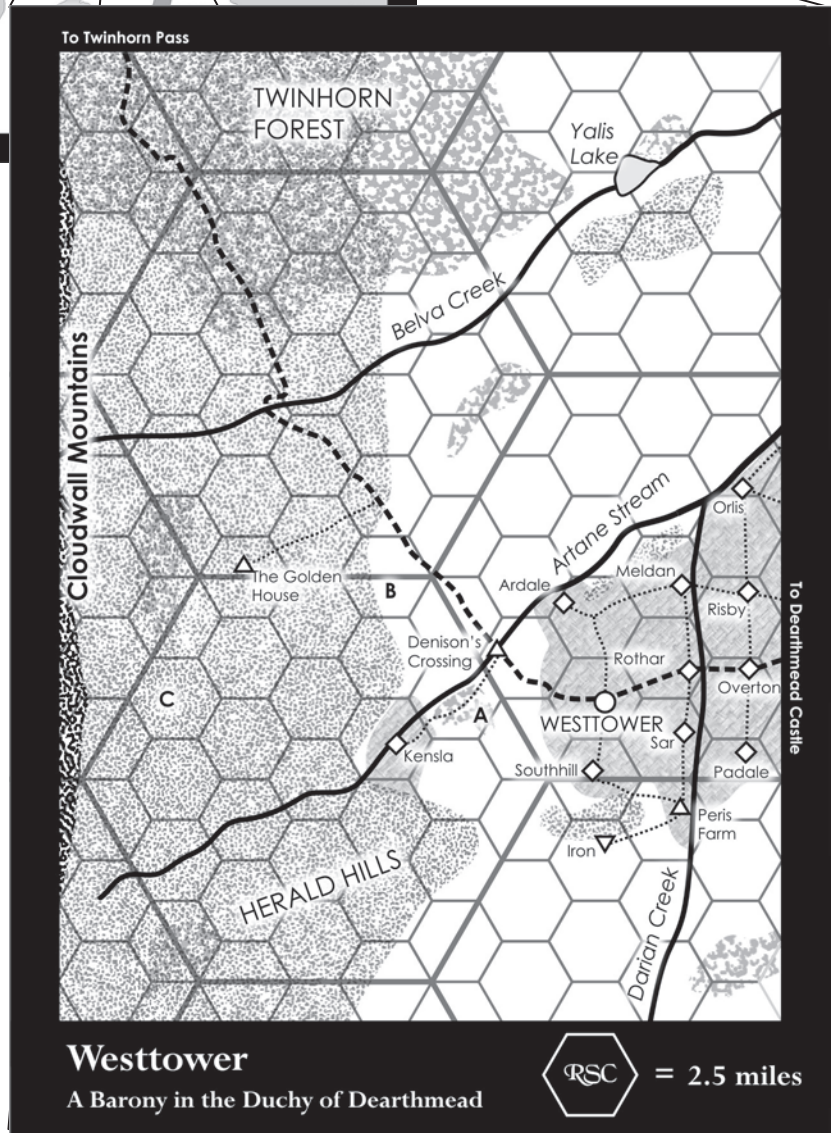


Supplement



Traditionally locales and regions are presented as a series of locations keyed to a map. This format works well for a sandbox campaign where the players move across the landscape exploring or seeking adventure. However, this is not the only type of sandbox. Another type of sandbox is where the focus is on people. Players explore or seek adventure among the interconnected relationships of a group of NPCs.

In this supplement to *The Scourge of the Demon Wolf*, I describe in detail several locales. This detail is not only a physical description, but also about the inhabitants and their relationships as well. This gives you a variety of options in how you can incorporate these locales in your campaign. This section is not essential to run the main adventure. This section is included to give the product utility after the adventure's completion.



Locales and Inhabitants

Included are;

- A small hexcrawl map describing the Barony of Westtower.
- A description of Denison's Crossing, a small crossroads hamlet.
- The manorial village of Kensla and its inhabitants, including the description of a typical rural temple of Mitra.
- An encampment of the Goshawks, a band of Beggars.
- The Golden House and its residents, a conclave of mages from the Order of Thoth.

Barony of Westtower

The Duchy of Dearthmead is the breadbasket for the City-State. The numerous farms and estates ship wheat and other crops to the town of Bier on the Estuary of the Roglaroon. Then the crops are shipped to City-State on large barges. Originally the duchy only extended along the south shoreline of the Roglaroon from Goodnap in the west to Bier in the east. As City-State grew so did the duchy expanding to the southwest deeper into the vale.

Westtower Keep was built over 200 years ago during the reign of Duke Valens, the third Duke of Dearthmead. Constructed as a Motte and Bailey style castle it was located to protect the western approaches to Castle Dearthmead. It consists of a single tower on the motte, a tall, built up mound of earth, surrounded by a dry moat. The only access to the tower is via a single bridge over the moat connecting to the main part of the village in the bailey. A simple wooden palisade surrounds the bailey.

In the aftermath of the Tharian Overlords taking over City-State 80 years ago, the Duchy fell into civil war. Kelen the Usurper won the war and became the eighth Duke of Dearthmead. To solidify his hold on the duchy, he granted Westtower to Andres Mahon. Today his descendent Michael Mahon rules as the 6th Baron of Westtower.

Forty years ago a political struggle ensued between Teran IV, the eleventh Duke of Dearthmead and the Tomius, the fourth Overlord of All Tharians. Due to a technicality, the ownership of City-State itself was in dispute and the Tharian Senate was forced to adjudicate. Initially, Duke Teran IV was ascendant. Many of his supporters, including Baron Dension, the fourth Baron of Westtower, speculated heavily in land expansion. They were betting that with Duke Teran in control of City-State they would be assured of a near monopoly on its trade. During this time, Denison's Crossing and Kensla were established. Several more estates in the Herald Hills were in the process of being surveyed.

The Revolt of the Craftsmen saw an end to the dispute and complete victory for the Overlord. The anticipated trade monopolies never arrived and many of Teran's supporters lost money and concessions. Baron Dension's expansion plans were shelved, leaving only Denison's Crossing and Kensla as the surviving remnants.

Rob's Note: This section details a small barony that could be used in many older edition settings. It is also a small preview of the format I intend to use in later products detailing various regions of the Majestic Wilderlands.

Geography

Belva Creek

The section between Herald Hills and Yelis Lake is the domain of a giant ant hive. Established five years ago it has gone unnoticed, but now the ants has expanded enough to pose a menace to travelers on the road to the Twinhorn Pass. There are 120 worker ants, 25 warrior ants, and a queen ant in the main hive. The remains of a dozen travelers can be found in the tunnels.

Cloudwall Mountains

This section of the Cloudwall Mountains is dominated by Herald's Peak. At eleven thousand feet, its crown is permanently wreathed in snow. Two orc tribes, the Green Axes and Blood Spikes, dominate the lower mountains slopes. Higher up are the homes of the Rocknut hill giant clan. They are scattered in five steadings of 4d6 hill giants.

Below the summit of Herald's Peak is a cave that is the home of Telarlarn, an ancient elf. He calls himself the Herald of Truth. He has remained here for several thousands of years guarding an armory established by Veritas, the High Lord of the Gods and the God of Truth. The armory is to be opened by Telarlarn if the Abyss is broken and the demons escape. Occasionally, Veritas will call one of his champions here to receive advice and counsel from Telarlarn.

Darian Creek

This is one of the main waterways of the Barony. From Rothar to where it meets Artane Stream it is navigable by raft. Every spring the peasants of Rothar, Overton, Risby, Meldon, and Orlis hold a raft race starting in Rothar and ending in Orlis. Afterwards, a feast is held praising the winners and mocking the losers.

Herald Hills

The Herald Hills form the foothills of Herald's Peak to the west. To the north they are covered by the Twinhorn Forest, but further south they are relatively open and make for great sheep herding country. Every year the Baron has to send patrols to keep the orcs and wolves away from the herds.

The Western Vale

The Vale of Dearthmead is formed by the Cloudwalls to the west and Ered Loshain to the east. The western portion is well watered and very fertile. The area around Goodnap and Dearthmead Castle ship thousands of tons of grain every year to feed City-State. The Cloudwalls to the west are still wilderness and many monsters and humanoids make their lairs in the high mountains. Only the area around Twinhorn Pass is safe for travelers when going through the Cloudwalls.

Twinhorn Forest

This forest fills the eastern half of Twinhorn pass and reaches up to the northern terminus of the Cloudwalls. Only the area around the road leading to the Twinhorn pass is well patrolled. South of the pass entrance, the forest is known for its packs of wolves. North of the pass entrance is the home of the Blood Tree orc tribe. They dominate the forest between the Cloudwalls and the Mermist Swamps.

Yalis Lake

This lake is home to a small sylvan community centered in the woods on the northeast shore. This place can be hazardous for travelers. The lake shore is patrolled by a tribe of 30 centaurs. There is a tribe of 20 nixes who party in a small village in deepest part of the lake. They delight in having visitors, although the unwary may find themselves charmed to stay for a year. The woods are home to a 7HD treant who is tended by a dozen dryads. Every spring and fall a herd of 4d6 hippogriffs will stop to rest in the forest before moving on in their migration.



Settlements

Each settlement has a name, number of households, the estate holder, its primary resource, and military resources. Multiply the number of households by 5 to get the total population. If two sets of numbers are given for the number of households, the first is for the number of farming households and the second is for the number of crafting households.

Ardale **35 Households**
Sir Crosin, Knight-6 **Resource: Farming**
Military: 2 Cavalry, 4 Archers, 29 militia



Ardale was granted to Sir Crosin's father 30 years ago. Sir Crosin is attempting to open a new field on the far side of the Artane Stream. He patrols the area to rid it of any monsters or bandits.

Denison's Crossing **6 Households**
Bailiff (Westtower) **Resource: Trade**
Military: 4 Med Foot

This crossroad settlement has a mill, inn (The Greenhaven Inn), and a toll house. See Denison's Crossing for further details



Kensla **43 Households**
Bailiff (Westtower) **Resource: Farming**
Military: 1 Cavalry, 3 Med Foot, 5 Archers, 34 Militia.



Kensla is an isolated village on the western edge of the Barony of Westtower. It is known for its extensive herds of sheep grazing on the Herald Hills. See the Village of Kensla for further details.

Meldan **26 Households**
Sir Tavar, Knight-8 **Resource: Farming**
Military: 2 Cavalry, 2 Med Foot, 1 Archer, 21 Militia.

Sir Tavar's family has owned this estate since the founding of the barony. He is an experienced knight and a staunch supporter of Baron Michael. He acts as Baron Michael's chancellor and is found at Westtower. He leaves his estate's management to his wife Lina who is not happy at his frequent absences.



Mine, Iron **15 Households**
Master Grof, Craft-6 **Resource: Iron**
Military: 2 Cavalry, 2 Med Foot, 1 Archer, 21 Militia.



Master Grof runs this mine on behalf of the Miner's Guild of City-State. They are licensed through the Duke of Dearthmead splitting the mine's revenue between the guild and the duchy. A small portion goes to the Baron of Westtower to ensure he provides adequate protection.

Orlis **34 Households**
Sir Dornis, Knight-4 **Resource: Farming**
Military: 3 Cavalry, 1 Med Foot, 6 Archer, 24 Militia.



Sir Dornis is a bit of a fool and the least respected of the Westtower Knights. He is a competent knight and manages his estate well, but an abject failure at any dealings with the Baron's court.

Overton **29 Households**
Sir Olbera, Knight-6 **Resource: Farming**
Military: 2 Cavalry, 4 Med Foot, 23 Militia.

Sir Olbera is one of the wealthier of Westtower's knights. A tavern, the Nicked Sword, brings in a steady stream of coins. The tavern gets its name from the sword the knight wielded in the City-State Tournament of 4424 (twelve years ago). There he bested young Lucius who is now the current Overlord of City-State. He won by getting a clear shot at Lucius' helm knocking him out. The sword was rewarded with a large nick.



Padale **24 Households**
Bailiff (Westtower) **Resource: Farming**
Military: 2 Cavalry, 5 Archers, 18 Militia.



Baron Michael of Westtower owns this estate. Sir Bendin, (5th level knight), currently manages it. Much of the baron's sheep herds are managed out of Padale. Sir Bendin is having problems with poachers. He is out every night trying to track them down. The continuous night patrols are having an ill effect on his health.

Peris' Farm **3 Households**
Sir Peris, Knight-3 **Resource: Farming**
Military: 2 Cavalry, 1 Med Foot, 1 Archer.

Sir Peris was a loyal supporter of Baron Michael's father. When the old baron died he was granted this small farm. Sir Peris has spent the past decade improving the land and searching for settlers to take land contracts from him. Much of his current income derives from supplying the miners at the Iron Mine.



Risby **32 Households**
Eldar Kelin, Cleric-5 **Resource: Farming**
Military: 2 Cavalry, 6 Med Foot, 24 Militia



Forty years ago Baron Denison was nearly ruined by the fall of Duke Teran IV. He had nothing to repay to his large debts. The Church of Mitra gave him aid. In exchange for the grant, the church took one of his estates. In the ensuing years, the church became a valued adviser to the Westtower Barons. They continue to buy much of the barony's crop and wool production.

Rothar **24 Households**
Bailiff(Dearthmead) **Resource: Farming**
Military: 4 Cavalry, 4 Med Foot, 8 Archers, 8 Militia



The Duke of Dearthmead's bailiff manages Rothar. The current bailiff is Eldar Pedran (4th level Priest), a priest of Mitra. Every month he holds court in the Duke's name hearing any dispute involving the Duke's law.

Sar **26 Households**
Sir Ednar, Knight-5 **Resource: Farming**
Military: 2 Cavalry, 2 Med Foot, 2 Archer, 20 Militia



Sir Ednar is Baron Michael's best friend and drinking buddy. Unfortunately, he is also a drunkard and the Baron has to continually bail him out of his gambling debts. Ednar's wife, Melna, manages to keep the estate solvent. She is known for her sharp tongue.

South Hill **34 Households**
Sir Camar Fighter-9 **Resource: Farming**
Military: 3 Cavalry, 8 Archers, 22 Militia



Sir Camar has no knightly training. He was hired as a guard by Baron Michael's father and served by guarding the wool caravans that went to the wool fair in Goodnap. One year the old Baron decided to go along with the caravan when bandits attacked. Camar single handily saved the old Baron's life and was rewarded with a knighthood. He was granted South Hill as his estate. He is now 60 years old and remains a formidable fighter.

The Golden House Council **1 Household**
Resource: Scholar
Military: 4 Medium Foot



This is a conclave of the Order of Thoth. See the Golden House for further details.

Westtower Baron Michael **24/18 Households**
Resource: Market
Military: 4 Cavalry, 8 Med Foot, 4 Archers, 26 Militia



This is the seat of the Westtower Barons and the market for the immediate region. The old keep on the motte has been expanded with an additional building to serve as the living quarters for the Baron and his family. Recently, the Baron was granted the right to hold a sheep fair a month before the Great Fair in Goodnap. This is a lucrative source of revenue and makes it easier for merchants to buy the local wool.



JF