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Chirurgian and Veterinarian

Owner

Brix Magellan

Cash on Hand

Significant wealth in coin, jewelry, and other portables; enough to live on for some time

Impromptu Weapons

Numerous heavy bottles and pans. Powders that will burn the eyes and cause sneezing. Bone saw, bone-setting restraints, trepanning tools and a large array of sharp surgical tools. Long bandages.

Description

The strong smells of flowers and incense assault the noses of those who come into the surgeon's home. These mask but cannot totally hide the stink of sickness and infection that regularly comes through the front door. Brix does his best to keep things clean, but between the sick people and the injured animals, it is difficult.

Brix began his career as a veterinarian, caring for sick livestock or injured farm animals. On occasion a ranger or druid would visit, in need of assistance with a particularly difficult case. Brix helped all he could and soon his reputation grew beyond the borders of his small village.

It was not long before people started to come to Brix for help. First it was a farmer who had a serious gash on his arm, then the mother having difficulty in childbirth, and soon he was seeing as many humans and demi-humans as he was animals. Much of Brix's increased business arose from the local church's decree that healing should be paid for, and with coin. Since Brix was happy to take payment in the form of food, clothing, tools, and even a little help caring for the sick animals, he rapidly became the doctor of choice (or necessity) for many.

Brix does not care for magic, be it divine or arcane. Seeing the church turn away those who cannot pay sickened him and he will have no relationship with any cleric or paladin unless they can prove their altruistic intent. Likewise, he has seen the fallout from arcane magic and it haunts

him: the strange creatures prowling the outer forests, wizards who do not care who is injured by their fiery summonings, illusionists who deceive those around them. As such, Brix uses only simple home remedies and the medicinal herbs that he grows in his back garden.

The house where he holds his practice is a simple affair with an examination/waiting room, a simple bedroom, a kitchen, and a study. Behind the house is an herb garden, a privy, and a small barn and paddock to house Brix's animal patients.

People

Brix Magellan. Brix Magellan is the owner of this small acreage and the buildings on it. He has always lived alone, never finding the time or the right person to marry. Considering his popularity with the surrounding townsfolk, it will be some time before he ever finds the time for courting. He is an older human and he has weariness in his look. He knows that he cannot heal everyone and each time he cannot help someone or something, it weighs on his soul.

Caida Gradan. Caida Gradan is an assistant/apprentice to Brix. She is a young half-elf who used to come by and visit



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the animals Brix was tending. Soon she started helping him with odd tasks around the house until, one day, without any conscious decision on either of their parts, she became his apprentice. She does not completely share Brix's view on magic but she is wary around any who proclaim to wield such powers.

Joy the Farrier (see Blacksmith/Farrier) visits at least once a week to check on any animals that Brix is tending. She gets along well with Caida, seeing her almost as a sister, but most certainly as a kindred spirit. Joy's strong back and animal empathy are very useful when dealing with strange animals.

Scenario Hooks

1. Someone or something was hunting a unicorn but the creature reached Brix's land first. Unknown to Brix, a druid who had needed Brix's help cast a ward of protection for animals around the entire area. Any animal that can cross the invisible ward line is protected from mundane attacks by those who would do it harm. Consequently, it is not unusual for Brix to wake up in the morning and see an injured fantastical creature walking around the paddock. Those hunting the unicorn worked hard to lure one and will not likely leave their prize without a fight. At first they may claim to be the unicorn's rightful owner, but if that does not work, they will resort to violence to get the magical horn.

2. The local church does not like Brix's atheistic stance and their weakened following in the countryside. Realizing that they cannot rationalize with him, the church sets out to spread lies about his skills, his practice, and his relationship with Caida. It will not be long before the townsfolk believe he is summoning demons and performing unholy rites with the young half-elf.

Alternatively, a priest from the local church could encourage the players to run Brix off his land, or even kill him for some imagined insult to their deity.

3. A wounded adventurer is recuperating at Brix's house. He had stolen a valuable possession from

a nearby tribe of kobolds. Since the little creatures do not have enough manpower to attack the town and retrieve their artifact, they have resorted to traps and trickery. Fake hauntings, cattle mutilations, and carefully orchestrated attacks on townsfolk have many thinking that something evil is plaguing the village. Under cover of this distraction, the kobolds hope to get their artifact and their revenge.

