

Lords of Westmoor



A guide to the people and plots of
the Barony of Westmoor

PATHFINDER[®]
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Introduction

Welcome to *Lords of Westmoor*, a guide to the most powerful people in the fantasy barony of Westmoor.

Lords of Westmoor is more than just a list of NPCs. Each of these characters is fleshed out with strengths, weaknesses, motivations, role-playing notes, and attitudes towards the other characters. Taken together, these people form a *community* that the player characters can work with, fight against, or even come to call home.

Using Westmoor

As Game Master, you'll find in Westmoor a fleshed-out network of NPCs to help create and drive plots for your fantasy roleplaying campaign. The "community" aspect of the NPCs makes Westmoor particularly well-suited for adventures featuring diplomacy, investigation, or politics.

Westmoor is designed to fit into your current fantasy campaign. While the NPCs are distinct, the details of their backgrounds (what city they're from, what gods they serve, etc.) are vague enough that you can replace them with specifics from your own favorite fantasy world.

Westmoor Overview

The Barony of Westmoor is a shadow of its former greatness. In days of old, the baron ruled vast swathes of verdant forests and rich farmland. Today, the edges of the territory have been given over to wilderness, as the barony no longer has the resources to maintain or defend them.

The barony's seat of power is Castle Moorland. The castle is currently occupied by Baroness Anya, her new husband Corwyn, and their household. While the baroness wields executive power, she relies on the counsel of her closest advisers: Corwyn, her consort; Thaya Grall, the captain of the household guard; Sir Jaeks, the barony's huntsman; and Father Wolt, the drunk who came to Westmoor as Corwyn's personal priest.

Lady Anya is in particular need of counsel these days. Raiders have been pillaging the outskirts of her domain for months, and grow bolder with each attack. The barony's knights are doing their best to defend the land, but they are few and poorly equipped.

The nearby barony of Stavron has offered to help, but its assistance always comes with strings attached. Lady Anya sees Stavron's offer as an attempt to extend its power over Westmoor lands. But as the raiders' attacks draw closer to Castle Moorland, she is running out of options.

Meeting the Lords of Westmoor

While each character has his or her own plot hooks, there are any number of ways the player characters may find themselves caught up in the conflicts and intrigues of Westmoor:

- ▶ **En Route:** The PCs have no specific interest in the barony, but are simply passing through when they get caught up in the local politics and violence.
- ▶ **Spies and Emissaries:** The PCs have been recruited by a third party (such as a rich noble or a rival baron) to investigate the situation in Westmoor through either direct or covert means.
- ▶ **In Search of Justice:** The region is full of rumors of raiders targeting the Westmoor barony. The PCs set out to stop these black-hearted scoundrels, either in the name of righteousness or in the hopes of a reward from the baroness.
- ▶ **In Search of Loot:** The PCs decide to hook up with the raiders and do a little pillaging themselves, only to find that the raiders are not what they seem, and that troubles in Westmoor run deeper than they appear.



Lady Anya Moorland

The only daughter of Baron Anton Moorland, Anya was taught from an early age how to rule with wisdom, strength, and the limited resources of the Westmoor barony. Shortly before her father's death, she was married to Verk Erwan, a minor noble from an another old house in the region, in hopes of strengthening both their houses. Unfortunately, the Erwan lands were "taken under the protection" of the much larger Stavron barony, so the alliance didn't help.

Verk died without an heir three years ago. In a surprising move, Lady Anya rejected all suitors from nearby regions, and choose her husband Corwyn from a house of merchants on the far side of the country. It was a shrewd maneuver that not only avoided local politics, but helped fill Westmoor's dwindling coffers with its new allies' gold. And because her new consort is a beautiful man ten years her junior, she can claim that she married for love, and none will question her.

Anya plans to use Corwyn's money to return Westmoor to its profitable state. But her plans may have to wait until the raiders have been dealt with. Though Corwyn wants her to consider Stavron's offer to help with the raiders, Anya has seen what happens to a barony that lets Stavron get a foothold inside its borders, and refuses to let it happen here.

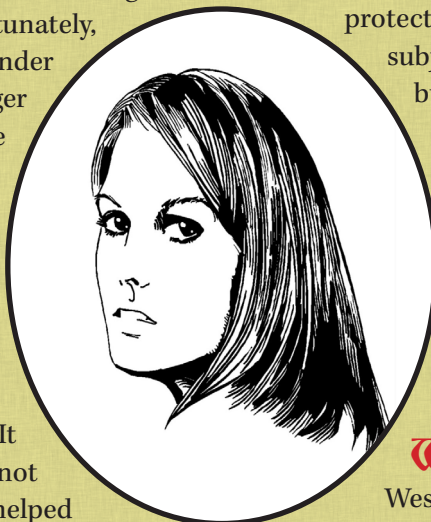
Motivation

Anya is driven by her need for independence. While she's open to wise words and shrewd advice, she refuses to let anyone simply tell her what to do or how to rule. She is likewise committed to Westmoor's independence—

especially from Stavron—and would rather go to war than let her barony be swallowed up by another.

Strength

Anya's father taught her to understand the lives and needs of the commoners under her protection. She can't know all her subjects personally, of course, but Westmoor is a small barony. She makes a point of regularly meeting with the leaders of the peasantry to hear of life outside the nobility and make sure their needs are being met. The commoners don't love her, but they respect her.



Weakness

Westmoor is not a wealthy barony, but Anya has expensive tastes. She had to starve her appetite for luxury while between husbands, but now that she has Corwyn's gold to spend, merchants are commonly found at Castle Moorland offering the latest finery. Rumors speak of rooms stacked with rich fabrics and dripping with jewelry.

Roleplaying Notes

You are cordial, if impatient, with those who are of no obvious use to you. Even those who you need are mere tools to be used: tolerated, but not truly respected. You're a hard woman used to hard choices. You only soften when offered some new luxury.

"I understand your family has been working those fields for generations. I'm grateful for your service, and will find you other fields to work, but the barony needs to put that land to better use. We must all make sacrifices for our freedom, wouldn't you agree?"

Relations

- ▶ **Lord Corwyn:** Of all her luxuries, Anya treasures Corwyn the most. She loves him for his beauty and innocence, and is very possessive of his time and attention.
- ▶ **Captain Thaya:** Anya has seen the way that Thaya looks at Corwyn. While Anya's confident that her husband would never stray from her, she's nevertheless jealous of the time he spends training and strategizing with Thaya. If Thaya spends more time with Corwyn, Anya may have to reassign her to a position outside the castle.
- ▶ **Sir Jaeks:** Anya knows about infidelity. She and Jaeks maintained an affair for years beneath Verk's clueless nose. They dreamed of a day when Verk would be gone and Jaeks could take his place. But those were just dreams. These days Anya has no time for dreams—or for the deep shame she feels whenever Jaeks is near.
- ▶ **Father Wolt:** Whenever Anya is reminded of her husband's personal priest, she's surprised that the old drunk is still around. To her, he is like a cheap bauble hanging next to the precious jewel that is Lord Corwyn: useless and unsightly, but ultimately harmless. As long as Corwyn wants him in court, Anya allows it.

Plot Hooks

- ▶ **In the Market for Treasure:** Through their merchant contacts, the PCs learn that Lady Anya is offering to pay top price for a specific luxury item. The PCs have acquired such an item on a recent quest, or know where to find one.
- ▶ **Making Enemies:** The PCs crossed the wrong peasant. Through carelessness or malice, the PCs have harmed a commoner in the course of their adventures. Unfortunately for them, the commoner is one of Lady Anya's people, and she sends her men to arrest the PCs to answer for their crimes.
- ▶ **Riches for Robbing:** The PCs are drawn to Castle Moorland in hopes of robbing Lady Anya's rumored luxury hoard. According to whispers in a nearby village, she keeps her treasures locked at the top of the eastern tower, which is unguarded, but protected by traps. (In reality, Anya's "treasures" are the clothes and jewels she keeps in her chambers. The east tower is locked up, but only because it's structurally unsound.)
- ▶ **Stavron's Spies:** The PCs are hired by unnamed agents to get close to Lady Anya and report what they find. The agents work for Stavron, and want to know how they can convince Anya to join her barony to theirs.



Lord Corwyn Rowe

The Rowe family is a powerful merchant house with deep influence throughout the eastern cities. They were awarded their title just three generations ago in exchange for their financial assistance to the nobility.

Corwyn is a handsome and intelligent young man with the shrewd business sense one would expect of the Rowe heir. He met Lady Anya while she was visiting the city for the annual harvest ball. She spoke with his parents, and when she returned to Westmoor a month later, he accompanied her as her husband.

In the two years he's spent as Anya's consort, Corwyn has become an expert in Westmoor's economy and resources. The barony has fallen on hard times, but isn't beyond saving.

Corwyn has big plans. Just last spring he set up a project harvesting peat and selling it to traveling merchants. He would like to eventually establish his own peat trade routes in order to keep a larger portion of the profits.

Now the raiders are threatening Corwyn's plans. The neighboring Stavron barony has offered to help against the raiders by supplementing Westmoor's meager troops with their own. While Anya won't hear of such a thing, Corwyn wants to meet with Stavron to at least listen to their offer.

Motivation

Corwyn seeks stability, for he knows that it begets profit. He wants peace and prosperity, and is more than willing to compromise on local politics in order to get it.

Strength

As a shrewd businessman, Corwyn knows an opportunity when he sees it, and isn't afraid to strike boldly when the time is right. As a newcomer to Westmoor, he sees opportunities that the locals are likely to overlook.

Weakness

As a newcomer to Westmoor, Corwyn doesn't understand the nuances of the regional history and politics.

He's aware of his ignorance, and tries to turn it to his advantage. He plays up the role of the clueless outsider, coming off as naïve or even foolish, so that others might underestimate him.

Roleplaying Notes

Ask lots of questions in an effort to understand this place. Conceal your sense of superiority.

"So what you're saying is that your great-great-grandfather won that plot of land in a wrestling match, and now that it's profitable, you'd like exercise your rights to it? Right. Just so we're clear."



Relations

- ▶ **Lady Anya:** Corwyn is in awe of, if not in love with his wife. He's a bit intimidated by her. He knows that he is something of a "trophy husband" and she married him for his looks and money, but he's excited by the opportunities of the position.
- ▶ **Captain Thaya:** Thaya and Corwyn spend an hour or two together each day as she teaches him to fight in the heavily-armored Westmoor style. He has grown to respect her as an expert, honorable warrior, and appreciates her counsel as a wise leader of the household guard.
- ▶ **Sir Jaeks:** Corwyn admires the older knight's cool confidence and utter ease in navigating the wilderness. He enjoys hunting with Jaeks, and tries to soak up as much forest lore as he can while doing so.
- ▶ **Father Wolt:** The drunken priest has been part of Corwyn's life as long as he can remember, first in his father's house, and now here in Westmoor. Corwyn loves Wolt for his worldly wisdom and spiritual advice, but is disgusted by his weakness. It was Corwyn's father who sent Wolt along to Westmoor, probably in hopes of helping the priest escape the demons that drive him to drink.

Plot Hooks

- ▶ **Hide and Seek:** Corwyn hires the PCs as mercenaries to help Thaya's soldiers protect the barony against the raiders. Neither Thaya nor Anya are thrilled at the idea of bringing in outsiders, but prefer the PCs to Stavron troops.
- ▶ **Enemy of my Enemy:** Impressed by the PCs' reputation, Corwyn hires them to serve as deniable bodyguards while he secretly meets with Stavron representatives. Anya would be furious to learn of such a meeting, so he needs protectors who are unknown in the area and have no connection to Castle Moorland.
- ▶ **Grist for the Mill:** One of the opportunities Corwyn has spotted is a rushing river that would be perfect for supporting a mill. Unfortunately, the river is on the edge of the Westmoor barony, and said to be the territory of bears, goblins, and other dangerous beasts. Rather than risk his own men, Corwyn hires the PCs to scout out the river. They are to report back any good sites for setting up a mill, and will be paid extra for any bears or other threats they eliminate in the process.
- ▶ **True Villainy:** The Rowe family has its share of enemies. One of them hires the PCs to take out Corwyn. She paints the young nobleman as a greedy, sadistic tyrant who rules Westmoor through terror and keeps its rightful ruler, Lady Anya, captive in her own castle. Of course, if the PCs meet Corwyn, they discover he is nothing like this villainous reputation.



Captain Thaya Grall

For six generations, the Grall women have served as captains of the guard at Castle Moorland. The current captain is Thaya Grall, who was thrust into the role three years ago at age 16 when her mother was killed by bandits. Her first act as captain was to lead the search for the bandits and to bring them to the baron for justice.

Thaya was groomed for her post her entire life. Castle Moorland is the only home she's ever known; she counts all its people—from Lady Anya down to the lowest scullery maid—as her family. She knows each of their names and would kill or die to defend any of them.

Westmoor used to be the most important barony in the region. Thaya believes that, beneath Corwyn's guiding hand, it can rise to such greatness again. She's glad that Lady Anya brought new blood to Castle Moorland, and looks forward to seeing what plans the handsome young lord from the eastern cities has in mind.

She hopes the plans include expanding the castle guard. Her knights have done an admirable job of keeping the raiders at bay, but they are too few to do more than that. While Stavron has offered to expand their ranks with its own forces, Thaya would resign her post before she allowed Stavron troops to march through her home.

Motivation

Thaya lives for honor. She has no life outside of performing her duties. If she's not actively patrolling or overseeing the guards, she is in the yard training.

Strength

When it comes to swordsmanship, Thaya has no peer in Castle Moorland—or, perhaps, in all of Westmoor. She takes pride in her skill, but even more in sharing her skills with those she teaches. At the moment, her main pupil is Lord Corwyn.

Weakness

Thaya doesn't like change. She believes that tradition is tradition for a reason; her predecessors found the best way of doing things, and any time spent searching for better ways is time better spent in training.

Roleplaying Notes

Speak with passionate, fierce determination. Refer to things in terms of honor, battle, and duty. Address everyone, even those below you, with respect and dignity.

"We will find the raiders who did this, goodwife Wilda, and I swear that we shall bring them to justice."



Relations

- ▶ **Lady Anya:** Thaya has sworn her life to Westmoor, and Anya is Westmoor personified. Thaya has the utmost respect for baroness. While she would never admit it, she considers her something of a substitute mother-figure.
- ▶ **Lord Corwyn:** Though it fills her with hot shame to think of it, Thaya must confess that she is smitten by the lord's beauty, intelligence, and worldliness. She spends more time training with him than with any previous pupil, and often makes excuses to spend time with him during the day. Her sense of honor prevents her from acting on these strange new feelings, but doesn't prevent her from thinking about such things more than she should.
- ▶ **Sir Jaeks:** Thaya is disgusted that this uncouth hunter—little more than a barbarian—bears the title of knight. Knights are supposed to be paragons of honor, dignity, and chivalry. Jaeks is a crude, foul-mouthed dog who only got his title because he inherited it. Thaya can't understand why this jumped-up commoner is even allowed in the baroness's councils.
- ▶ **Father Wolt:** As much as she adores Corwyn, Thaya doesn't trust his priestly companion. She's seen him sneaking around the castle in the middle of the night, and suspects that he isn't always as drunk as he seems to be. She's keeping an eye on him. If he tries to harm anyone in Castle Moorland—especially Corwyn—she won't hesitate to kill him.

Plot Hooks

- ▶ **Filling the Ranks:** When the PCs present themselves as noble warriors, full of honor and courage, Thaya brings them on as auxiliary members of the castle guard. She doesn't fully trust them at first, but needs the help of skilled fighters to face down the raiders.
- ▶ **Headhunting:** The raiders know who Thaya is, and have put a substantial price on her head. They believe that once she's out of the way, the guards will be disorganized and demoralized. The PCs may decide to kill Thaya and collect the reward. Or (because they are PCs and never do the simple thing), find a way to collect the reward without actually killing the captain of the guard. Either way, they likely make an enemy of Lady Anya, the raiders, or both.
- ▶ **Breaking Out:** One of PCs or their allies is in the dungeons of Castle Moorland, rotting away for a crime he says he didn't commit. As captain of the guard, Thaya is also the chief jailer. The PCs must convince her, through word or force, to release their friend. (If they can show her that it's the honorable thing to do, she is more willing to listen to their arguments.)
- ▶ **Missing Person:** The 12 year-old son of the castle stone mason is missing in the forest. Thaya is recruiting anyone she can find—including the PCs—to help search for him. The boy may have wandered into a monster's lair, or he may have been kidnapped by the raiders in an effort to lure Thaya and her guards away from Castle Moorland.



Sir Jaeks the Huntsman

Jaeks comes from a hereditary line of knights known for their courage on the battlefield and skill in the hunt. His family used to be prosperous, but its fortunes faded along with Westmoor itself. Where they once hunted for sport, they began to hunt for survival. The family dwindled, and Jaeks is now the last of his line.

Today, Sir Jaeks is the barony's master huntsman and keeper of the forests. He commands a unit of rangers who help keep the nobles in meat and the wood clear of bandits. He also serves as Lady Anya's eyes and ears in the wilderness. Though his manner and appearance are crude and rustic, his wisdom is welcome in her councils.

It was during a hunting trip six years ago that Jaeks fell in love with Anya. She appreciated his honesty and forthrightness; he adored her aggression and hunger for the hunt. Thus began a years-long affair that only ended when Baron Verk died in a horseback-riding accident.

With the baron out of the way, Jaeks expected Anya to invite him to join her as husband and consort. He was patient. He understood that propriety had to be maintained. But when Anya took a pretty boy from the eastern cities as her husband, he knew that he'd been duped. Anya didn't love him. She never had. She'd just been using him to do what she'd lacked the courage to do herself. In his rage, he destroyed the hunting cottage that had once served as their love nest.

Today, Jaeks' fury burns cold, but no less bright. He understands now that if he wants to improve his lot, he has to do it on his own, and not as part of the sinking ship that is the Westmoor Barony. To that end, he has thrown

his lot in with Stavron, who has secretly hired the raiders to harass the barony.

Motivation

Sir Jaeks is betraying his liege for power and wealth, but above all he's betraying her for revenge. He doesn't want Anya dead. He wants her *destroyed*.

Strength

Jaeks may not have the rich, powerful family of his ancestors, but he has the unwavering loyalty of his rangers. He hand-picked each member of his forestry unit, and would trust any one of them with his life. They are a band of brothers. Barons may come and go, but the rangers will always stick together.

Weakness

Quick to anger and slow to forgive, Jaeks has long been plagued by a short temper. He's doing his best to control it these days. Anya seems to think he's gotten over her betrayal. He doesn't want to give her reason to think otherwise.

Roleplaying Notes

Grunt, growl, and curse even in polite company. You've seen what life's really like out there beyond the castle walls: the brutality of nature, the savagery of man, the cruelty of betrayal. You'll pay homage when you must, but you'll never really respect these people again.

"You want meat? I'll get you meat. Deer? Boar? Bandit? All the same to me."



Relations

- ▶ **Lady Anya:** Sir Jaeks didn't know what it was to love until he fell for Anya. He didn't know what it was to hate until she betrayed him. When he's around her, he wears a thin smile to mask his seething rage; he embraces his rage to bury his guilt and shame.
- ▶ **Lord Corwyn:** Jaeks wants to hate Corwyn. He's everything that Jaeks isn't—handsome, charming, well-traveled—and embodies Anya's treachery. But despite himself, he admires Corwyn's earnest desire to understand and improve Westmoor. It's not Corwyn's fault he married a lying, cold-hearted harpy. In a way, he's just as much Anya's tool as Jaeks was.
- ▶ **Captain Thaya:** The captain of the guard is handy with a sword, but that's about all she's good for. She's soft from cushy castle living, and too naïve to realize that the raiders are part of a larger plan. But what Jaeks hates most about Thaya is her air of superiority. She's no better than he is; they were both born into their current positions.
- ▶ **Father Wolt:** Sir Jaeks pities the drunk old priest. Dragged from his home in the metropolitan east to accompany a noble to this muddy wreck of a barony... It's a miserable life. No wonder he drinks.

Plot Hooks

- ▶ **Wrong Place:** The PCs stumble across a midnight meeting between Sir Jaeks and the leaders of the mercenary raiders. If they're quiet, they might live long enough to decide what to do with the secrets they overhear. If not, they're chased through the forest by Jaeks and his rangers.
- ▶ **Merry Men:** Sir Jaeks recruits the PCs as rangers. Over time, they realize that everything is not what it seems. If they investigate, they discover the link between Jaeks, Stavron, and the raiders. Do they tell the baroness what they learned? Or do they stay silent and loyal to Jaeks?
- ▶ **Mysterious Signs:** Jaeks' rangers discover evidence of a monster in the forest. Judging from the way it knocks down trees and bites deer in half, it's a large beast. Judging from the way it vanishes after each attack, it's got magic in its veins. Hearing of the PCs' experience with such things, Jaeks brings them in to help hunt the beast.
- ▶ **Forgotten Shrine:** Deep in the forest lie the ruins of a one-great temple. The ruins were already ancient when the Westmoor barony was established. Recently, Jaeks and his rangers have heard ominous thumping and roaring from beneath the ground near the shrine. It's the knight's duty to investigate this potential threat to Westmoor, but he has no desire to risk his own men on such a venture. Instead, he offers the PCs money and a place of honor in the barony if they explore what lies under the fallen temple.



Father Noonan Wolt

Father Noonan Wolt has been with the Rowe family for as long as Corwyn can remember. He's always been a jovial companion: ready with a compassionate ear, full of friendly advice, and (more often than not) completely drunk.

What Corwyn doesn't know is that Father Wolt is secretly his bodyguard. The priest is a highly-skilled agent whose job is to protect Corwyn. When the young noble moved to Westmoor, Lord Rowe sent Wolt with to keep his son safe and report back what he learns of Anya's barony.

In the course of his snooping around Castle Moorland, Wolt has discovered the former affair between Lady Anya and Sir Jaeks. In his darkest hours, he wonders if Baron Verk's death was more than it seemed, but has no evidence to support such disturbing speculation.

When Corwyn asked his advice regarding the raiders, Father Wolt spoke in favor of accepting Stavron's help against the raiders. "All life is sacred," he intoned. "And the gods would have us preserve the most lives, regardless of human politics."

Motivation

While Father Wolt believes his words about preserving lives, he's primarily concerned with preserving Corwyn's life. He's spent his life watching over the young noble, and is willing to do anything, including abandon his cover as a drunken priest, to keep Corwyn safe.

Strength

Father Wolt is a priest, but has no god-given abilities. He does, however, have extensive experience as a bodyguard and spy. He also has some secular spell-casting abilities that he secretly uses to help keep Corwyn out of trouble and stay in communication with the lord's father back east.



Weakness

Wolt plays up his drunkenness as part of his cover, but in truth he really is a high-functioning alcoholic. He's obsessed with his next drink, and is rarely found without a bottle or wineskin on his person. This weakness hasn't prevented him from performing his duties, but it's only a matter of time before it does.

Roleplaying Notes

Your words are slurred, but full of priestly wisdom. Don't be afraid to overdo it; you're supposed to be "the drunk priest" so act like it!

"Bleshed is the man who... who... letsh hish neighbor help carry hish burden. You wouldn't happen to have a bottle on you, would you?"

Relations

- ▶ **Lady Anya:** Wolt disdains Anya as a woman willing to compromise her people and her marriage for her own selfish desires. She puts on the front of someone who's been hardened by life, but he sees her for what she is: manipulative, greedy, and too proud for her own good.
- ▶ **Lord Corwyn:** After a lifetime of watching over Corwyn, Wolt can't help but love him as a son, and see himself as a surrogate father. Sometimes this leads to him overstepping his bounds with the young nobleman, and Corwyn needs to remind him of his place.
- ▶ **Captain Thaya:** Wolt considers Thaya a fool who puts honor before common sense. She thinks herself wise, even though she's never left the barony, and sees her duty as a divine calling. He just hopes her narrow-minded idiocy doesn't rub off on Corwyn while they're training—and that nothing comes from the feelings she obviously has for the young man.
- ▶ **Sir Jaeks:** Once he learned how Anya jilted Jaeks after her husband's death, Wolt began to pity the huntsman. He sees how Anya avoids him even now, and knows how much that old wound must still sting.

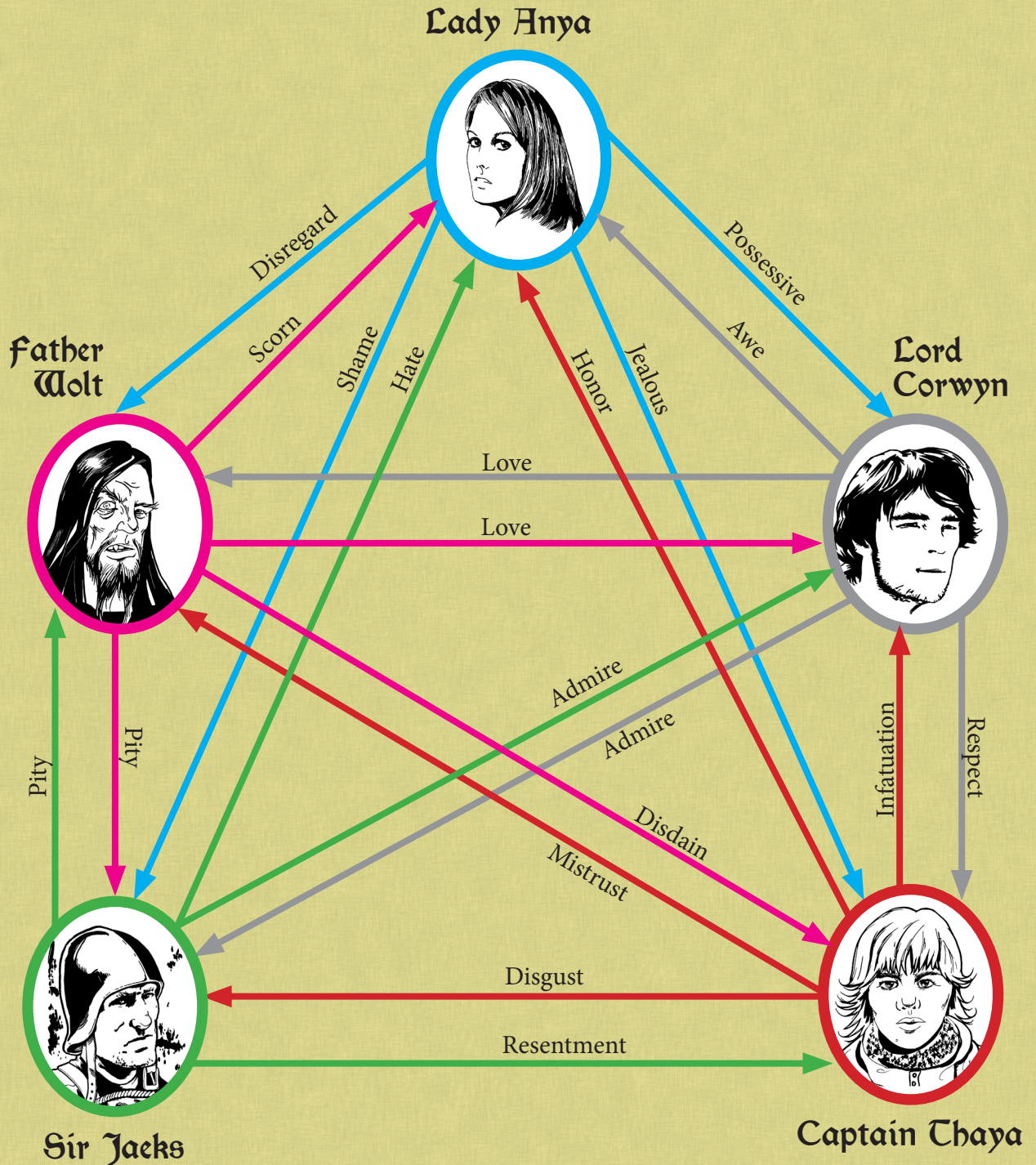
Plot Hooks

- ▶ **Pilgrims:** The PCs are hired as guards by pilgrims of Wolt's priestly order. The traveling clerics stop by Castle Moorland to visit with their brother and discover that he's lying about his religious qualifications. If the pilgrims look like they're going to blow Wolt's cover, he does what he must to silence them.
- ▶ **Dead Drunk:** The PCs find Wolt drunk in the road outside Castle Moorland. He regains consciousness just enough to promise them a reward for bringing him home. On the way, he mutters in his stupor about how he still needs to get a report to Lord Rowe "back east."
- ▶ **Wine Merchants:** Wolt isn't picky when it comes to his liquor. But when he hears that a nearby merchant caravan is carrying a cask of his favorite wine from the eastern cities, he offers the PCs substantial payment to retrieve it for him. Unfortunately, the caravan is the raiders' next target, and the PCs are caught up in the attack.
- ▶ **Shield of Faith:** The Rowe family has its share of enemies. One of them has hired a team of cutthroats to take out Corwyn. Wolt has caught wind of the threat through unorthodox channels that would blow his cover if revealed. So he hires his own band of cutthroats (the PCs) to secretly find and eliminate the would-be assassins. If asked, he passes the whole thing off as coincidence or divine inspiration. "The gods showed me both the danger, and their chosen instruments to protect against that danger!"



Lords of Westmoor

Below is a diagram mapping the relationships between the major inhabitants of Castle Moorland. While the players may never see this diagram, it should help you, the GM, keep the characters' connections straight.



Rules Appendix

Lady Anya Moorland CR 7

XP 3,200

Female human aristocrat 9

LN Medium humanoid (human)

Init +2; Senses Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 47 (9d8+5)

Fort +3, Ref +5, Will +11

OFFENSE

Speed 30 ft.

Melee +2 dagger +10/+5 (1d4+2/19-20)

STATISTICS

Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 17

Base Atk +6; CMB +6; CMD 18

Feats Iron Will, Leadership, Persuasive, Steadfast Personality, Vital Strike, Weapon Finesse

Skills Appraise +10, Bluff +10, Climb +2, Diplomacy +16, Handle Animal +9, Intimidate +12, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +14, Knowledge (nobility) +14, Perception +8, Perform (string instruments) +8, Ride +9, Sense Motive +9, Survival +5, Swim +4

Languages Common

Other Gear +2 dagger, amulet of natural armor +2, bracers of armor +2, ring of eloquence, ring of mind shielding, belt pouch, noble's outfit, exotic perfume (10), signet ring, gold and emerald earrings (worth 500 gp), gold and emerald necklace (worth 800 gp), 30 gp, 70 sp

Lord Corwyn Rowe CR 6

XP 2,400

Male human aristocrat 5/fighter 2

NG Medium humanoid (human)

Init +1; Senses Perception +7

DEFENSE

AC 20, touch 12, flat-footed 19 (+6 armor, +1 deflection, +1 Dex, +2 shield)

hp 49 (7 HD; 5d8+2d10+12)

Fort +6, Ref +3, Will +7 (+1 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 longsword +8 (1d8+2/19-20)

Ranged +1 throwing axe +7 (1d6+2)

STATISTICS

Str 12, Dex 12, Con 13, Int 14, Wis 12, Cha 14

Base Atk +5; CMB +6; CMD 18

Feats Combat Expertise, Combat Reflexes, Mounted Combat, Persuasive, Steadfast Personality, Twinned Feint, Weapon Focus (longsword)

Skills Acrobatics -2 (-6 to jump), Appraise +10, Bluff +6, Climb +3, Diplomacy +12, Handle Animal +7, Heal +2, Intimidate +9, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (nobility) +9, Perception +7, Profession (merchant) +9, Ride +4, Sense Motive +6, Survival +6, Swim +3

Languages Common

Combat Gear feather token (bird) (3); Other Gear +2 chain shirt, +1 light steel shield, +1 longsword, +1 throwing axe, cloak of resistance +1, ring of protection +1, belt pouch, flint and steel, noble's outfit, signet ring, snuffbox, precious metal, whetstone, gold and emerald brooch (worth 600 gp)



Captain Thaya Grall CR 7

XP 3,200

Female human fighter 8
LG Medium humanoid (human)
Init +1; **Senses** Perception +2

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 shield)

hp 86 (8d10+32)

Fort +9, **Ref** +3, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 greatsword +15/+10 (2d6+8/17-20) or dagger +11/+6 (1d4+3/19-20)

Ranged mwk longbow +10/+5 (1d8/3)

Special Attacks weapon training (heavy blades +1)

STATISTICS

Str 16, **Dex** 12, **Con** 16, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 22

Feats Blind-fight, Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Leadership, Power Attack, Saving Shield, Shield Focus, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics -2 (-6 to jump), Climb +4, Craft (weapons) +2, Diplomacy +1, Handle Animal +6, Intimidate +6, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +1, Perception +2, Profession (soldier) +7, Ride +4, Sense Motive +2, Survival +7, Swim +4

Languages Common

SQ armor training 2

Combat Gear +1 arrows (50); **Other Gear** mwk field plate, +1 heavy steel shield, +1 greatsword, dagger, mwk longbow, belt pouch, flint and steel, good lock, manacles, signal whistle, traveler's outfit, waterskin, whetstone

Sir Jaeks CR 7

XP 3,200

Male human ranger 8
NE Medium humanoid (human)
Init +1; **Senses** Perception +12

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield)

hp 71 (8d10+16)

Fort +7, **Ref** +7, **Will** +5

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 greatsword +11/+6 (2d6+4/19-20)

Ranged mwk longbow +10/+5 (1d8/3)

Special Attacks combat style (two-handed weapon), favored enemies (animals +4, humans +2)

Spells Prepared (CL 5th; concentration +8)

2nd—*hide campsite* (DC 15), snare

1st—*aspect of the falcon*, *detect snares and pits*

STATISTICS

Str 15, **Dex** 13, **Con** 13, **Int** 10, **Wis** 16, **Cha** 11

Base Atk +8; **CMB** +10; **CMD** 21

Feats Alertness, Cleave, Deceitful, Endurance, Furious Focus, Great Cleave, Lunge, Power Attack

Skills Acrobatics -1 (-5 to jump), Bluff +2, Climb +6, Craft (bows) +7, Disguise +2, Handle Animal +7, Heal +11, Intimidate +8, Knowledge (dungeoneering) +6, Knowledge (geography) +9, Knowledge (nature) +7, Perception +12, Ride +4, Sense Motive +5, Spellcraft +5, Stealth +6, Survival +10, Swim +6

Languages Common

SQ favored terrains (forest +4, mountainous +2), hunter's bond (wolf named Grimtooth), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear +1 arrows (50); **Other Gear** +1 chain shirt, mwk buckler, +1 greatsword, mwk longbow, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), masterwork artisan's tools, pot, torch (10), trail rations (5), waterskin, 10 gp, 35 sp

Father Wolt

CR 7

XP 3,200

Male human cleric 1/investigator 1/rogue 6

LN Medium humanoid (human)

Init +2; Senses Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge)

hp 49 (8d8+1)

Fort +5, Ref +10, Will +8

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 morningstar +5 (1d8+1)

Ranged mwk blowgun +7 (1d2)

Special Attacks sneak attack +3d6

Domain Spell-Like Abilities (CL 1st; concentration +2)

At will—*mending*

4/day—*artificer's touch* (1d6, bypasses DR and hardness 1), *resistant touch* (+1)

Cleric Spells Prepared (CL 1st; concentration +2)

D Domain spell; Domains Artifice, Protection

Investigator Extracts Prepared (CL 1st; concentration +5)

1st—*blurred movement*, *heightened awareness*

STATISTICS

Str 11, Dex 14, Con 11, Int 18, Wis 12, Cha 11

Base Atk +4; CMB +4; CMD 17

Feats Arcane Vendetta, Deceitful, Dodge, Mobility, Persuasive

Skills Acrobatics +8, Appraise +9, Bluff +10, Climb +5, Craft (alchemy) +11 (+12 to create alchemical items), Diplomacy +9, Disable Device +13, Disguise +7, Escape Artist +7, Heal +6, Intimidate +7, Knowledge (arcana) +12, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +12, Linguistics +9, Perception +12 (+16 to hear the details of a conversation or to find concealed or secret objects (including doors and traps)), Sense Motive +11, Sleight of Hand +13, Spellcraft +11, Stealth +12, Use Magic Device +10

Languages Common

SQ alchemy (alchemy crafting +1), favored terrain (urban +2), inspiration (4/day), rogue talents (canny observer, coax information, terrain mastery), trapfinding +3, variant channeling (fate variant channeling)

Combat Gear feather token (bird) (9); Other

Gear +1 morningstar, blowgun darts (20), mwk blowgun, bracers of armor +2, ring of arcane signets, belt pouch, bottle, candle (6), chalk, masterwork thieves' tools, silk rope (50 ft.), wooden holy symbol

Grimtooth the Wolf

Male wolf

N Medium animal

Init +3; Senses low-light vision, scent; Perception +6

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 armor, +3 Dex, +4 natural)

hp 44 (5d8+15)

Fort +6, Ref +7, Will +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +5 (1d6+3)

STATISTICS

Str 15, Dex 16, Con 15, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +5; CMD 18 (22 vs. trip)

Feats Light Armor Proficiency, Stealthy, Toughness


Tricks Attack, Come, Defend, Down, Fighting, Guard, Heel, Stay, Track

Skills Acrobatics +3 (+11 to jump), Climb +6, Escape Artist +5, Perception +6, Stealth +9, Swim +6; Racial Modifiers +4 to survival when tracking by scent

SQ come, defend, fighting, guard, heel, track

Other Gear mwk studded leather





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