

Breakfast is barely over when you are called into Venture Captain Drandle Dreng's office.

The venture captain is partially hidden behind stacks of papers. This is not helped by the large, steaming mug of tea he is currently slurping from.

"Ah, yes, pathfinders. Do sit down please. I recently received a letter from a lady I knew a long time ago. Sadly, it was not to rekindle any private relation, but a plea for help in the professional fashion so to speak. Sandra Trinelli is now the mayor of the town Saringallow. In the last few weeks, youngsters have been keeping disappearing. There have also been sightings of unusually large vermin. She fears foul play, but wants to keep any investigation on the down low. The population of Saringallow is very superstitious, and she fears that there will be panic in the streets otherwise.

Dreng takes another slurping sip of his tea. "I've known Sandra to be a levelheaded woman. If she fears that there is foul play, it most likely is. We are normally not in the habit of returning lost youngsters. But Saringallow is one of the few towns that came through the Goblinblood wars unscathed. Its central location next to the Conerica river makes it an excellent base of operations to explore nearby ruins in the Chitterwood. If we can find out what is going on, and win the locals over at the same time, it would mean a solid base of operations for the Society."

Mind already on something else, Dreng waves you away. "Now off you go. There is a boat waiting for you at the docks. Mayor Trinelli will answer your questions about what is going on once you reach Saringallow."

Knowledge History or Nobility

DC 10 - A minor house at the time, House Sarini of Cheliar founded the town of Sarini's Hollow in Isger as a garden estate for its more influential members several decades before the rise of House Thrune. DC 15 - The town grew steadily as the nobles brought in peasants to serve its many needs, from farming to ranching to housework. As the Sarinis began to dabble in witchcraft and diabolism more, the peasants also served as a steady and clandestine supply of victims. Once the townspeople caught on, they executed all the Sarinis they could catch and drove out the other nobles.

Knowledge Local

DC 10 - Shortly after the uprising against House Sarini, the town's leaders began constructing a wall that soon extended beyond the town, even enclosing some of the farmland that supported its populace. Their intention was to allow the townsfolk to live and farm in peace, and to keep the dangers of the outside world at bay. Indeed, Saringallow's wall protected the town from most of the Goblinblood Wars' dangers—the disorganized goblins simply flowed around it in search of easier targets. To this day, only the poorest farmers and most marginal citizens live near the walls. The rest of Saringallow's residents refuse to build too close, and the guards breathe heavy sighs of relief when they finish their patrols of the ramparts.

DC 12 - Despite its suspicious populace and high walls, trade in Saringallow has flourished thanks to its proximity to Conerica River. While noble visitors are carefully watched and merchants must subject their wares to thorough inspections, the town thrives on the varied commerce that passes through its borders.

DC 15 - The people of Saringallow are generally hardworking and independent, but can be cold and unwelcoming to outsiders. They tolerate travelers and merchants only as long as is necessary to conclude business. Those who decide to settle permanently in Saringallow typically must spend months or even years coying up to their new neighbors before they are truly treated as fully recognized members of the community.

DC 18 - Within Saringallow, small groups of families and businesses have formed close-knit ties that have lasted for generations. To some older residents, frequently consorting with people from other neighborhoods or walks of life—even fellow citizens—is considered unlucky or even unnecessarily risky, so strong is the townspeople’s fear of the unknown. A common saying reflects the townspeople’s distrust of anyone trying to get to know them: “True friends aren’t too friendly.”

DC 20 - Most citizens of Saringallow are deeply suspicious of magic, especially witchcraft and evil divine magic, though some admit that certain kinds of arcane magic have their merits. In general, though, they see the practice of magic as an invitation to outside forces that cannot be controlled. Practitioners of arcane magic are generally tolerated, if distrusted, but anyone with any ties to witchcraft or evil divine magic is unwelcome within the town’s walls. On the other hand, the townspeople view alchemy as a practical trade, and they see divine spellcasters of good-aligned deities as holy protectors. Therefore, the town has a few bustling alchemy shops, and Saringallow’s temple to Erastil supports a burgeoning congregation.