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VILLAGE BACKDROP: QUEY'S GLADE



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VILLAGE BACKDROP: QUEY'S GLADE

Quey's Glade is rarely ever the in same place on the map twice, but it is always nestled in deep woods. Whenever a child is lost, alone and scared in the woods, she often finds her way to this village. Just as a terrifying monster bears down on its victim, the victim stumbles into Quey's Glade with nary a sign of the pursuing beast. The way to this village is through intense negative emotion, but the inhabitants cheerily greet new arrivals to instantly dispel their fears and other troubles. As the world becomes more interconnected and the forests fall to woodcutters' axes, Quey's Glade slowly runs out of secluded locations to position itself. Also, the more intelligent monsters losing their meals to the village have begun to learn its secret and lurk in the forest beyond, decreasing the halo of safety around the village.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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QUEY'S GLADE AT A GLANCE

Ruler Nevirl Thimblewrought

Government Autocracy

Population 112 (39 humans, 1 dryad, 17 elves, 9 gnomes, 23 half-elves, 3 half-orcs, 12 halflings, 3 nymphs, 4 pixies, 1 treant)

Alignments NG, CG, N, CN

Languages Common, Druidic

Quey's Glade is an ancient place, and its original purpose has almost been lost to time. Originally a fey outpost when fey first crossed over from their primal realms to the physical world, the village and its surrounding woods enjoyed protection thanks to portals created by the eponymous satyr noble Quey. The portals shunted non-fey to the opposite side of the forest, giving the illusion of travelling uninterrupted through the woods, albeit more quickly than expected. Quey's Glade eventually became a haven for fey as Quey seeded the world with portals, keyed to negative (but not destructive) emotions. Therefore, a resident who felt fear or sadness could simply approach a portal and be whisked back to the village.

Quey, along with other faerie arcanists, added another layer of protection by having the village and its surrounds translocate on a random basis to prevent discovery. The village changes its appearance to mesh with its new environment, allowing it to blend in with tropical jungles, temperate deciduous forests, alpine forests and frozen taigas.

As fey integrated more fully into the world, Quey's Glade fell into relative disuse, but still the portals remained active. While their ability to detect fey waned, they maintained their reaction to strong negative emotions. Thereafter, the portals swept up people who ran through them in terror or passed by them with a feeling of profound sorrow, as well as those who otherwise felt out of place in the world. Due to the strange flow of time carried over from the fey's primal world, visitors can age as they wish, so siblings aged only a couple years apart when they arrived can have wildly diverging ages after a lifetime spent here.

Most of those who stumbled into the portals and activated them were children who more openly expressed their fears, sadness and anxieties. These negative emotions have drawn terrible creatures to the woods surrounding Quey's Glade. Most of the protections have held, but incursions have destroyed the trees in the northeast part of the village and all villagers are aware of the dangers beyond the Warped Wood. Every now and then, the villagers need outsiders to deal with the threats, so scouts leave the village to seek out heroes to drive back or destroy the lurking terrors.

VILLAGERS

Appearance Residents are cheerful and friendly to visitors.

Dress Garb is in hues of green, brown or brighter colours to blend in with the surrounding forest.

Nomenclature *male* Gar, Nevirl, Zan; *female* Danae, Pella, Thistle; *family* Kastiv, Martinsong, Volk, Weatherford.

MARKETPLACE

Resources & Industry Plant-derived alchemicals and sanctuary

When the PCs arrive, the following items are for sale:

- **Scrolls** *barkskin* (200 gp), *call woodland beings* (700 gp), *control weather* (1,200 gp), *druidcraft* (50 gp), *plant growth* (400 gp)

VILLAGE LORE

A PC may know something about Quey's Glade, its history and surrounds. A PC making a DC 15 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 15: Quey's Glade is accessible through negative emotions, but a resident can lead newcomers to the village.

DC 20: The village is a sanctuary for the lost and frightened.

DC 25: Terrible creatures, some borne of the fears driving people to the village, lurk in the woods surrounding it.

WHISPERS & RUMOURS

While in Quey's Glade, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1	A flash of lightning struck one of the trees and split it in half. The hunters must have penetrated the defences.
2*	Bastionbark is unhappy with Nevirl's leadership and plans to take control of the village.
3	Molly's brother, Vallyn, wants to return to the world, but Molly has made a show of being upset by his decision.
4	Some of the fey were talking about returning the village to its original home in the primal world.
5*	Karja is acting strange. I'm worried one of the evil spirits from the woods possessed her.
6	Ced has begun training a replacement watchman.

*False rumour

NOTABLE FOLK

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

Bastionbark (location 10; NG **treant druid**) Bastionbark is the oldest living inhabitant of Quey's Glade.

Ced Queywarden (location 4; CG male half-orc **scout**) Abandoned by his tribe, Ced found his way to Quey's Glade, where he takes his job as lookout very seriously.

Karja Weatherford (location 7; N female half-elf **druid**) Karja tends the gardens and plans the rotation of plants to ensure continued good yields.

Molly Kastiv (location 2; NG female young human **acolyte**) Molly has lived in the village for 12 years but apparently hasn't aged beyond ten. She has learned some healing skills and uses that to help visitors and animals alike.

Nevirl Thimblewrought (location 5; CN male gnome **knight**) Descended from the Quey line, Nevirl became village leader after his predecessor was killed.

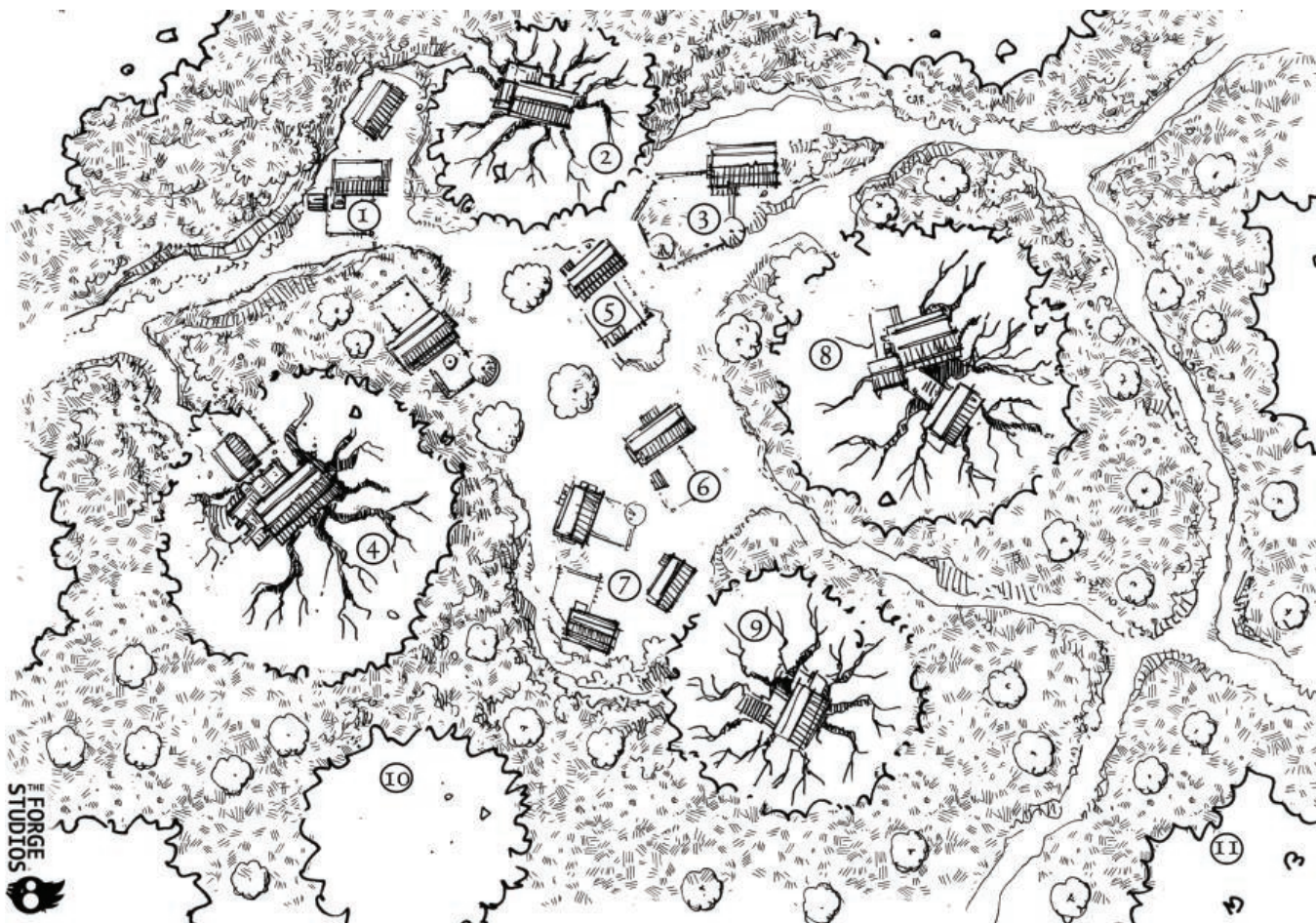
Pipperil (location 8; NG male **pixie spy**) Pipperil spends very little time in Feyhome as he typically joins representatives from the village to the outside world.

Valathrax (location 6; N female awakened porcupine fighter 4) Val Indra died valiantly protecting children from raiding orcs; moments thereafter her spirit awoke a nearby porcupine.

NOTABLE LOCATIONS

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

1. **Pasture:** Cows and sheep graze in the village's remotest farm, so the stench does not bother most villagers.
2. **Sanctuary:** This arboreal building houses the village healer and small shrines for a variety of nature deities.
3. **Respite:** This building and fenced-in area acts as an inn and a place where new arrivals can rest.
4. **Lookout:** The tallest tree in Quey's Glade allows panoramic views of the surrounding forest.
5. **Village Hall:** The village's seat of government.
6. **Garrison:** Valathrax drills residents who have agreed to fight the terrors surrounding Quey's Glade.
7. **Gardens:** Here, villagers grow staple vegetables and tubers.
8. **Feyhome:** This tree shelters resident and visiting fey.
9. **Thicket of Rare Plants:** Druids in this location tend plants harvested to endangerment or extinction in the larger world.
10. **The Old Oak:** Here stands the ancient treant Bastionbark.
11. **Warped Wood:** The northeast border marks the burgeoning intrusion from the fell creatures inhabiting the woods outside.



NOTABLE LOCATIONS

1: PASTURE

Since Quey's Glade needs a certain amount of self-sufficiency and not all its residents are vegetarian, this plot of land was bequeathed to the Martinsong family several decades ago. The family remained in the village and their descendants (along with subsequent visitors who married into the family) have taken on the task of raising sheep and cows to feed the omnivorous and carnivorous inhabitants. To keep the stock from falling into inbreeding, the ranchers and herders occasionally take leave to exchange their animals for new stock.

The pasture serves an alternate purpose as the first location new arrivals visit when they stumble on the village (the path to the lookout (location 4) is cleverly hidden. As a mundane location with gentle animals, it puts frightened or despondent newcomers at ease. Additionally, it provides an opportunity to turn away unexpected guests before they can learn the truth about the village.

2: SANCTUARY

Nestled in the upper boughs of an elm tree, this large building is home to the village's healer, Clyven Gwyn (NG male human **priest**). Clyven maintains several shrines to various deities revered by the villagers. He prohibits worship of destructive deities in his sanctuary out of concern such prayers will allow the hunters in the woods free reign in Quey's Glade.

The elm tree bearing the structure in its boughs is difficult to climb, making this a last redoubt in case the village is overrun. Normally, a wooden ladder rests against the tree trunk, and a series of pulleys allows Clyven and his helpers (mainly Molly Kastiv [NG female young human **acolyte**], who enjoys operating them) to lift those requiring aid.

3: RESPITE

Most new arrivals stay in this humble abode kept by the halflings Gar Maplesden (CG male halfling **commoner**) and Zan Featherwood (CN male halfling **commoner**), who arrived nearly ten years ago, after a marauding hill giant destroyed their village. The friendly pair make their guests comfortable and are often the first to explain the village to new arrivals. They are shrewd judges of character and determine the fitness of a new arrival for an extended stay in Quey's Glade.

A fenced-in field adjacent to the inn contains a calico rabbit, a seemingly ageless fawn and a toothless hound, all of which help put disoriented newcomers at ease.

This area serves as an inn for visiting dignitaries invited by the village's leadership. The halfling duo chafe at putting on an ostentatious display for some of the more high-minded visitors, but swallow their distaste for the good of the community.

4: LOOKOUT

This redwood reaches 200 feet tall and features several homes among its sturdy branches. A small cabin is nestled in the tree's upper reaches. Lower down Ced Queywarden (CG male half-orc **scout**) maintains a constant nightly vigil from a lower lookout post. When he first arrived in Quey's Glade, he caused quite a stir, since many residents assumed he was among the hunters from the forest. The villagers softened their views when they heard Ced's horrific ordeals at the hands of his tribespeople, ending with them leaving him for dead. The half-orc took no offense to the villagers' initial reaction to him, but it took him a while to grow accustomed to people caring for him. Eventually Ced decided this was his home and decided to give back by acting as lookout at night, a natural fit considering his ability to see in the dark.

5: VILLAGE HALL

This central building serves as the seat of government for the village, but rarely sees any visitors. This is partially because most villagers' interpersonal conflicts are resolved without the need to involve the village leader. However, it is mostly because Nevirl Thimblewrought (CN male gnome **knight**) has no desire to sit at a desk all day, so he wanders about the village to check up on all its residents. It is this ease with everyone which gained him the villagers' approval to lead Quey's Glade after his predecessor perished eight years ago, during a surprise raid by monsters from the forest. While conflict among villagers is rare, Nevirl's gentle demeanour, capable of calming even the most belligerent of people, makes him an ideal face for the village when it comes to outsiders. Nevirl also proved his battle prowess on that fateful night when he slew his predecessor's killer, a terrible fungoid demon, and drove the other marauders away.

6: GARRISON

Valathrax (N female awakened porcupine fighter 4), imbued with the spirit of one of the village's most martially-minded residents, trains other residents who wish to take a proactive approach to protecting the village. With the rise in threats from beyond the Warped Wood, Valathrax has stepped up her training regimen from two hours a day to a full eight hours. While very few of the villagers can keep up with her, she takes satisfaction in imparting at least some lessons in self-defence.

The ground is even here, making sparring and training more favourable, but the garrison stands next to the gardens. When mock fights become too rough and tumble and threaten the neighbouring gardens, Karja brandishes a trowel or some other garden implement at the troublemakers, causing Valathrax to remark on more than one occasion about recruiting her.

7: GARDENS

Another mundane yet vital location for the village, the gardens take up most of the open ground in Quey's Glade. Karja Weatherford (N female half-elf **druid**) oversees the vegetable plots. Most of the vegetables grown here are staples, such as carrots and potatoes, but Karja likes to mix in a variety of beans, tomatoes and peppers, which she rotates in with the main plants. She is protective of her gardens after taking over a chaotic mess from her predecessor, and only allows people she has personally trained to help tend the gardens.

8: FEYHOME

While not the tallest tree in the locality, this hemlock is the broadest and supposedly the oldest. The village no longer serves as the exclusive home to fey, but many fey feel a sense of comfort visiting here, so the hemlock serves as home for such visitors. The village's leaders created a variety of pacts to keep fey from harming the more "mundane" residents, either purposefully or incidentally, so the more dangerous creatures spend their time in the accommodations provided in Feyhome. Of those who can keep from blinding or enchanting non-fey residents, many enjoy strolling among the hoi polloi and expressing amusement at their activities or lecturing them on the proper care of the glade. Mischievous fey pull pranks on unsuspecting newcomers, just skirting the intent of the pacts. While residency in Feyhome is transient compared to the rest of the village, a family of pixies and a trio of nymphs have decided to stay "permanently," and have not left the village for close to a year. The pixie Pipperil (NG male pixie **spy**) breaks up the monotony of remaining in Feyhome by joining missions to the outside world.

An illusion prevents visitors staying at the nearby Respite (location 3) from seeing the fey here.

9: THICKET OF RARE PLANTS

The source of much of the village's trading goods, this area contains plants that are lost to extinction or extremely difficult to find. Nearly all the plants growing here have a strange and powerful quality, ranging from a stone rose capable of turning flesh to stone and vice versa to a reed inducing sleep in those within earshot when wind blows through it.

Karja tends the plants but is not too proud to admit she needs specialized help to manage them. Many visiting fey help Karja grow and preserve the plants. The willow tree supporting the many greenhouses and planters also provides shade for plants that are destroyed by sunlight (but which require Karja to move them to receive the moonlight they need to grow).

10: OLD OAK

Bastionbark (NG **treant druid**) sprouted in Quey's Glade and has lived here for nearly a millennium. He was present when the village transitioned from a fey-only habitation to one accepting of all creatures finding their way through the scattered portals. The treant was an active participant in driving back the creatures encroaching on the village, but age has finally caught up to Bastionbark, making it difficult for him to move, let alone fight. As it is, he remains in his grove and imparts wisdom obtained over centuries of life. A nearby oak serves as the home to Danae (CG **dryad**) who watches over Bastionbark and makes sure requests for advice do not overly tax him.

Danae has been cultivating another oak sapling in the hope it will become a treant, to which Bastionbark can impart all his knowledge before he dies of old age. Bastionbark prefers to go down fighting and may press the charge against the monsters outside the village as a final moment of glory.

11: WARPED WOOD

Gnarled and knotted trees mark the border with a nightmarish part of the forest where creatures created and called by the energies cast off by strong negative emotion thrive. Numerous demons and evil fey lurk in the area and their presence seems to grow stronger daily. Ancient wards have withstood numerous attempts to break them, with the one exception when the previous leader of Quey's Glade died. Fortunately, Nevirl Thimblewrought led a counterattack to repel the successful incursion, and the creatures have not returned since. The trees and plants bear the mark of the invasion, and leak poisonous sap and spray diseased spores. They also spawn dangerous plant creatures such as shambling mounds and other sentient plants. To ensure the village's safety, envoys travel to lands beyond the forest surrounding Quey's Glade to seek out heroic champions to destroy or drive out the monsters.

New arrivals who have the misfortune of finding one of the portals leading to this section of the forest stand almost no chance of making it to the village. To prevent these disasters, the more travel-ready residents shut down remaining active portals, using advice from fey who remember how the portals operate. With the monstrous forces growing stronger, though, any approach to Quey's Glade presents danger to newcomers, driving Nevirl's urgency to destroy or at least beat back the growing horde.

LIFE IN QUEY'S GLADE

Life is harmonious in Quey's Glade, and villagers are welcoming of newcomers, especially those who have a demonstrable skill at arms. While sadness sometimes overtakes long-term residents as they miss their loved ones, the village's frequent travels provides hope for a return home should someone desire it.

TRADE & INDUSTRY

Most of the goods produced in the village go toward the care and feeding of the villagers. However, Quey's Glade is known as a place of sanctuary and the village makes use of any skill a newcomer brings. The curative plants grown in the Thicket provide villagers with means to trade for supplies they cannot readily produce and protection from the creatures surrounding Quey's Glade. Curing a ruler's child of a malady goes a long way toward receiving a supply of weapons or suchlike.

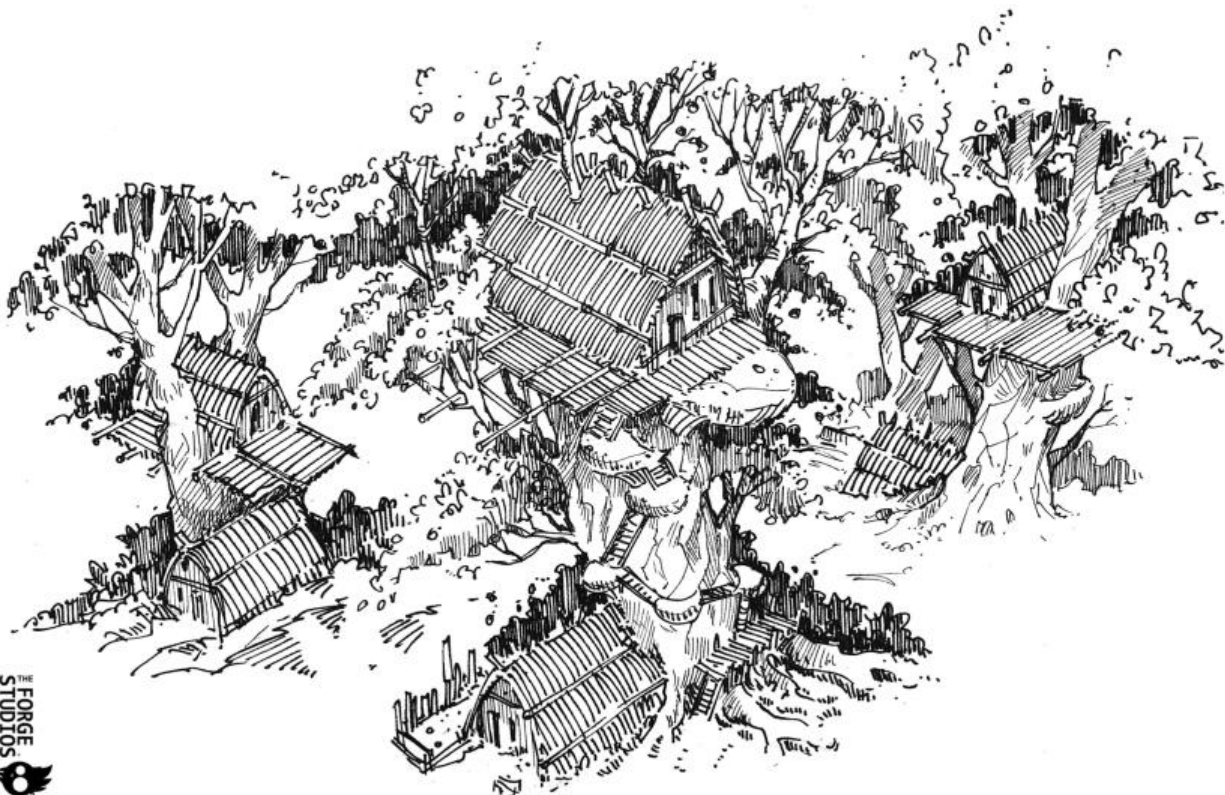
LAW & ORDER

Most arrivals are grateful for the sanctuary provided by Quey's Glade and work to ensure the village thrives. There is very little need for law and order in the village, especially with the external threat. However, in rare cases a persistent troublemaker faces exile, along with memory altering magic or drugs.

EVENTS

While the PCs are in Quey's Glade, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Bastionbark suffers an affliction causing the treant's leaves to wither and die. Danae figures the treant has a week before the damage becomes irreversible.
2	A frightened, stampeding herd of giraffes crashes through the trees, threatening to trample villagers.
3	A child pursued by a living carpet of spiders bursts from the woods near the Warped Wood. His arrival is unusual since it has been years since a newcomer arrived from that direction.
4	A will-o'-wisp bobs just at the village's border near the lookout tree. It claims to have had its fill of fear and expresses a desire to help protect the Quey's Glade.
5	An envoy arrives from a kingdom currently neighbouring Quey's Glade and demands the village's annexation into the kingdom. Threats of violence back up the demand.
6	Quey's Glade indicates an imminent translocation. After those who wish to remain behind leave the village's confines, it fades away, only to reappear somewhere completely different.



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