

## clurgh

During the course of the Player's investigation of Clurgh, they will find that **the populace is wary of the Players**, and won't divulge any information regarding Bragen freely. The players can try to persuade, coerce, or bribe people for information. Key individuals that have useful information are:

- **Hralgor**, the Tavern Keeper (Bragen flaunts his wealth and demeans tavern patrons)
- **Mortimer**, the Village Elder (Bragen is dishonest, and takes advantage of simple folk)
- **Gertrude**, a random villager (Bragen was last seen departing for Ontstead)

What the players should eventually learn is that Bragen was taking advantage of illiterate villagers and taking more than he should have been, and pocketing the extra. **Bragen was last seen setting out for Ontstead.**

## ontstead

During the course of the Player's investigation of Ontstead, they will find that **the populace is wary of the Players' presence**, and won't talk freely without being persuaded to. Key individuals that have useful information are:

- **Conrad**, the Tavern Keeper (Bragen was seen, but didn't stop in for his usual ale before departing)
- **Cecilia**, a Tanner (Bragen had already collected taxes from her)
- **Samuel**, a Blacksmith (Bragen hasn't collected taxes from him yet)

Once the players have all the pieces, they'll overhear someone talking about a man named Ardveg, who is a hunter, was able to afford an expensive cure for his wife's ailment:

"Did you hear that Ardveg was finally able to afford the cure for his dear Helva? She's still a bit weak but she definitely seems to be on the mend. I wonder though... Where did he get the money? Oh well I suppose it's none of my business, just glad Helva's going to be okay"