

A NO-TIME-TO-PREP GUIDEBOOK

Just Passing Through

12 Mid-Sized Towns for Any Fantasy RPG
by DMDave



NO TIME TO PREP • 2

Just Passing Through

12 MID-SIZED TOWNS
FOR ANY FANTASY RPG



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Introduction

Just Passing Through: 12 Mid-Sized Towns for Any Fantasy RPG is an essential tool for busy Game Masters looking to breathe life into their tabletop adventures. This comprehensive guide offers 12 unique and detailed mid-sized towns, each with its own distinct culture, commerce, and inhabitants.

With detailed maps, population stats, leadership structures, notable NPCs and locations, and adventure hooks for each town, this book is designed to save GMs time without sacrificing depth and immersion. Whether you need a quick one-off adventure or an entire campaign setting, this book is system-agnostic and flexible, allowing it to seamlessly integrate into any tabletop RPG. So, whether your players are traveling through a dense forest, traversing barren wastelands, or sailing treacherous waters, *Just Passing Through* has got you covered with a host of diverse and fully-realized towns to explore. With this essential resource at your fingertips, the next time your players ask, "What's in that town over there?" you can confidently answer, "Let's find out."

How to Use This Book

Obviously, there's no one way to use this book. Ultimately, that depends on your style of play and gamemastering. So feel free to use the towns as they are written or steal the bits that you like most.

Here is a rundown of each section and how to use it. And if there's something missing, like a building or a NPC that you need, the appendices will help you come up with additional ideas.

Read-Aloud Text. The read-aloud text block section of the listing (in gray) provides a scripted passage that the GM can read to the players when their characters first arrive in the town. This helps set the mood and establish the atmosphere of the town, as well as give the players an initial impression of the place.

Basic Information. The basic information section of the town listing provides an overview of the town, including its population, government, defense, and commerce. This section gives the GM a quick idea of what the town is like and what its people are focused on.

RANDOM TOWNS

Aren't sure which town to use? Grab a d12 and roll for one of the locations below.

d20	Name	Population	Terrain	Main Theme	Page #
1	Crimson Bay	7,300	Coastal	Pirates	6
2	Darklake	3,700	Coastal	Lake monster	12
3	Everdusk Hollow	4,500	Forest	Perpetual twilight	18
4	Goldenfields	12,500	Grassland	Blight	24
5	Greenhaven	12,500	Forest	Rampant greed	30
6	Ironcliff	8,000	Mountain	Collapsed mine	36
7	Marrowdale	5,100	Mountain	Orc incursion	42
8	Moonstone	8,600	Hills	Bandits and thieves	48
9	Port Haven	4,500	Mountain	Kobold thieves	54
10	Shadowmoor	9,900	Swamp	Cursed fog	60
11	Silverwood	7,500	Forest	Necromancer attacks	66
12	Tempest Shore	8,000	Coastal	Devastating storms	72

Town Map. The map of the town provides a detailed visual representation of the town layout, which includes important locations and special features.

Notable Organizations. The notable organizations section lists the three most influential organizations in the town, their leaders, and the role in local politics.

Notable Locations. The notable locations section lists twelve locations that are more prominent than the rest of the town. These places can be used to direct the characters toward interesting encounters or events.

Notable NPCs. The important NPCs section lists twelve or more notable characters the characters may encounter while they are in the town. Each NPC is

described briefly along with any important information the GM may need to know about them.

Adventure Hooks. The adventure hooks section provides a list of potential adventure hooks or current events that are happening in the town. These hooks could be anything from a looming invasion to a local outbreak of disease, and the GM can use them to direct the characters toward adventure.

Random Encounters. Finally, the random encounters section provides 12 events or encounters that are intended to introduce the characters to the town and its people. These encounters can be used to help flesh out the atmosphere of the town and give the characters a sense of what life is like there.

Crimson Bay

As you approach the rugged coastline, Crimson Bay reveals itself—a town perched on steep cliffs, encircled by a formidable stone wall and watchtowers. Entering the harbor, you notice fewer ships than expected, with wary locals whispering about a toll-demanding sea serpent.

Cobblestone streets and tension-filled air greet you. Hushed conversations cease as you pass, and the once-thriving fishing industry appears stifled. Makeshift stalls offer scant goods, hinting at recent hardship.

In the bay, a fleet of tattered, ominous ships lurks, signaling an unsettling presence. Despite the town's impressive defenses, it's clear that Crimson Bay's peace and prosperity have been disrupted. Unraveling its secrets and deciding its fate now falls to your party.

Crimson Bay is a coastal town built on a rocky, windswept coastline teeming with dangerous sea creatures. The town's harbor is home to a giant, sentient sea serpent that demands a toll for safe passage. Recently, a fleet of pirate ships led by Captain Mordekai Rotbeard seized control of the bay, blockading the town and demanding tribute from its inhabitants. Under Rotbeard's rule, the once-thriving fishing industry has suffered. With trade routes stifled, the local economy is in decline, forcing many to turn to smuggling for survival. Despite the pirate occupation, a secret resistance movement, led by former captain of the guard Lysander Ironfoot, seeks to restore order and regain control of Crimson Bay's defenses.

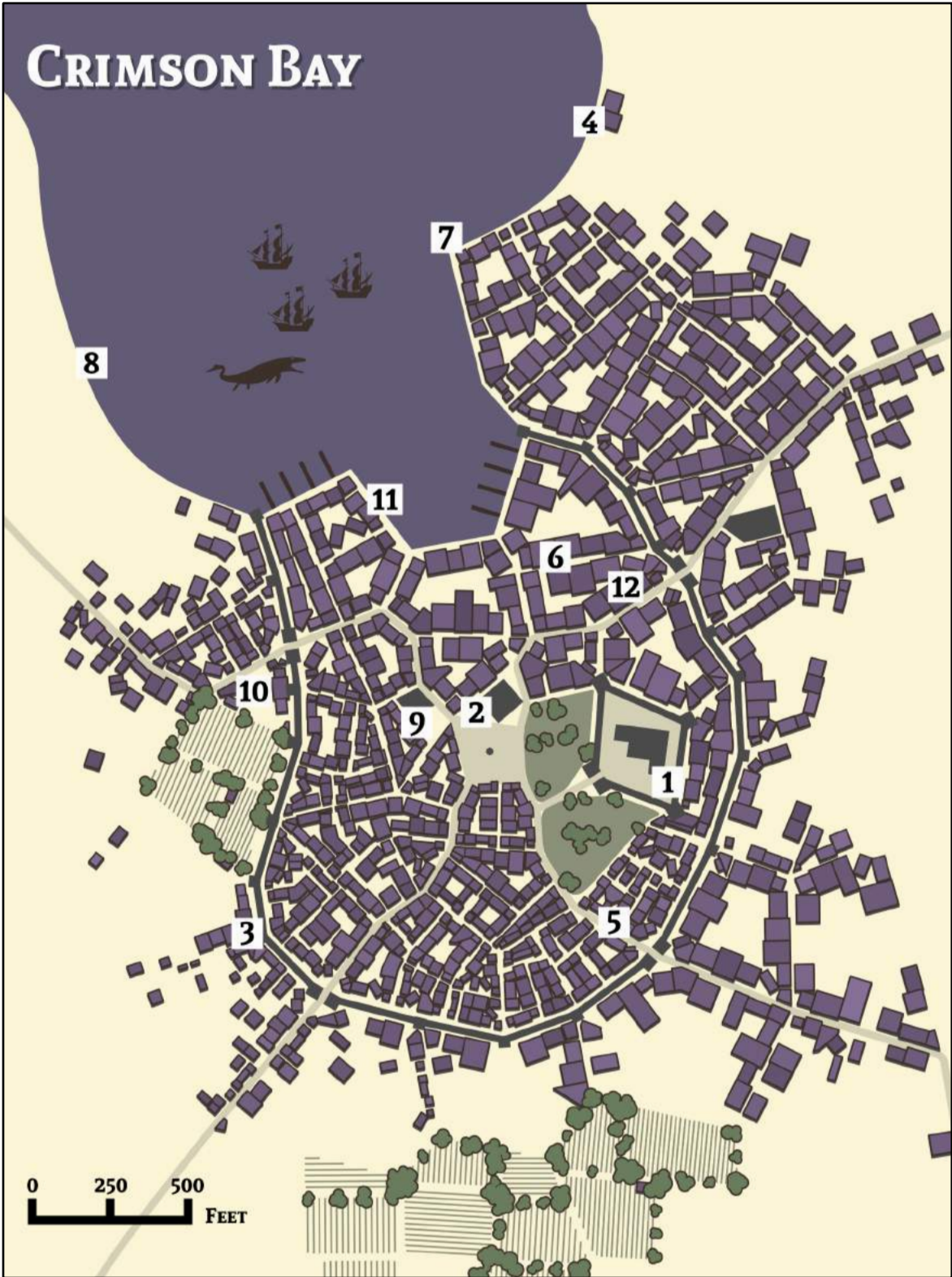
Basic Information

Population: 7,300

Government: Crimson Bay's government is now overseen by the pirate lord, Captain Mordekai Rotbeard, who usurped control from the previous mayor, Elara Thorne. Though a council of influential citizens still exists, they're mere puppets under Rotbeard's rule. Dorian Blackwater, leader of the Fisherman's Guild, is reluctantly cooperating with the pirates, while the town's former captain of the guard, Lysander Ironfoot, leads a secret resistance movement, seeking to reclaim power and restore order.

Defense: Crimson Bay's defense relies on a combination of natural barriers and man-made fortifications. Steep cliffs and treacherous rocks protect the shoreline, while a robust stone wall encircles the town. A network of watchtowers ensures constant vigilance. The local militia, once led by Lysander Ironfoot, is now under pirate control. With Captain Mordekai Rotbeard's fleet blockading the bay, the town's defenses have grown stronger.

Commerce: Crimson Bay's commerce is primarily maritime, with a thriving fishing industry overseen by the Fisherman's Guild and Dorian Blackwater. Trade routes connect the town to nearby settlements, bringing in goods and crafts. However, the recent pirate blockade led by Captain Mordekai Rotbeard has stifled trade, causing economic hardship and forcing many locals to engage in smuggling activities to survive.



Notable Locations

The following locations are keyed to the map of Crimson Bay as seen on page 7.

1 - Thorne Manor. This grand estate once housed the mayor but is now under the control of pirate lord Captain Mordekai Rotbeard, with former mayor Elara Thorne held captive within its walls. The lavish interior is now tainted by the pirate crew's presence.

2 - Fisherman's Guild Hall. This ornate headquarters is led by Dorian Blackwater, who grudgingly cooperates with pirates, and showcases trophies of legendary catches. Members gather to discuss fishing strategies and voice their concerns.

3 - Ironfoot's Hideout. Hidden in a derelict warehouse, this secret resistance base is where former captain of the guard Lysander Ironfoot strategizes with loyal allies to overthrow Mordekai's rule. The dimly-lit space buzzes with whispered plans and maps.

4 - The Serpent's Toll. This boathouse, perched on the rocky shore, is managed by Sylas Whittle, who collects the sea serpent's toll for Captain Rotbeard while secretly aiding smugglers. Suspicious travelers often linger, hoping for safe passage.

5 - Crimson Market. Once a bustling market square, it now suffers under the blockade; a resourceful merchant, Helia Copperwind, sells rare goods, including artifacts retrieved from shipwrecks. The tense atmosphere reflects the town's economic struggles.

6 - The Windy Anchor Tavern. Known for its signature spiced rum, this lively gathering place for locals and pirates is run by the charismatic barkeep Annabelle Seabreeze, who hears many secrets.

Boisterous laughter and brawls are common.

7 - The Rocky Lighthouse. An ancient, towering structure, this lighthouse guides ships safely to the harbor. It is maintained by the reclusive keeper Silas Gray, who knows the coastline's secrets like no other. The breathtaking view from the top attracts the curious.

8 - The Sunken Grotto. A hidden smuggler's cove with a network of underwater tunnels, this location is where illicit goods change hands. It is overseen by the elusive smuggler queen Isla Quickfoot, who knows every nook of the bay. Submerged treasures await the daring.

9 - Seawatch Barracks. Once the town's militia headquarters, it is now controlled by pirates, with Lieutenant Mira Stonehart leading the pirate forces ashore and maintaining a tense order. The barracks hold a mix of weary locals and ruthless pirates.

10 - Siren's Song Apothecary. An enigmatic shop with shelves lined with potions and remedies, this store is owned by the mysterious herbalist Lila Nightshade, who is rumored to possess a hidden trove of arcane knowledge. The air is heavy with exotic scents.

11 - Bayview Inn. A cozy inn offering shelter to weary travelers, it is operated by the warm and friendly innkeeper Maris Shorelight, who shares local legends and stories with her guests. Hand-carved wooden furnishings provide a homely atmosphere.

12 - The Whispering Library. An ancient repository of knowledge and lore, this location is guarded by the wise and enigmatic librarian Master Eldric Moonshadow, who can often be found reading by candlelight among the dusty tomes.

Notable Organizations

The three most important organizations in Crimson Bay are detailed below.

Fisherman's Guild. Led by Dorian Blackwater, the Fisherman's Guild is an influential organization central to Crimson Bay's economy. The guild unites fishermen, maintains the harbor, and ensures fair prices. With the pirate blockade, the guild struggles, and Dorian reluctantly cooperates with the pirates for the fishermen's survival. His cooperation creates tension within the guild, as some members view him as a traitor, while others understand the need for diplomacy.

Ironfoot's Resistance. Formed by Lysander Ironfoot, this underground resistance opposes the pirate occupation of Crimson Bay. Comprised of loyalists, ex-militia, and concerned citizens, the group uses guerrilla tactics and intelligence gathering to undermine the pirates' authority. Their covert operations symbolize defiance and hope for a liberated Crimson Bay, but they have not yet significantly threatened Captain Mordekai Rotbeard's control.

Rotbeard's Pirate Crew. Led by Captain Mordekai Rotbeard, this pirate crew has taken control of Crimson Bay, imposing a blockade and demanding tribute. Lieutenant Mira Stonehart oversees the pirate forces ashore, maintaining their authority. The crew's presence creates a tense atmosphere, with locals resenting their control. However, some citizens profit from the situation, such as smugglers and black market merchants. The pirates' rule disrupts the traditional political balance, making them an unwanted yet powerful force in Crimson Bay's politics.

Notable NPCs

The following NPCs are important and influential people in Crimson Bay.

Elara Thorne, the former mayor. Held captive in her own home, Thorne is seeking ways to secretly communicate with loyalists. She possesses a hidden stash of valuable relics that may aid the resistance.

Dorian Blackwater, the Fisherman's Guild leader. Struggling to protect fishermen during the blockade, he cooperates with pirates while secretly aiding the resistance.

Lysander Ironfoot, the resistance leader. Courageously opposing the pirate occupation, he strategizes with allies in his hideout. Ironfoot has an extensive network of spies, including some among the pirates, and is skilled in sword fighting and espionage.

Sylas Whittle, the boathouse manager. He collects the sea serpent's toll for Captain Rotbeard but also aids smugglers. Whittle knows the location of a rare artifact that can control the sea serpent.

Helia Copperwind, the merchant. Selling rare goods at the struggling Crimson Market, including shipwreck artifacts, she secretly funds Ironfoot's Resistance with her sales profits.

Annabelle Seabreeze, the barkeep. Charismatic and knowledgeable, she hears secrets from both locals and pirates. Annabelle's past as a renowned pirate herself remains hidden, and she possesses a collection of secret treasure maps.

Silas Gray, the lighthouse keeper. He maintains the Rocky Lighthouse and knows the coastline's secrets like no other. Gray possesses an enchanted spyglass revealing

hidden dangers at sea, making him an adept sailor and navigator.

Isla Quickfoot, the smuggler. She oversees illicit goods trading at the Sunken Grotto and is an expert in ancient languages, which she uses to decipher maps and texts. Additionally, Quickfoot was once a notorious thief in a far-off land and has many enemies.

Mira Stonehart, the pirate lieutenant. Ensuring pirate authority in Crimson Bay, she leads forces ashore. Unknown to most, Stonehart secretly sympathizes with the townspeople and contemplates defection.

Lila Nightshade, the herbalist. She owns Siren's Song Apothecary and is rumored to have arcane knowledge. Nightshade brews a powerful potion that grants her the ability to speak with plants, and her mysterious past is linked to a druidic order.

Maris Shorelight, the innkeeper. She operates Bayview Inn and shares local legends with guests. Maris has a hidden talent as a skilled cartographer, having mapped the entire coastline.

Master Eldric Moonshadow, the librarian. Guarding the Whispering Library, he often reads by candlelight. Moonshadow is a member of a secret arcane society, protecting ancient magical knowledge, and is skilled in various forms of divination.

Captain Mordekai Rotbeard, the pirate captain. A ruthless leader of the pirates occupying Crimson Bay, he imposes a blockade and demands tribute. Despite his brutal reputation, Rotbeard is a skilled tactician and sailor, but he harbors a deep-seated fear of the giant sea serpent lurking in the bay, stemming from a traumatic childhood encounter.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Crimson Bay. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another quest giver of your choice.

Serpent's Toll. Elara Thorne seeks the party's help to retrieve her stash of valuable relics, which may aid the resistance. However, they must first bypass the giant sea serpent guarding the harbor, which has taken the side of Rotbeard's pirates.

Guild Rebellion. Dorian Blackwater, torn between loyalty to his guild and cooperation with the pirates, needs the party to sabotage pirate operations discreetly, without implicating the Fisherman's Guild.

Resistance Recruitment. Lysander Ironfoot believes the party's skills can strengthen his resistance. He tasks them with infiltrating the pirate crew to gather intelligence on their plans and weaknesses.

Sea Serpent's Secret. Sylas Whittle asks the party to find a rare artifact, rumored to control the sea serpent, hidden in a dangerous underwater cavern. Whittle believes that if they can control the serpent, that the resistance can defeat the pirates.

Artifact Retrieval. Helia Copperwind receives a tip about a valuable shipwreck containing powerful artifacts. She enlists the party to recover the artifacts before the pirates do.

Seabreeze's Maps. Annabelle Seabreeze shares a secret treasure map with the party, pointing to a hidden cache of pirate loot, but reaching it requires solving dangerous riddles and puzzles.

Lighthouse Intrigue. Silas Gray needs

the party to investigate suspicious activity near the Rocky Lighthouse, uncovering a pirate plot to sabotage the town's last line of defense.

Smuggler's Deal. Isla Quickfoot enlists the party to transport a shipment of illicit goods while evading pirate patrols and navigating treacherous waters filled with dangerous sea creatures.

Stonehart's Dilemma. Mira Stonehart secretly contacts the party, offering crucial information on the pirate crew in exchange for assistance in defecting and finding refuge away from Crimson Bay.

Nightshade's Potion. Lila Nightshade tasks the party with gathering rare ingredients for a potion that could turn the tide against the pirates. The ingredients are hidden deep within a treacherous coastal cave.

Shorelight's Secret. Maris Shorelight shares a tale of a hidden cove, revealing a lost ship full of treasure. However, the cove is guarded by an ancient and powerful entity.

Arcane Discovery. Master Eldric Moonshadow uncovers a prophecy suggesting a powerful magical artifact is hidden in Crimson Bay. He asks the party to find it before it falls into the pirates' hands.

Random Encounters

Every eight hours the characters are wandering through Crimson Bay, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A seagull steals food from an unsuspecting party member.
2	The party witnesses a heated argument between two fishermen.
3	A pickpocket attempts to snatch a party member's coin purse.
4	The sea serpent unexpectedly breaches near the shore, startling everyone.
5	A drunken pirate challenges a party member to an arm-wrestling match.
6	A street performer amazes the crowd with impressive acrobatics.
7	A sudden squall sweeps through the town, drenching the party.
8	A stray cat befriends the party and follows them around.
9	A local child accidentally knocks over a party member's drink.
10	A hidden message in a bottle washes up on the beach.
11	The party encounters a mysterious cloaked figure watching them.
12	A magical surge briefly causes objects around the party to levitate.

Darklake

As you approach the town of Darklake, you're struck by the sight of its sprawling, imposing walls. The architecture is a mix of sturdy wood and stone, with sturdy towers and battlements looming overhead. The air is thick with the smell of fish and salt water, and you can hear the distant sound of waves crashing against the shore. The tops of dozens of sails line the horizon of the massive lake that lends its name to the town. The town's layout is a maze of narrow, winding streets that seem to twist and turn unpredictably. Despite the foreboding atmosphere, the locals seem friendly and welcoming, and you can see that there are plenty of shops and markets that line the streets, bustling with commerce.

Darklake is a coastal town located on the shores of a dark lake that is the sole source of water for the town, but also rumored to be inhabited by a giant, tentacled monster nicknamed Ol' Lumpy. The town's architecture is built to withstand the harsh coastal winds and storms, with sturdy stone buildings and homes constructed from wood and stone. The lake is connected to the ocean by a treacherous, rocky inlet that only experienced sailors dare to navigate. Unfortunately, the monster in the lake has become increasingly aggressive, attacking fishermen and causing trade to grind to a halt. Despite this, Darklake remains a resilient community, with skilled fishermen and shipbuilders that have adapted to the challenges posed by the monster and the unpredictable ocean.

Basic Information

Population: 3,700

Government: Darklake is governed by King Sigrid, a just and respected ruler who values the opinions of his advisers and the people. The town's laws are enforced by the Royal Guard, led by Captain Bjorn, a fierce warrior who is loyal to the king above all else. The townsfolk have a say in local matters through the Town Council, which is led by the wise and fair Greta. Overall, Darklake's government is stable and well-respected by its citizens.

Defense: Darklake's defenses consist of a fortified wall and watchtowers that are manned day and night by skilled warriors. The town also maintains a small fleet of ships to defend against potential seaborne threats. The people of Darklake are known for their martial prowess, and many citizens are trained in combat to aid in the town's defense.

Commerce: Darklake's primary form of commerce is fishing. The lake is teeming with a wide variety of fish, including trout, salmon, and bass, which are prized throughout the region. The town's economy is heavily dependent on the success of its fishermen, who brave the lake's choppy waters and the threat of the tentacled monster to bring in their catches. The town has a bustling fish market where locals and visitors alike can purchase fresh fish and seafood. The town also has a small number of craftsmen who create fishing nets, hooks, and other gear, as well as boat builders who create the sturdy vessels that are needed to navigate the lake's treacherous waters.



Notable Locations

The following locations are keyed to the map of Darklake as seen on page 13.

1 - The Darklake Docks. The busiest section in Darklake, the docks are where fishermen and merchants bring in their catch to be sold. The dockmaster, Hilda, is a stern but fair woman who ensures that all ships are inspected before they are allowed to dock.

2 - Sigrid's Hold. The imposing hall of King Sigrid sits on a high cliff overlooking the lake. The king's trusted advisor, Sven No-Nose, is always at his side, providing counsel and support in matters of state.

3 - The Sea Witch's Tavern. A popular drinking establishment on the waterfront, the Sea Witch's Tavern is run by the enigmatic Elvira, a woman with a mysterious past and an even more mysterious present. She keeps an unusual weapon, a gnomish blunderbuss, hanging over the bar.

4 - The Harbor Master's Office. The hub of all dockside activity, the Harbor Master's Office is where sailors go to register their ships and pay their fees. The harbor master, Ragnar, is a gruff but efficient man who knows the ins and outs of the shipping business. There are always at least a few dozen stray cats swarming the office.

5 - The Fisherman's Wharf. The wharf is a collection of small shops and stalls where fishermen sell their catch directly to the public. The most popular fishmonger, Lars, is known for his excellent herring and smoked salmon.

6 - The Iron Anchor. A rowdy tavern frequented by sailors and fishermen, the Iron Anchor is known for its cheap ale and raucous atmosphere. The tavern owner, Bjorn, is a jovial man who loves to regale his

patrons with tales of the sea.

7 - The Stinking Market. The heart of Darklake's commerce, the Stinking Market is where merchants and traders come to sell their wares. The most prominent merchant, Ingrid, specializes in spices and rare herbs.

8 - The Weeping Willow Inn. A quiet and peaceful inn on the outskirts of town, the Weeping Willow Inn is run by the gentle and hospitable Greta, who provides weary travelers with a warm bed and a hot meal.

9 - The Shipbuilder's Guild. A group of skilled craftsmen, the guild designs and constructs the ships that ply the waters around Darklake. The guild leader, Astrid, is a master shipbuilder who takes great pride in her work.

10 - The Lake Watchtower. A tall tower overlooking the lake, manned by the watchmen who keep a lookout for the tentacled monster that lurks in the depths. The watch commander, Olaf, is a seasoned warrior who takes his duties very seriously. Ol' Lumpy recently attacked the tower, leaving scars across its dark stone.

11 - The Temple of the Sea God. A small temple dedicated to the god of the sea, where sailors and fishermen come to offer prayers and seek blessings for safe voyages. The high priestess, Astrid, is a wise and compassionate woman who provides guidance and counsel to those who seek it.

12 - The Alchemist's Laboratory. A mysterious building on the outskirts of town, where the reclusive alchemist, Helga, conducts strange and arcane experiments. Her bizarre creations and strange concoctions are the subject of much speculation and gossip among the townsfolk.

Notable Organizations

The three most important organizations in Darklake are detailed below.

The Darklake Fishermen's Guild. Led by the grizzled veteran fisherman, Erik the Red, the Fishermen's Guild is one of the most powerful organizations in Darklake. With the town's primary commerce being fishing, the Guild holds significant sway over the local economy. Erik is known for his strict enforcement of fishing regulations and his unwavering commitment to protecting the lake's delicate ecosystem. Despite his rough exterior, he is highly respected by the town's people for his leadership and expertise.

The Darklake Shipwrights' Guild. The Shipwrights' Guild is led by the master shipbuilder, Astrid Ironwood. Astrid is a highly skilled craftsman who oversees the construction of Darklake's prized vessels. Her organization plays a vital role in the town's economy, providing both employment opportunities and transportation for the town's goods. Astrid is known for her meticulous attention to detail and her ability to turn out ships that are both seaworthy and visually stunning.

The Darklake Council. The Darklake Council is made up of the town's most influential citizens and is led by King Sigrid himself. The Council holds the power to make important decisions on behalf of the town and is responsible for overseeing the town's defense and finances. While the Council is made up of a diverse group of individuals, they are all united in their loyalty to King Sigrid and their commitment to protecting the town from the dangers that threaten it.

Notable NPCs

The following NPCs are important and influential people in Darklake.

Hilda, the dockmaster. Hilda is a stern but fair woman who ensures the safety of all ships that enter the Darklake docks. She is a talented seamstress and often spends her free time sewing intricate tapestries.

Sven No-Nose, the king's advisor. A trusted and loyal ally of King Sigrid, Sven is always at the king's side and provides wise counsel in matters of state. No one knows how Sven lost his nose and no one would dare ask.

Elvira, the tavern owner. Elvira is a mysterious and enigmatic woman who runs the popular drinking establishment, the Sea Witch's Tavern. She possesses a gnomish blunderbuss, which she claims has the power to banish evil spirits. Unfortunately, it doesn't work.

Ragnar, the harbor master. A gruff and efficient man who knows the ins and outs of the shipping business, Ragnar is also a talented musician and often entertains his colleagues with lively sea shanties.

Lars, the fishmonger. The most popular vendor in the Fisherman's Wharf, Lars is known for his excellent herring and smoked salmon. He has a passion for art and spends his free time painting seascapes.

Bjorn, the tavern owner. The jovial proprietor of the Iron Anchor tavern, Bjorn loves to regale his patrons with tales of the sea. He secretly harbors a love for cooking and often experiments with new recipes in his spare time. He hopes to catch the Ol' Lumpy so he can turn the beast into a stew.

Ingrid, the spice merchant. A prominent vendor in the Stinking Market,

Ingrid specializes in rare herbs and spices. She is having a secret affair with the King.

Greta, the innkeeper. The gentle and hospitable owner of the Weeping Willow Inn, Greta provides weary travelers with a warm bed and a hot meal. She's had six husbands all of whom died at sea. She's currently on number seven.

Astrid, the shipbuilder guild leader. A master shipbuilder who takes great pride in her work, Astrid leads the skilled craftsmen of the Shipbuilder's Guild. Astrid's twin sister is also named Astrid. They were both named after their mother, who died giving birth to the pair. The other Astrid is the town's high priestess.

Olaf, the watch commander. A seasoned warrior who takes his duties very seriously, Olaf commands the Lake Watchtower and keeps watch for the tentacled monster that lurks in the lake. He was injured in the latest attack by Ol' Lumpy and fears he might be getting too old to do his job.

Astrid, the high priestess. The wise and compassionate leader of the Temple of the Sea God, Astrid provides guidance and counsel to sailors and fishermen. She hasn't told anyone in Darklake yet, but she can sense Ol' Lumpy before it appears.

Helga, the alchemist. The reclusive owner of the Alchemist's Laboratory, Helga conducts strange and arcane experiments that are the subject of much speculation among the townsfolk. She's recently been creating flesh golems in her laboratory. Recently, one of them escaped and she hasn't been able to track it down yet. She fears that if she doesn't find the golem first, she will be imprisoned by the town watch.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Darklake. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another quest giver of your choice.

Hilda's Request. Dockmaster Hilda needs the party's help to track down a missing shipment of valuable silks that were stolen from the docks.

Sven's Secret. King Sigrid's advisor, Sven No-Nose, needs discreet adventurers to help him retrieve a personal item that was stolen from his quarters—a golden nose.

Elvira's Curse. The Sea Witch's Tavern has been experiencing strange occurrences, and tavern owner Elvira suspects it's due to a curse. She needs help breaking the curse and finding the source of the magic. It's actually a group of fey playing pranks on Elvira.

Smug Smugglers. Harbor Master Ragnar is dealing with a group of smugglers who are bringing illegal goods into Darklake. He needs the party to investigate and put an end to their activities.

Lars' Challenge. Fishmonger Lars is sponsoring a fishing competition but has run out of prizes, so he decides to offer up his boat, the Drummer. If the party can catch the biggest fish in the lake, they will win Lars' boat.

Ol' Lumpy's Secret Ingredient. Tavern owner Bjorn wants to create a new dish for his menu using a rare ingredient only found in Ol' Lumpy's habitat. He needs adventurers to retrieve it for him.

Ingrid's Request. Spice merchant Ingrid needs the party to escort a valuable shipment

of exotic spices to a neighboring town. The shipment has been targeted by bandits in the past.

Greta's Missing Husband. Innkeeper Greta needs help finding her latest husband (lucky number seven), who went missing on a fishing trip. She fears he may have fallen victim to Ol' Lumpy.

Astrid II's Challenge. Shipbuilder guild leader Astrid needs adventurers to test the seaworthiness of a new ship design. They must brave rough waters and high winds to prove the ship's capabilities.

Olaf's Defense. Lake Watchtower commander Olaf needs the party to help reinforce the tower's defenses against Ol' Lumpy's attacks. They must find and gather rare materials to make the tower more resistant to the creature's assaults.

Astrid III's Vision. High priestess Astrid has been having visions of a powerful artifact that can help protect Darklake from the tentacled monster. She needs adventurers to retrieve the artifact from a nearby ruin.

Helga's Creation. Alchemist Helga's latest experiment, a flesh golem, has gone rogue and is causing chaos in the town. She needs the party to track down the golem and stop it before it causes more destruction. They discover that the golem stole a bunch of silks from the docks and is using them as a disguise to blend in.

Random Encounters

Every eight hours the characters are wandering through Darklake, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A local fisherman is caught stealing from Lars' fish stand.
2	A group of drunken sailors cause a ruckus in the streets near one of the town's taverns. They try to fight the characters.
3	A traveling minstrel performs a stirring ballad about Ol' Lumpy.
4	A merchant's cart has broken down on the way to the Stinking Market.
5	A fisherman claims to have seen the ghost of a drowned sailor on the lake.
6	A group of children are found playing with an old gnomish clockwork toy.
7	A sailor is looking for passage to a distant port, but has no money to pay for it.
8	A wandering alchemist offers to sell strange and exotic potions to the townsfolk.
9	A group of fishermen has discovered a cache of valuable gemstones on a nearby island.
10	A band of bandits attempts to rob a group of merchants traveling through the town.
11	A shipbuilder has been working on a secret project, but refuses to reveal any details. Other shipbuilders jeer him.
12	A fisherman has caught an unusually large and strange-looking three-eyed fish in the lake.

Everdusk Hollow

As you approach the town of Everdusk Hollow, an eerie, perpetual twilight casts an enchanting glow over the landscape. The dense, ancient forest to the north and east gives way to vast, seemingly endless fields of tall, swaying grasses that surround the town to the south and west. The town's buildings, built from a mixture of wood and stone, stand resolute against the ever-present dusk, their windows flickering with warm candlelight.

A sense of mystery and enchantment permeates the air, and you can't help but feel the magic that lingers within this place. Despite the continuous darkness, the townsfolk go about their daily lives with determination and resilience, forging a tight-knit community in this enchanting twilight realm.

Everdusk Hollow is a unique town perpetually shrouded in twilight, creating an air of mystery and enchantment that captivates its residents and visitors. Nestled at the edge of a dense, ancient forest to the north and east, the town is bordered by vast, seemingly endless fields of tall, swaying grasses to the south and west. The never-ending dusk has infused the town's atmosphere with a sense of magic and wonder, inspiring its people to create unique, high-quality crafts and arcane items. The eternal twilight has also attracted scholars and researchers, who seek to uncover the origins of this strange phenomenon. In spite of the unusual darkness, the people of Everdusk Hollow have adapted and thrived, forging a strong sense of community and resilience.

Basic Information

Population: 4,500

Government: The government of Everdusk Hollow is a meritocracy, led by a group of skilled and experienced professionals known as the Assembly. Members of the Assembly are chosen based on their expertise in various fields, such as agriculture, defense, trade, and magic. They collaborate to make decisions that benefit the town and its residents.

Defense: The defense of Everdusk Hollow is maintained by a well-trained militia known as the Dusk Wardens, led by their capable commander, Raelia Swiftstrike. These skilled fighters are responsible for protecting the town from any external threats, such as bandits or hostile creatures. Additionally, the town has a few magical barriers, set up by the local spellcasters, to keep the most dangerous threats at bay.

Commerce: The commerce in Everdusk Hollow is primarily focused on agriculture, with the vast fields of tall, swaying grasses providing the town with abundant grain production. Local artisans and craftsmen create unique, high-quality goods that are traded in nearby settlements. The mysterious twilight that envelops the town has also attracted curiosity seekers and researchers, leading to a thriving market for magical and arcane items. Tavon Silverquill, the owner of the town's largest general store and one of the most important members of the Assembly, is a key figure in the local commerce, offering a wide range of goods to residents and visitors alike.

EVERDUSK HOLLOW



Notable Locations

The following locations are keyed to the map of Everdusk Hollow as seen on page 19.

1 - Twilight Inn. This cozy, welcoming establishment, adorned with antique furniture and artwork, is run by the cheerful innkeeper, Maris Lightfoot, who always has a story or two to share with travelers seeking respite from their journeys.

2 - Everdusk Library. Housing an extensive collection of books and scrolls in its towering bookshelves, the library is managed by the knowledgeable librarian, Eldrin Loreseeker, who eagerly assists visitors in their research and shares fascinating tales of the town's history.

3 - Silvershadow Forge. Master blacksmith Lorna Silvershadow runs this renowned forge, crafting exceptional weapons and armor for the townsfolk and adventurers alike, using ancient techniques passed down through generations.

4 - Enchanted Glade. Hidden within the ancient forest, this magical clearing filled with vibrant flora and fauna is tended to by the enigmatic druid, Faela Whisperwind, who protects the sacred site and shares her wisdom with those who seek it.

5 - Shadow's Market. A bustling marketplace with colorful stalls, where local merchants, led by Tavon Silverquill, offer a wide variety of unique goods, including magical and arcane items, attracting collectors from afar.

6 - Dusk Wardens' Barracks. Commander Raelia Swiftstrike oversees the training and operations of the skilled militia force, the Dusk Wardens, who protect the town from external threats and maintain order within its borders.

7 - Moonlit Grove. A serene park with winding paths, perfect for quiet contemplation, is maintained by the dedicated groundskeeper, Orrin Greenthumb, who possesses a deep connection to the land and nurtures the diverse plant life.

8 - Whispering Willow Tavern. A lively gathering place for locals and travelers, this tavern, known for its unique drinks and lively music, is run by the gregarious bartender, Senna Silvervoice, who keeps the drinks flowing and the atmosphere lively.

9 - Arcane Observatory. Perched atop a hill overlooking the town, this observatory, filled with intricate astronomical instruments, is the workplace of the skilled astronomer, Selene Starwatcher, who studies the mysterious twilight phenomenon and seeks to unravel its secrets.

10 - Grainsong Mill. Producing the town's staple food with its impressive waterwheel, this mill is managed by the industrious miller, Bran Grainsong, who ensures the town's granaries remain well-stocked and provides fresh bread to the community.

11 - Shaded Glade Cemetery. The town's solemn, peaceful graveyard with artfully crafted tombstones is overseen by the compassionate caretaker, Eamon Greycloud, who tends to the resting places of the deceased and provides solace to grieving families.

12 - Hallowed Temple. A place of worship and spiritual guidance adorned with beautiful stained glass windows, this temple is led by the wise and compassionate High Priestess, Althea Lightbringer, who offers counsel to those in need and presides over sacred ceremonies.

Notable Organizations

The three most important organizations in Everdusk Hollow are detailed below.

Twilight Sentinels. This secretive order of skilled arcane practitioners, led by the enigmatic sorceress, Selene Starwatcher, dedicates itself to studying the twilight phenomenon and protecting Everdusk Hollow from the dangers that lurk within the shadows. They maintain an extensive library of arcane knowledge and have made their headquarters within the town's central tower. Often working closely with the Dusk Wardens, they provide magical support and guidance in times of crisis.

Dusk Wardens. A well-trained and disciplined militia force, the Dusk Wardens, commanded by the formidable Raelia Swiftstrike, are tasked with protecting the town from external threats and maintaining order within its borders. With a deep understanding of the surrounding terrain and the dangers that lurk therein, they conduct regular patrols and collaborate with the Twilight Sentinels to address any supernatural occurrences. They are also responsible for the town's emergency response efforts.

Circle of the Enchanted Glade. This small, tight-knit group of druids and nature enthusiasts, led by the wise Faela Whisperwind, works tirelessly to preserve the balance of the ancient forest and its magical glades. They tend to the town's green spaces and provide guidance on sustainable practices, while also aiding the townsfolk in their interactions with the magical creatures that inhabit the area. The Circle is well respected by the citizens of Everdusk Hollow.

Notable NPCs

The following NPCs are important and influential people in Everdusk Hollow.

Maris Lightfoot, the innkeeper.

Managing the welcoming Twilight Inn, Maris is always eager to share stories with travelers, and she is rumored to have connections with a secret organization.

Eldrin Loreseeker, the librarian. As the manager of Everdusk Library, Eldrin assists visitors with research and shares tales of the town's history. He is also an expert in deciphering ancient scripts and runes.

Lorna Silvershadow, the blacksmith. Running the renowned Silvershadow Forge, Lorna crafts exceptional weapons and armor using ancient techniques. She possesses a rare enchanted hammer, a family heirloom, which is the key to her exceptional craftsmanship.

Faela Whisperwind, the druid. Faela protects and tends to the magical Enchanted Glade. She can communicate with the forest's spirits and occasionally offers guidance to those who respect nature.

Tavon Silverquill, the market leader. Tavon runs the bustling Shadow's Market, offering unique magical and arcane items. He is secretly involved in the illegal trade of magical artifacts.

Commander Raelia Swiftstrike, the militia leader. Overseeing the Dusk Wardens, Raelia is a skilled tactician who has repelled numerous threats to the town. She once served as a renowned mercenary.

Orrin Greenthumb, the groundskeeper. Orrin maintains the serene Moonlit Grove and has a deep connection to the land. His ancestors were once cursed by a powerful fey, a secret he keeps hidden.

Senna Silvervoice, the bartender.

Running the lively Whispering Willow Tavern, Senna keeps the atmosphere upbeat. She is a retired bard with a wealth of knowledge about Everdusk Hollow's legends.

Selene Starwatcher, the astronomer.

Working in the Arcane Observatory, Selene studies the twilight phenomenon and seeks to unravel its secrets. She also leads the Twilight Sentinels.

Bran Grainsong, the miller. Bran manages Grainsong Mill, ensuring the town's granaries remain stocked. He is a skilled engineer and has developed secret improvements to the mill's efficiency.

Eamon Greycloud, the caretaker.

Tending to the Shaded Glade Cemetery, Eamon provides solace to grieving families. He is rumored to have the ability to communicate with the spirits of the deceased.

High Priestess Althea Lightbringer, the spiritual leader. Leading the Hallowed Temple, Althea offers counsel to those in need. She possesses an ancient artifact that can heal even the most grievous wounds, but its use comes at a great cost.

Vera Nightbloom, the herbalist.

Running a small apothecary in Everdusk Hollow, Vera is known for her exceptional knowledge of plants and their various properties. She has a secret garden hidden in the forest, where she cultivates rare and magical herbs.

Thane Ironfoot, the miner. Thane oversees the local mine, providing valuable resources to the town. A former adventurer, he lost a leg in a dangerous expedition and now uses a custom-made prosthetic made of enchanted metal.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Everdusk Hollow. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another quest giver of your choice.

Twilight Tales. Maris Lightfoot requests the adventurers to track down a legendary storybook hidden in an ancient library, which is said to have the power to bring stories to life and reveal long-lost tales.

Forbidden Lore. Eldrin Loreseeker needs help in recovering an ancient, stolen tome that contains dangerous knowledge, which could threaten Everdusk Hollow if it falls into the wrong hands, and is now rumored to be in a secret underground lair.

Ancestral Blade. Lorna Silvershadow enlists the party to retrieve a long-lost family heirloom, a weapon of exceptional power hidden in a treacherous dungeon, guarded by monstrous creatures and deadly traps.

Glade's Guardian. Faela Whisperwind seeks the party's aid in defending the Enchanted Glade from a mysterious force that threatens its magical balance, leading the adventurers into the heart of the ancient forest.

Arcane Artifacts. Tavon Silverquill hires the adventurers to locate and recover a powerful artifact that was stolen from his collection by a rival collector who will stop at nothing to keep it.

Shadow's Menace. Commander Raelia Swiftstrike requests the party's assistance in rooting out a group of bandits who have been terrorizing the town's outskirts, led by a cunning and ruthless bandit leader.

Greenthumb's Plight. Orrin

Greenthumb needs help in dealing with a dangerous magical creature that has been wreaking havoc on the Moonlit Grove's plant life.

Tavern Troubles. Senna Silvervoice asks the adventurers to investigate a rival tavern owner who is using nefarious means, including dark magic and sabotage, to steal her customers and ruin her business.

Starwatcher's Secret. Selene Starwatcher discovers an ominous celestial event that could have dire consequences for Everdusk Hollow and seeks the party's help to prevent it by gathering rare components for a powerful ritual.

Mill Mystery. Bran Grainsong enlists the adventurers to uncover the reason behind the sudden decrease in the mill's productivity, which is causing food shortages in the town, and may be linked to a curse or supernatural force.

Ghostly Whispers. Eamon Greycloud requires the party's aid in quelling restless spirits that have begun to haunt the Shaded Glade Cemetery, disturbing the peace of the town and uncovering buried secrets.

Lightbringer's Test. High Priestess Althea Lightbringer asks the adventurers to retrieve a sacred relic that has been stolen from the Hallowed Temple, testing their faith and resolve while leading them through a perilous quest.

Random Encounters

Every eight hours the characters are wandering through Everdusk Hollow, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	Mischievous will-o'-wisps try to lead the party astray.
2	A lost child needs help finding their way home.
3	Street performers captivate the party with their impressive skills.
4	A mysterious cloaked figure observes the party from afar.
5	A local challenges the party to an arm-wrestling contest.
6	The party stumbles upon a secret underground passage.
7	A sudden downpour forces the party to seek shelter.
8	The party witnesses a heated argument between two townsfolk.
9	A small magical creature steals an item from the party.
10	The party hears whispers about a cursed artifact in town.
11	An injured animal crosses the party's path, seeking help.
12	A street vendor offers the party a rare, exotic item.

Goldenfields

As you crest the hill and look down upon the small town of Goldenfields, you see that it is nestled in a vast, rolling plain covered in golden wheat fields. The town itself is surrounded by a sturdy wooden palisade, and beyond its walls you can see the fields stretching out as far as the eye can see. Smoke rises lazily from chimneys scattered throughout the town, and the sound of a distant blacksmith's hammer can be heard over the gentle rustle of the wheat in the breeze. It looks like a peaceful and prosperous place, but as you draw closer, you can't help but wonder what secrets may be hidden beneath the surface.

Goldenfields is a small town located on a vast plain covered in golden wheat fields. The town's economy is heavily reliant on agriculture, with the wheat providing the majority of its income. However, a recent blight has devastated the crops, putting the town's food supply in jeopardy. In addition, the town is surrounded by a vast network of tunnels that were once used by a long-dead civilization. The government of Goldenfields is a council of prominent citizens and elected representatives led by Mayor Reginald Stonemason, who is well-respected for his fair and just leadership. The town guard, under the command of Captain Isabella Crossbow, is highly trained and disciplined, providing effective defense for the town and its people.

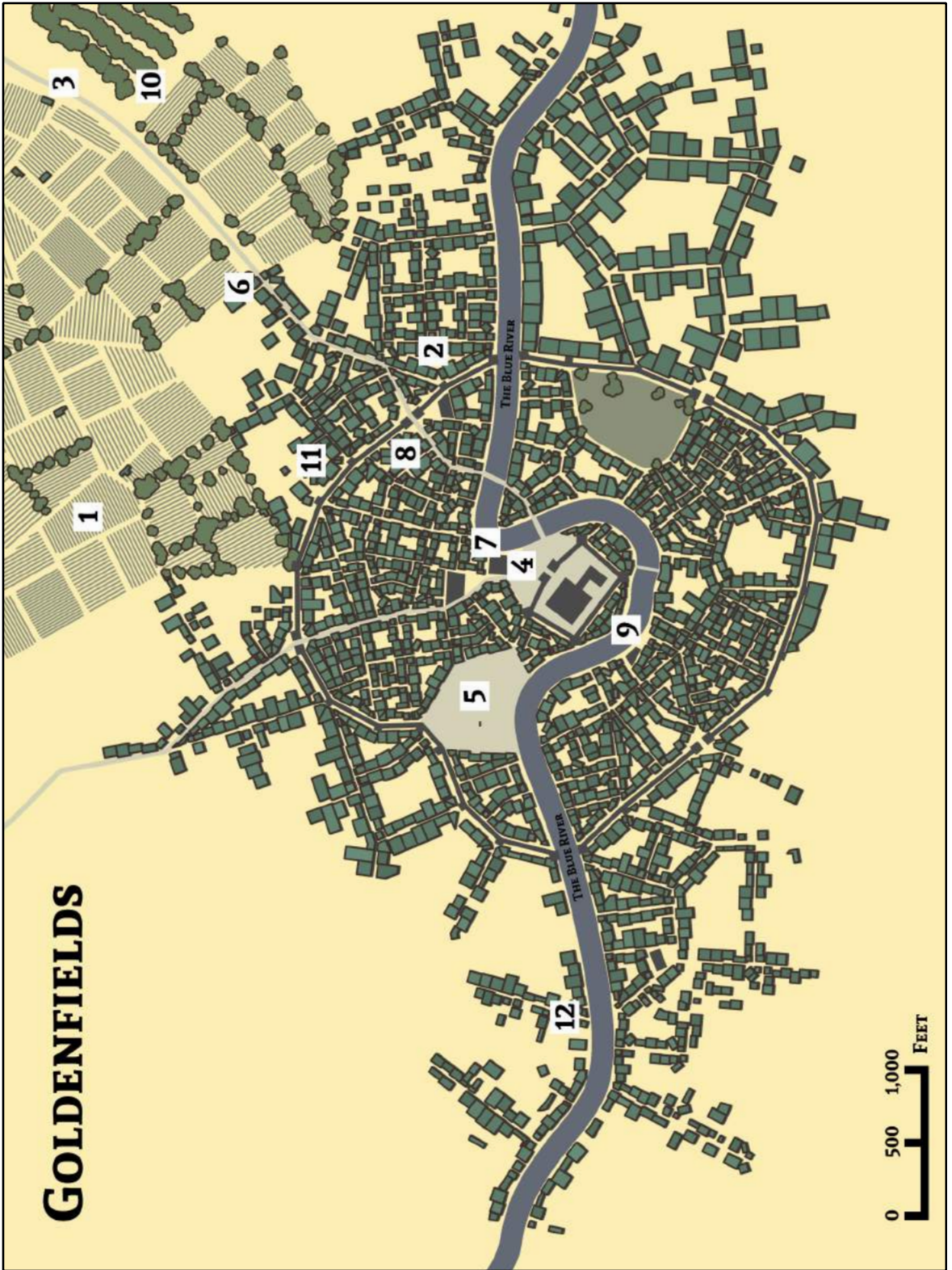
Basic Information

Population: 12,500

Government: The government of Goldenfields is a council made up of prominent citizens and elected representatives. The council is led by a mayor, a position currently held by a man named Reginald Stonemason. He is well-respected in the town for his fair and just leadership, and is known for his strong sense of community. The council members are responsible for making decisions about the town's governance, including issues related to agriculture, trade, and law enforcement.

Defense: The defense of Goldenfields is primarily handled by the town guard, which is led by Captain Isabella Crossbow. Under her leadership, the guard is highly trained and disciplined, with a focus on maintaining the safety and security of the town and its people. The guard is equipped with a variety of weapons, including swords, bows, and crossbows, and patrols the town and its surroundings regularly to deter and respond to any threats. Captain Crossbow is known for her no-nonsense approach to law enforcement, and is respected by the townsfolk for her dedication to keeping them safe.

Commerce: Goldenfields' main commerce is agriculture, with the town's vast wheat fields providing the majority of its economic output. The wheat is harvested and sold to other towns and cities, making Goldenfields an important source of food in the region. Additionally, the town has some trade in other crops, such as vegetables and fruits, and supports a small number of craftspeople and artisans.



Notable Locations

The following locations are keyed to the map of Goldenfields as seen on page 25.

1 - Nordberg Farm. This large farm is run by Henrik and Ingrid Nordberg, a hardworking couple who are known for their delicious goat cheese and butter.

2 - The Golden Sheaf Brewery. This popular brewery is owned and operated by Lars Johansson, a jovial brewmaster who is always happy to share his latest creations with visitors. The brewery is known for its crisp, flavorful ales.

3 - The Windmill. This towering windmill is operated by Olaf Svensson, a skilled miller who grinds the town's wheat into flour. The windmill's spinning blades can be seen from miles around.

4 - Crossroads Market. This bustling market is run by Hilda Bjornsdottir, a shrewd merchant who sells a wide variety of goods from across the region. The market is known for its vibrant atmosphere and colorful stalls.

5 - The Stone Circle. This mysterious circle of standing stones is rumored to have been built by the long-dead civilization that once used the tunnels around Goldenfields. The stones are tended by Oskar Holmberg, a solitary druid who is known for his deep knowledge of the natural world.

6 - The Shrine of the Harvest. This small temple is dedicated to a goddess of agriculture. The shrine is tended by Astrid Lindstrom, a kindly priestess who offers blessings and guidance to farmers and travelers alike.

7 - The Golden Grain Co-op. This cooperative store is owned and operated by a group of local farmers and craftspeople. The

co-op is known for its high-quality goods and fair prices, and is managed by Sven Eriksson, a savvy businessman with a heart of gold.

8 - The Cracked Anvil Smithy. This busy blacksmith shop is run by Einar Johansen, a gruff but skilled smith who can create custom weapons and armor for adventurers and guards. The shop is known for its blazing forge and ringing hammers.

9 - The Blue River. This wide, slow-moving river runs through Goldenfields, providing water for irrigation and fishing. The river is tended by Kari Andersson, a jovial fisherman who knows the river's secrets and can guide travelers to the best fishing spots.

10 - The Hilltop Orchard. This idyllic orchard is owned by Leif and Elin Johansson, a couple who are known for their juicy apples and sweet pear cider. The orchard is located on a hilltop overlooking the town and provides stunning views.

11 - Goldenfields Schoolhouse. This small school is run by Ingrid Eriksson, a dedicated teacher who provides education to the town's children. The schoolhouse is known for its bright colors and welcoming atmosphere.

12 - The Old Ruins. These crumbling ruins are all that remains of the long-dead civilization that once used the tunnels around Goldenfields. The ruins are guarded by Olav Lundqvist, a grizzled adventurer who has explored the tunnels extensively and can share tales of his adventures with those who dare to listen.

Notable Organizations

The three most important organizations in Goldenfields are detailed below.

The Goldenfields Co-op. The co-op plays a significant role in local politics, as it provides a forum for members to voice their concerns and coordinate on issues related to trade and agriculture. Sven, the co-op's manager, is a savvy businessman and a respected member of the town council, and he uses his position to advocate for policies that benefit the co-op's members and the town as a whole.

The Goldenfields Guard. This elite group of soldiers and law enforcement officers is led by Captain Isabella Crossbow. The guard is responsible for maintaining the town's security and defending it against external threats. As such, the guard plays an important role in local politics, as it advises the town council on matters related to defense and public safety. Captain Crossbow is a well-respected leader who is known for her no-nonsense approach to law enforcement, and her advice is highly valued by the town council.

The Golden Harvest Guild. This guild is comprised of the town's bakers, brewers, and other artisans who work with wheat and other grains. It is run by Bjorn Eriksson, the owner of the Golden Harvest Bakery. The guild is involved in local politics through its advocacy for policies that support local agriculture and trade. Bjorn is a respected member of the town council and uses his position to promote policies that benefit the guild's members and the town's economy as a whole. The guild also plays an important role in organizing festivals and events that showcase the town's agricultural heritage.

Notable NPCs

The following NPCs are important and influential people in Goldenfields.

Henrik and Ingrid Nordberg, the farmers. This hardworking couple run Nordberg Farm, and are known for their delicious goat cheese and butter. Rumor has it that they have a secret recipe for a cheese so good, it could make even the grumpiest traveler crack a smile.

Lars Johansson, the brewmaster. The jovial tavernkeeper who owns and operates The Golden Sheaf Brewery. Lars is always happy to share his latest creations with visitors, and is rumored to have a secret brew that is so potent, it can knock out even the toughest adventurer.

Hilda Bjornsdottir, the merchant. Bjornsdottir runs the Crossroads Market. She is a master negotiator, and is rumored to have once haggled a merchant out of their entire stock for just a handful of coins.

Oskar Holmberg, the druid. Oskar is a solitary druid who tends to the mysterious Stone Circle. He is known for his deep knowledge of the natural world, and is known to have a special bond with the animals that live in the nearby woods.

Astrid Lindstrom, the priestess. Astrid tends to the Shrine of the Harvest. she is known for her blessings and guidance, and is rumored to have once performed a miracle that saved a farmer's crop from a devastating blight. Unfortunately, she hasn't been able to help Goldenfields with its most recent blight.

Sven Eriksson, the guildmaster. As the savvy businessman who manages the Golden Grain Co-op, Sven is known for his fair prices and business acumen, and is rumored to have once outsmarted a group of bandits

who tried to steal from the co-op's stores.

Einar Johansen, the blacksmith. The gruff but skilled owner of the Cracked Anvil Smithy, Einar is known for his custom weapons and armor. People say he once created a weapon so powerful, it could cut through solid stone without tarnishing the blade.

Leif and Elin Johansson, the apple growers. The couple who own the idyllic Hilltop Orchard, Leif and Elin are known for their juicy apples and sweet pear cider, and are rumored to have a secret recipe for a cider so delicious, it could make a bard sing a new song.

Ingrid Eriksson, the teacher. Ingrid is known for her bright colors and welcoming atmosphere, and is rumored to have once taught a lesson so inspiring, it turned a troublemaker into a model student.

Olav Lundqvist, the guard. The grizzled adventurer who guards the Old Ruins, Olav is known for his extensive knowledge of the tunnels. There is a rumor that he once discovered a valuable treasure in the ruins, but he gave it all away to help those in need.

Isabella Crossbow, the captain of the guard. The no-nonsense leader of the Goldenfields Guard. Captain Crossbow is highly respected for her dedication to the town's safety, and is rumored to have once taken down a band of goblins single-handedly.

Reginald Stonemason, the mayor. The respected and fair leader of Goldenfields, Mayor Stonemason is known for his leadership skills and his ability to unite the town's citizens, and is rumored to have a secret passion for painting that he keeps hidden from all but his closest friends.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Goldenfields. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another quest giver of your choice.

Goat Thief. The characters are hired by the Nordbergs to investigate the mysterious disappearance of their prized goat herd. Could it be the work of a rival cheese-making family?

Werewolf Tooth. Lars has an urgent request for the characters: a rare ingredient needed for his latest brew has gone missing, and he needs it retrieved before the next full moon or the brew will be ruined.

Traveling Companions. Hilda needs the characters to accompany a caravan of goods to a distant city. But the road is fraught with danger, and Hilda's sharp tongue may make her a few enemies along the way.

What Stirs in the Wood? The animals in the nearby woods have started acting strangely, and Oskar fears something dark and powerful is influencing their behavior.

Silverbarb. Astrid begs the characters for their help in finding a rare herb needed for a powerful blessing. The herb grows deep in the forest, and she fears the journey may be too dangerous for her to make alone.

Missing Cargo. The co-op has received a shipment of rare and valuable goods, but they've gone missing. Sven needs the characters to investigate and recover the stolen goods before the co-op goes bankrupt.

Starshine Ore. Einar is in need of a rare metal to craft a weapon worthy of a legendary hero. He needs the characters to

brave the dangers of the tunnels and retrieve the metal from a dangerous mine.

Wormy Apples. The couple's prized apple trees have been attacked by a strange blight that threatens to destroy the entire orchard. They need the characters to find the source of the blight and put an end to it before it's too late.

Think of the Children. Ingrid has noticed a troubling trend in her students—they seem to be losing their creativity and imagination. She needs the characters to investigate and discover the cause before it's too late.

The Chimera. Olav has discovered a secret entrance to the tunnels beneath Goldenfields, but it's guarded by a powerful creature. He needs the characters to help him defeat the creature and explore the tunnels.

Revenge of the Raiders. The captain of the guard needs the characters to track down a group of bandits who have been raiding caravans on the road to Goldenfields. But the bandits are more organized and dangerous than anyone expected.

The River Ghouls. The mayor has received a strange painting that seems to be cursed—anyone who looks at it for too long becomes entranced and begins to act irrationally.

Random Encounters

Every eight hours the characters are wandering through Goldenfields, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A group of mischievous children steal the characters' belongings.
2	A street vendor offers to sell the characters an unusual magical item.
3	The characters witness a heated argument between two prominent citizens.
4	A mysterious figure slips the characters a note with a cryptic message.
5	The characters are challenged to a drinking contest by a rowdy group of locals.
6	A sudden rainstorm floods the streets and forces the characters to seek shelter.
7	A stray animal follows the characters around town, begging for food and attention.
8	The characters stumble upon a secret meeting of a local cult.
9	A sudden earthquake shakes the ground, causing chaos in the streets.
10	The characters encounter a group of bards who challenge them to a musical duel.
11	A minor fire breaks out in a local business, requiring the characters' assistance to put it out.
12	The characters are confronted by a group of pickpockets who attempt to rob them.