

A NO-TIME-TO-PREP GUIDEBOOK

# Just Passing Through

## 20 Small Villages for Any Fantasy RPG

by DMDave



NO TIME TO PREP • 1

# Just Passing Through

**20 SMALL VILLAGES**

FOR ANY FANTASY RPG



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PUBLISHING

Published in 2023  
Hamrick Brands, LLC  
1527 Ashley Cir  
Norman, OK 73069

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## Introduction

*Just Passing Through: 20 Small Villages for Any Fantasy RPG* is an essential tool for busy Game Masters looking to breathe life into their tabletop adventures. This comprehensive guide offers 20 unique and detailed small villages, 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 village, 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 villages to explore. With this essential resource at your fingertips, the next time your players ask, "What's in that village 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 villages 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 on page 87 will help you come up with additional ideas.

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

**Important NPCs.** The important NPCs section lists six notable characters the characters may encounter while they are in the village. Each character is described briefly along with any important information the GM may need to know about them.

**Village Map.** The map of the village

## RANDOM VILLAGES

Aren't sure which village to use? Grab a d20 and roll for one of the locations below.

d20	Name	Population	Terrain	Main Theme	Page #
1	Ashcroft	250	Grassland	Severe drought	6
2	Birchwood	500	Forest	Cursed	10
3	Blackthorn	300	Forest	Economic woes	14
4	Cedarvale	200	Coastal	Monster attacks	18
5	Daleton	800	Forest	Bandit raids	22
6	Edgewater	500	Island	Monser attacks	26
7	Fairmeadow	800	Grassland	Undead invasion	30
8	Fernwood	1,000	Forest	Industry/druid conflict	34
9	Greystone	90	Mountain	Monster in the mine	38
10	Havenmoor	300	Swamp	Sacred tree dying	42
11	Highgate	300	Mountain	Flooded mine	48
12	Ironwood	500	Forest	Monstrous leader	50
13	Millfiend	1,000	Hill	Haunted windmill	54
14	Mistwood	600	Forest	Elves vs humans	58
15	Oakhurst	450	Grassland	Witch hunters	62
16	Ravenhollow	300	Forest	Evil forest	66
17	Sunfield	50	Grassland	Sun cult	70
18	Thorneycroft	550	Hill	Devil in disguise	74
19	Winterhaven	200	Mountain	Poor vs rich	78
20	Zephyr Bay	150	Coastal	Pirates	82

provides a detailed visual representation of the village layout, which includes the location of important locations and special features.

**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 village. This helps set the mood and establish the atmosphere of the village, as well as give the players an initial impression of the place.

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

events.

**Calamities.** The calamities section provides a list of potential adventure hooks or current events that are happening in the village. These calamities 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 village and its people. These encounters can be used to help flesh out the atmosphere of the village and give the characters a sense of what life is like there. You can use these tables to help shake things up, too.

# Ashcroft

Ashcroft is a small, rural village located in a fertile area known for its rich soil and favorable weather conditions; however, due to a prolonged drought, the crops in and around Ashcroft have failed, leaving the villagers without enough food to last through the winter. Despite the crisis, the villagers of Ashcroft remain determined to survive and are looking for any help they can get to weather the calamity and keep their community alive.

## Basic Information

---

**Population:** 250

**Government:** Reeve Alder of Ashcroft is a fair and just leader who is well-respected by the villagers.

**Defense:** The defense of Ashcroft consists of a sturdy wooden palisade surrounding the village, guarded by a small group of skilled archers and spearmen who are trained to defend the village against bandit and other threats.

**Commerce:** Ashcroft's primary method of commerce is farming, as the village is located in a fertile area with rich soil and favorable weather conditions that allow for the cultivation of crops such as wheat, barley, and vegetables.

**Organizations:** The shrine in Ashcroft is a small, simple building located at the center of the village, dedicated to the goddess of agriculture and fertility, adorned with simple decorations and maintained by a local priestess. It is an important part of village life where villagers make offerings to the goddess.

## Important NPCs

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Below are some of Ashcroft's most notable non-player characters.

**Alder, the reeve.** Reeve Alder is a seasoned warrior and noble statesman known for his fair judgment and leadership. However, he harbors a deep secret: his wife is a powerful sorceress who has been banished by the King.

**Jakob, the baker.** Jakob is a kind and jovial man who is passionate about baking. He is in love with Livia, the innkeeper, but has been too afraid to tell her how he feels.

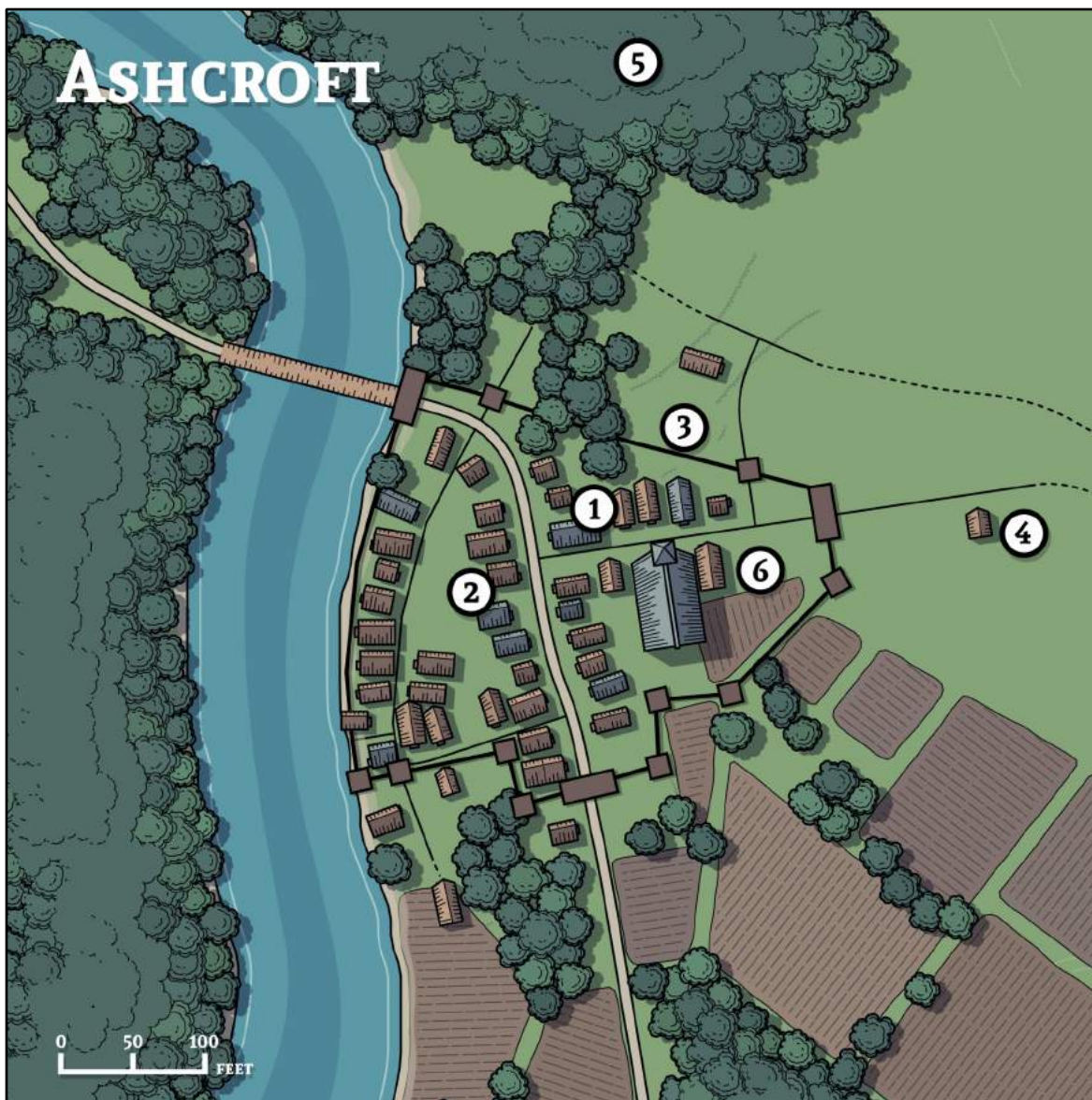
**Livia, the innkeeper.** Livia is a shrewd and resourceful woman who runs the Watering Hole Inn with a no-nonsense attitude. She is secretly saving up money to buy a farm outside of the village, where she hopes to retire.

**Marcus, the village healer.** Marcus is a gentle and compassionate man who is highly skilled in the healing arts. Unbeknownst to the other villagers, he has been secretly studying necromancy in order to try and cure a terminal illness that is afflicting his wife.

**Silas, the village sage.** Silas is an elderly man who is well-versed in the history and lore of the region. Lately, he has been communicating with a group of forest spirits in the nearby woods, and is secretly plotting to overthrow the village leadership in order to install a more eco-friendly and nature-focused government.

**Thalia, the village weaver.** Thalia is a quiet and introspective woman who is admired by the villagers for her skill and creativity. She has been stealing scraps of fabric from the other villagers' homes in order to weave a secret tapestry that tells the story of her life and experiences in Ashcroft.





As you crest the hill overlooking the village of Ashcroft, you are greeted by the sight of a humble but hardworking community nestled amidst the lush green fields of the surrounding farmland. The villagers move about their daily tasks with a sense of purpose and determination, but there is also an air of weariness about them, a hint of hardship and uncertainty that speaks to the challenges they have faced in recent times. Nevertheless, there is an air of resilience and camaraderie here, a feeling of people coming together to weather the storm and emerge stronger on the other side. While you make your way into the village proper, the villagers greet you with wary but welcoming smiles, curious about the strangers who have come to their small corner of the world.



## Notable Locations

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Below are six notable locations in Ashcroft keyed to the map on page 7

**1 - Watering Hole Inn.** The Watering Hole is the village inn, known for its cozy atmosphere, hearty meals, and comfortable rooms. A large stone fireplace dominates the common room.

**2 - Greta's Forge.** Greta's Forge is the heart of the village's industry, where Greta, the blacksmith, creates and repairs tools, weapons, and other metal objects. Here, Greta keeps her most valuable tools. She works on her most important projects in solitude in a secret underground workshop below the shop.

**3 - Harvest Festival Grounds.** The Harvest Festival is a time of great celebration in Ashcroft, where the villagers come together to share the bounty of the year's harvest. A massive bonfire is lit at the center of the village, where the villagers dance and feast until the early hours of the morning.

**4 - The Healer's Hut.** The Healer's Hut is the home and workplace of Marcus, the village healer. An herb garden surrounds the hut, filled with all manner of medicinal plants and herbs.

**5 - The Old Ash.** The Old Ash is a massive, centuries-old tree located just outside the village. Villagers leave offerings to the local nature spirits at the tree's base, in the hopes of receiving blessings and good luck.

**6 - The Weaver's Workshop.** The Weaver's Workshop is Thalia's home and workshop, where she creates and sells her beautiful tapestries and other woven goods. Thalia keeps a quiet meditation space in the attic, which she uses to escape from the chaos of daily life.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Ashcroft.

**Bandit Raids.** A group of ruthless bandits has been raiding villages in the area, and Ashcroft is their next target. The bandits have been stealing food, valuables, and livestock, and have even taken villagers captive for ransom. The attacks have left the villagers afraid and vulnerable, with many of them struggling to provide for their families in the face of the bandit threat. The characters can help by fortifying the village defenses, tracking down the bandit hideout, or even negotiating with the bandits to try and find a peaceful solution.

**Cattle Rustling.** A group of rustlers has been stealing the village's cattle, causing a shortage of meat and dairy products and threatening the livelihood of the farmers. The rustlers are difficult to catch and have been operating under cover of darkness. The characters can help by setting up traps, conducting night watches, or even working with the local authorities to bring the rustlers to justice.

**Plague.** A mysterious illness has spread through the village, killing many of the villagers and causing widespread panic. The plague has left many of the villagers isolated and fearful, with some even turning to dark magic in an attempt to stave off the disease. The characters can help by seeking out a cure, investigating the source of the plague, or even trying to contain its spread through quarantine and isolation measures.

**Goblins in the Woods.** A tribe of goblins has taken up residence in the nearby woods, attacking travelers and raiding nearby villages, and the villagers of Ashcroft fear they may be next. The goblins are cunning

and dangerous, and have even begun kidnapping villagers for use in their twisted experiments. The characters can help by driving the goblins out of the area, negotiating a truce, or even making an alliance with a more peaceful goblin tribe.

**Harsh Winter.** The harsh winter weather has made it difficult for the villagers to gather food and supplies, and many of them are struggling to survive in the cold and snow. The villagers are running low on firewood and other essential resources, and are beginning to fear for their lives. The characters can help by gathering firewood, hunting for food, or even seeking out magical or divine aid to help them weather the cold.

**Sabotage.** Someone in the village has been sabotaging the farmers' crops and tools, causing widespread damage and slowing down the village's recovery from the drought. The villagers are suspicious of each other, and are beginning to turn on one another in their search for the culprit. The characters can help by investigating the sabotage, finding the culprit, and putting an end to their nefarious plans before it's too late.

**Crop Failure.** Due to a prolonged drought, the crops in and around Ashcroft have failed, leaving the villagers without enough food to last through the winter. The villagers are struggling to survive, and tensions are beginning to rise as resources dwindle. The characters can help by organizing a trade caravan to bring in supplies from other villages, seeking out a source of magical or divine aid to help bring rain to the parched land, or even uncovering the root cause of the drought and finding a way to reverse it.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A belligerent drunk at the Watering Hole Inn challenges the characters to a drinking contest.
2	A farmer asks the characters to help him recover a stolen cow from a nearby field.
3	A group of children challenge the characters to a game of tag.
4	A group of local artisans ask the characters to help them source rare materials for their crafts.
5	A crazed mage arrives in the village and begins causing chaos with his unpredictable spells.
6	A group of villagers ask the characters to help them track down a band of poachers who have been stealing game from the local forests.
7	The village elder asks the characters to help him investigate a mysterious and ancient artifact that has been uncovered in the nearby ruins.
8	A group of bards pass through Ashcroft, and one of them offers to teach the characters a new song or dance.
9	A young woman asks the characters to help her find her missing fiancé, who disappeared while on a hunting trip.
10	A group of travelers arrive in Ashcroft, claiming to be on a pilgrimage to a nearby holy site, but some villagers suspect that they are actually cultists in disguise.
11	A wealthy merchant offers to pay the characters to escort him and his valuable goods to a nearby city, but they soon realize that the merchant is not who he seems.
12	A group of hunters arrive in Ashcroft, offering to sell the characters exotic meats and pelts from their latest expedition.

# Birchwood

Birchwood is a small village that is struggling to deal with a terrible curse that has befallen them. A powerful and ancient artifact has been discovered near the Shrine of the Old Gods, and anyone who comes into contact with it is struck with a withering ailment. The people of Birchwood are living in fear, as many have already fallen victim to the curse. The council of elders is at a loss for what to do, and tensions are running high as the villagers turn on one another.

## Basic Information

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**Population:** 500

**Government:** Birchwood is led by a council of elders, who are elected by the villagers and serve as the primary governing body of the community. The people of Birchwood generally have a positive opinion of the elders, seeing them as wise and experienced leaders who have the best interests of the community at heart. However, there are some who believe that the elders are too cautious and resistant to change, and that they are not doing enough to address the village's problems.

**Defense:** Birchwood has no formal defenses, but its resourceful villagers rely on their geography and various strategies to protect themselves from threats.

**Commerce:** Birchwood relies primarily on hunting, farming, and the production of artisanal crafts for its commerce.

**Organizations:** The Circle of the Old Gods is a small but influential organization in Birchwood, which is dedicated to preserving the traditions and beliefs of the village's ancestors.

## Important NPCs

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Below are some of Birchwood's most notable non-player characters.

**Eilidh, the village healer.** Eilidh is a kind and compassionate woman who is highly respected by the villagers for her medical knowledge. She is secretly in love with elder Edric but knows that their relationship is forbidden by the village's traditions.

**Gareth, the village blacksmith.** Gareth is a gruff and stubborn man who takes great pride in his work as a blacksmith. He is secretly in love with Eilidh but knows that she is in love with elder Edric.

**Finn, the village bard.** Finn is a charismatic and talented musician, and a member of a secret society of bards that dedicated to preserving and spreading wisdom of the ancient world.

**Edric, one of the village elders.** Edric is a stern and traditional man who takes his responsibilities as an elder very seriously. Unknown to others, Edric is haunted by a dark secret from his past, which he fears will be exposed if anyone ever finds out; he murdered a constable in another village.

**Lysandra, the village weaver.** Lysandra is a creative and talented weaver, who produces some of the most beautiful and intricate textiles in the region. She is a member of a secret coven of witches who use their magic to protect the village.

**Aric, the village hunter.** - Aric is a skilled and experienced hunter who provides food and resources for the community. However, Aric is secretly working with a group of bandits who have been raiding nearby villages and using Birchwood as a safe haven.

# BIRCHWOOD



As you enter the village of Birchwood, you are struck by the quiet, somber atmosphere that seems to hang over the place. The villagers you pass by seem haggard and worn, their faces etched with worry and fear. The buildings themselves are quaint and rustic, but many of them are in disrepair, with shingles missing from the roofs and shutters hanging askew. A few children play in the streets, but they seem more subdued than children should be. As you move deeper into the village, you catch snippets of conversation about crop failures, missing persons, and strange happenings in the forest. It's clear that something is amiss in Birchwood, and the villagers are struggling to cope with whatever calamity has befallen their once-peaceful community.



## Notable Locations

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Below are six notable locations in Birchwood keyed to the map on page 11.

**1 - The Old Mill.** The Old Mill is known for the unique and flavorful flour it produces, thanks to a secret recipe passed down through generations of the miller's family.

**2 - The Watchtower** - The Watchtower features a massive, ancient telescope that is said to be able to see into the future and reveal the secrets of the cosmos.

**3 - The Shrine of the Old Gods.** The Shrine of the Old Gods is built into a massive, ancient tree believed to be the oldest living thing in the entire forest. The shrine is protected by a group of druids, the Circle of the Old Gods, who use their magic to keep the tree healthy and strong.

**4 - The Council Hall.** The Council Hall is decorated with intricate carvings and tapestries that depict the history of the village and its people. The council meets here to make important decisions, but the hall is also open to the public. Villagers often gather here to tell stories, share news, and discuss local issues.

**5 - The Inn of the Falling Leaves.** The Inn of the Falling Leaves is built into the side of a hill, and its walls are covered with ivy and moss. The inn is known for its cozy and welcoming atmosphere, and for its famous mushroom stew.

**6 - The Forge of the Blacksmith.** The Forge of the Blacksmith is a sprawling complex that includes a massive workshop, a training ground for apprentices, and a showroom for Gareth's wares. Gareth is renowned throughout the region for his beautiful and intricate metalwork, which often features images of the local flora and fauna.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Birchwood.

**The Blight.** A strange and deadly blight has infected the village's crops, causing them to wither and die. The people of Birchwood are facing a severe food shortage, and many are struggling to survive. The characters can help by investigating the cause of the blight and finding a way to cure it.

**Vanishing Villagers.** Several villagers have vanished without a trace, and no one knows what has become of them. The people of Birchwood are living in fear of being the next to disappear, and tensions are running high. The characters can help by investigating the disappearances and discovering the truth behind them.

**Giant Wasps.** A massive swarm of giant wasps has descended upon the village, and is attacking anyone who comes too close. The people of Birchwood are afraid to leave their homes, and are running low on supplies. The characters can help by tracking down the queen of the wasps and destroying her nest.

**Cursed Artifact.** A powerful and ancient artifact has been discovered in the forest outside Birchwood, but anyone who comes into contact with it is struck with a terrible curse. The people of Birchwood are afraid of the artifact and are calling for it to be destroyed, but some believe it could hold the key to great power. The characters can help by finding a way to neutralize the artifact and prevent it from falling into the wrong hands. Lysandra and her coven of witches might be of use here.

**Raiders.** A group of bandits has been raiding nearby villages and has set its sights on Birchwood. The people of Birchwood are afraid and have taken up arms to defend

themselves, but they are outnumbered and outgunned. The characters can help by training the villagers in defensive tactics, and by leading a counter-raid against the bandits. The characters might also discover that Aric's group is behind the raids.

**The Revenant.** A vengeful spirit has taken up residence in the village, and is tormenting the people of Birchwood with its malevolent presence. The villagers are afraid to leave their homes, and are turning to the village elders for help. The characters can help by discovering the source of the spirit's anger, and finding a way to lay it to rest.

**The Hungry Pit.** A massive sinkhole has opened up in the center of the village, and is threatening to swallow the entire town. The people of Birchwood are frantically trying to fill in the hole, but it seems to be getting larger every day. The characters can help by finding a way to stabilize the ground and prevent the sinkhole from growing.

**The Pack.** A pack of werewolves has been spotted near the village, attacking livestock and people alike. The people of Birchwood are afraid to leave their homes after dark, and are calling for help. The characters can help by tracking down the werewolves and finding a way to stop them. They may need silver weapons from Gareth.

**Storm of the Century.** A freak winter storm has hit Birchwood, bringing with it blinding snow and freezing temperatures. The people of Birchwood are struggling to stay warm and fed, and many are suffering from frostbite and hypothermia. The characters can help by providing warm clothing and blankets, and by finding food and supplies to help the village survive until the storm passes.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters stumble upon a group of villagers gathered around a campfire, telling ghost stories.
2	The characters come across a farmer who is struggling to move a large, heavy cart, and could use their help.
3	A bard passes through the village, looking for an audience for his latest ballad.
4	A group of children challenge the characters to a game of hide and seek in the forest.
5	A local merchant offers the characters a good deal on some exotic spices.
6	A group of rowdy villagers starts a brawl in the Inner of the Falling Leaves, and the characters have to break it up.
7	A lost and frightened child wanders into the village, and the characters have to help reunite them with their family.
8	The characters witness a heated argument between two villagers over a disputed boundary line, and are asked to help mediate the dispute.
9	A young woman asks the characters to help find her missing fiancé, who disappeared while on a hunting trip.
10	A local artist asks the characters to model for a painting she is working on.
11	A group of traveling performers puts on a show in the village square, and the characters are invited to watch.
12	A young woman begs the characters to help her escape an arranged marriage to a man she does not love.

# Blackthorn

Blackthorn is a struggling and isolated village surrounded by dense forests and steep hills. The villagers are tense and on edge, with several businesses having closed down and others struggling to make ends meet. The presence of Deveraux Manor on the village's tallest hill only adds to the sense of unease, and the recent collapse of the village's primary source of commerce, a silver mine, has left many without work or means to support themselves.

## Basic Information

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**Population:** 300

**Government:** Blackthorn is ruled by a wealthy and powerful noble family, the Deverauxs, who use their wealth and influence to maintain control over the village and its inhabitants.

**Defense:** Blackthorn has a small, locally trained militia that is responsible for protecting the village from bandits, raiders, and other threats. The militia is not particularly well-equipped or well-trained, but they are fiercely loyal to their village and will fight to protect it at all costs. In times of crisis, the villagers will also band together to help defend their community.

**Commerce:** The economy of Blackthorn relies heavily on the nearby silver mine, which recently collapsed, leaving the villagers struggling to find new sources of income and trade.

**Organizations:** The village of Blackthorn is home to a small temple of monks, hidden away in the nearby forest, who are devoted to promoting peace and balance in the village.

## Important NPCs

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Below are some of Blackthorn's most notable non-player characters.

**Lady Caroline Deveraux, the matriarch.** Lady Caroline is a powerful and intimidating figure, who commands the respect of the villagers through sheer force of will. She is the one responsible for the mine collapse.

**Brother Elias, the monk.** Brother Elias is a kind and gentle soul. He is secretly training a group of elite monks in martial arts and other combat techniques in preparation for a looming threat he believes could destroy the village.

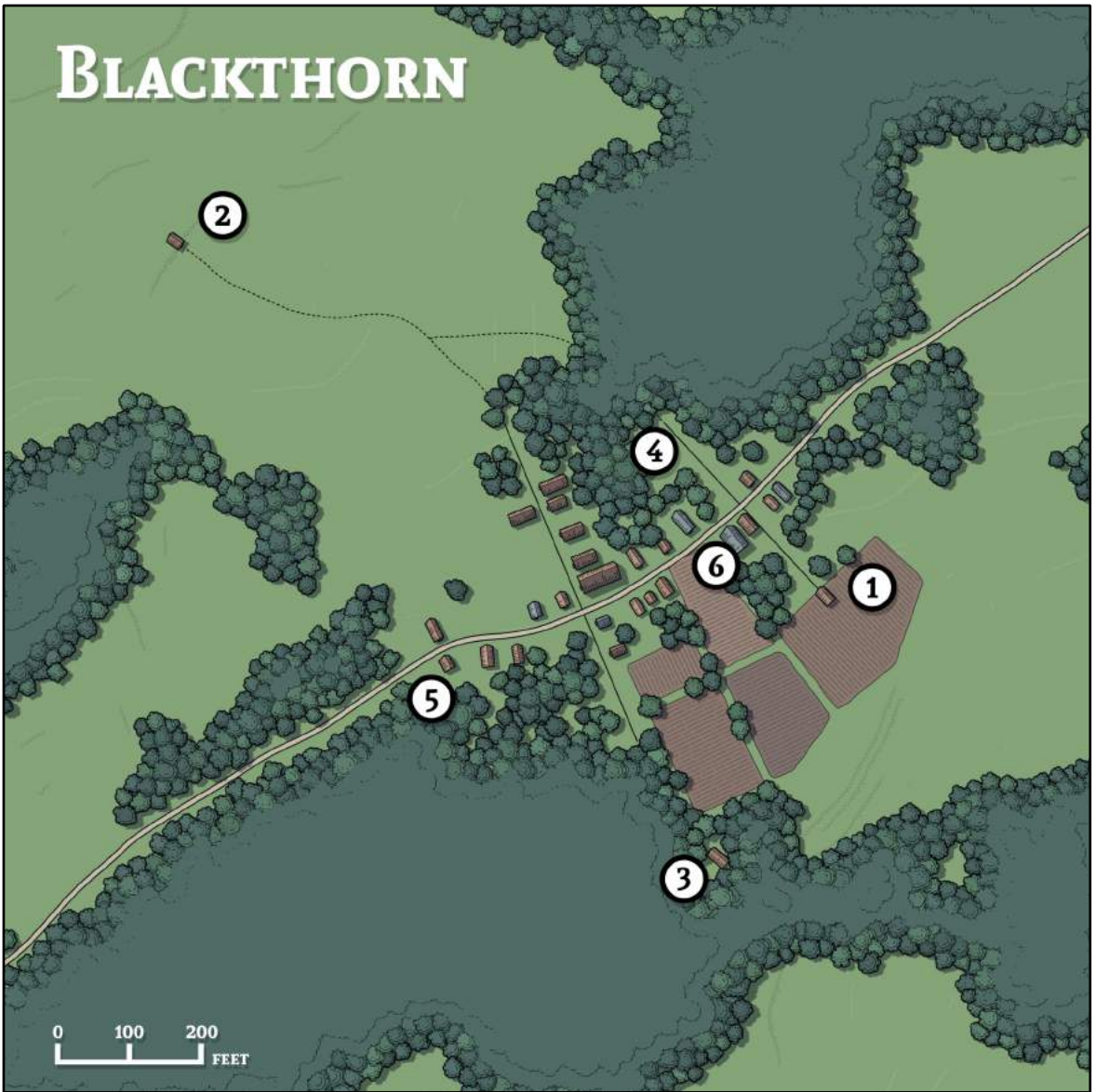
**Jacoby Smith, the blacksmith.** A former miner who was injured in the mine collapse, Jacoby is now working as a blacksmith in the village. He is friendly and helpful to the characters, but secretly harbors a deep resentment toward the Deveraux family, who he blames for the village's woes.

**Veronica Beaumont, the would-be heiress.** The daughter of the wealthy and influential Beaumont family, Veronica is a sophisticated woman known for her wit and charm. She is secretly working to undermine the Deveraux family's hold on the village, by seducing Lady Caroline's son and heir, Luke, in order to gain access to their secrets.

**Tobias, the hermit.** A mysterious and reclusive hermit who lives in the forest outside of Blackthorn, Tobias is said to possess powerful magical abilities. He is actually a former member of the Deveraux family, who was exiled from the village after being accused of practicing dark magic.

**Victor, the mercenary.** Victor is a gruff and surly warrior who has been hired by the Deveraux family to protect the village from bandits and other threats.

# BLACKTHORN



As you enter the village of Blackthorn, you sense an air of tension and unease. The buildings are all made of sturdy, rough-hewn timber, and many of them appear to be in need of repair. The village seems to be struggling, with many of the businesses appearing to have closed down. The few remaining villagers you see all seem to be focused on their work, with a sense of determination and urgency in their actions. As you look out toward the outskirts of town, you notice a large manor sitting atop a tall hill, surrounded by a tall, wrought iron fence. The imposing structure looks out of place among the modest houses, and its presence only adds to the feeling of unrest you detect in the village.



## Notable Locations

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Below are six notable locations in Blackthorn keyed to the map on page 15.

**1 - The Deveraux Estate.** This grand, imposing mansion is fronted by a large, ornate gate that is always guarded by a pair of fierce-looking hounds. The estate is surrounded by a lush and sprawling garden.

**2 - The Silver Mine.** This massive, labyrinthine complex of tunnels and chambers runs deep beneath the earth, and is said to be haunted by the ghosts of the miners who perished in the collapse. Strange noises and eerie lights can sometimes be heard and seen emanating from the mine.

**3 - The Monastery.** This peaceful and tranquil temple, built from ancient stones that are said to be imbued with magical energy, is where Brother Elias trains his disciples.

**4 - The Village Green.** The Village Green is well-manicured park located in the center of town, surrounded by quaint shops and homes. The village green is the hub of the community, where residents gather for picnics, games, and other outdoor activities.

**5 - The Blacksmith's Forge.** This small but well-equipped workshop is filled with the tools and equipment necessary to create intricate and beautiful metalwork. The forge is situated in a quiet corner of the village, where the sound of Jacoby's hammering and clanging can be heard all day long.

**6 - The Broken Pick.** The only inn in Blackthorn, this cozy and inviting location boasts a warm and welcoming atmosphere that makes travelers feel right at home. The inn is famous for its hearty meals, which are made using fresh ingredients, and its friendly staff, who are always eager to offer advice and assistance to guests.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Blackthorn.

**Blackthorn Unrest.** The recent tensions between the Deveraux family and the villagers have led to an undercurrent of unrest and distrust in the village. Many villagers are suspicious of the Deverauxs' motives and actions, and there are rumors of a potential uprising against their rule. The characters could investigate and help diffuse the situation, or potentially join the rebellion.

**Water Shortage.** A prolonged dry spell has led to a shortage of drinking water in the village, causing tensions to rise and tempers to flare. Villagers are forced to ration their water use, and many are struggling to make ends meet as crops fail and livestock perish.

**Forest Fires.** The dry weather has also caused several fires to break out in the surrounding forest, endangering both the village and the nearby monastery. The monks have been working tirelessly to contain the fires, but they are in desperate need of assistance.

**Bandit Raids.** A group of bandits has been preying on the village, robbing and extorting the already struggling villagers. The bandits are highly organized and well-armed, making them a formidable opponent. The characters can track the bandits to their hideout and fight the bandits or negotiate a peaceful resolution.

**Cursed Mine.** A mysterious object has been uncovered in the abandoned mine, and whoever possesses it is said to be cursed. Strange and inexplicable events have been occurring in the village, leading many to believe that the curse is real. The characters must enter the mine and find out if the curse is real, or just a hoax created by someone

with an interest in controlling the mine.

**Illness Outbreak.** A highly contagious illness has broken out in the village, causing widespread panic and fear. Many villagers are falling ill, and some have already died. The monks need help healing the sick and eradicating the disease.

**Food Poisoning.** Several villagers have fallen ill after eating food from a local vendor, raising suspicions that the vendor is using tainted ingredients. The vendor denies the accusations, but tensions are running high as rumors and accusations spread. The characters can help the villagers by confronting the vendor or discovering the true source of the illness.

**Rampant Theft.** A rash of thefts and burglaries has struck the village, leaving many residents feeling violated and unsafe. The local constable is overwhelmed and understaffed, and is in need of assistance in apprehending the thieves.

**Struggling Monastery.** The nearby monastery is in dire need of funds and supplies, as they have been struggling to make ends meet due to the recent calamities affecting the region. The monks have been forced to cut back on their charitable work, which has led to resentment from some of the villagers who rely on their assistance.

**Mysterious Disappearances.** Several villagers and travelers passing through the region have disappeared without a trace, leaving no clues or evidence behind. Rumors of a supernatural creature or malevolent force are spreading, causing fear and panic to grip the village. The characters could investigate the disappearances and potentially uncover a dark secret hidden in the village.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters witness a heated argument between two villagers over the recent tensions in the village.
2	The characters stumble upon a group of monks practicing their martial arts in a clearing outside the monastery.
3	A local farmer approaches the characters, asking for their help in locating his missing livestock.
4	The characters encounter a group of superstitious villagers who are convinced that the recent calamities are the result of a curse or malevolent spirit.
5	The characters stumble upon a hidden underground tunnel that leads to a secret chamber containing a valuable treasure.
6	The characters come across a traveling merchant who offers to sell them rare and exotic goods.
7	The characters witness a tense confrontation between the Deverauxs and a group of villagers.
8	The characters are approached by a group of thieves who attempt to rob them.
9	The characters attend a village festival where they can participate in games and contests.
10	The characters are hired by Lysandra, the innkeeper, to investigate a series of strange occurrences in the inn.
11	The characters meet a wandering bard who regales them with tales of adventure and heroism.
12	The characters are approached by a desperate villager who begs them to help save their family member from a mysterious illness that the local healer has been unable to cure.

# Cedarvale

Nestled along the coast, Cedarvale is a quaint fishing village known for its bustling harbor, colorful boats, and rugged shoreline. The people of Cedarvale are hardworking and tightly-knit, with a strong sense of community and a deep respect for the sea. However, recent calamities have left the villagers struggling to maintain their way of life, and tensions are rising as rumors swirl of monsters attacking ships and strange happenings at the mayor's manor on the hill.

## Basic Information

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**Population:** 200

**Government:** Cedarvale is governed by a democratically elected mayor and a town council, who are responsible for making decisions and enacting policies on behalf of the villagers. Magnus Stormcaller is Cedarvale's current mayor. Magnus Stormcaller is generally well-liked by the people of Cedarvale, although he is sometimes seen as a shrewd politician.

**Defense:** Cedarvale's defense is centered around a small militia of trained volunteers, led by a veteran warrior named Captain Eira who is known for her tactical brilliance and her unwavering commitment to the safety of the village.

**Commerce:** Cedarvale's economy is largely based on fishing and maritime trade, with a small but thriving market for local crafts and artisanal goods.

**Organizations:** The Cedarvale Merchant's Guild is a powerful organization based in the village, controlling most of the town's trade and commerce, and rumored to be involved in various illicit activities.

## Important NPCs

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Below are some of Cedarvale's most notable non-player characters.

**Magnus, the mayor.** Magnus is a charming and charismatic man who has a reputation for being fair and just. However, he has a dark secret that he will do anything to protect: his wife is a vampire.

**Captain Eira, the defender.** Eira is a stern and no-nonsense woman who is deeply respected by her troops. She harbors a secret desire to leave Cedarvale and start a new life somewhere else, but her duty to the town keeps her bound.

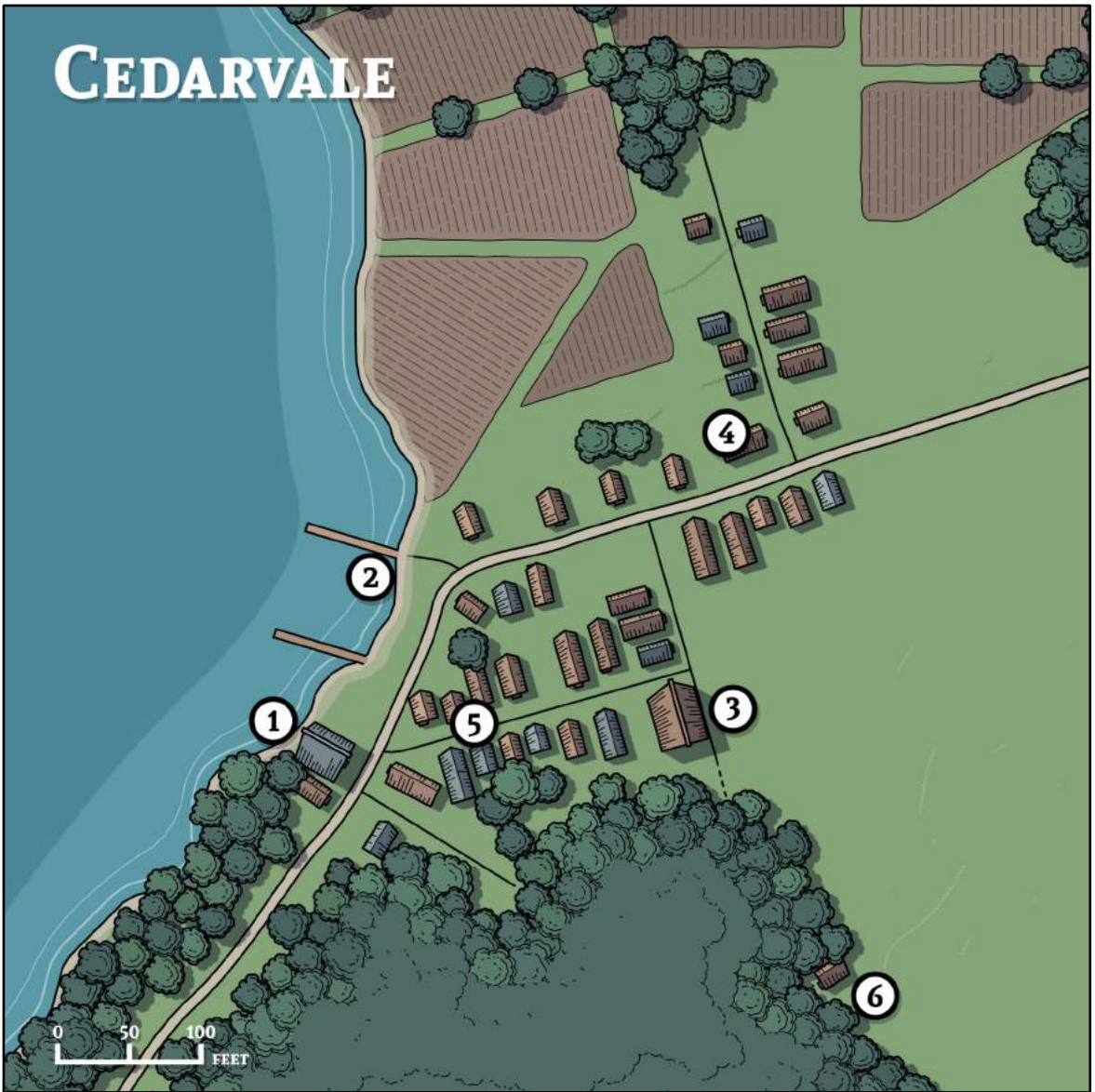
**Gwendolyn, the tavernkeeper.** Gwen (to her friends) is a warm and welcoming woman who serves the best food and drinks in Cedarvale. However, her business is struggling, and she's on the verge of losing it to the Cedarvale Merchant's Guild.

**Thorne, the mage.** This eccentric wizard that lives on the outskirts of town is a mysterious and reclusive figure who is rumored to be involved in all sorts of strange and dangerous experiments. He's obsessed with unlocking the secrets of magic and will go to any lengths to achieve his goals.

**Arin, the healer.** As the town's resident healer, Arin is a gentle and compassionate woman who is always ready to help those in need. She has a secret stash of rare herbs and potions that she keeps hidden from the prying eyes of the Cedarvale Merchant's Guild.

**Emmeline, the merchant.** Emmeline is the head of the merchant's guild in Cedarvale. She is a shrewd and calculating woman, always looking for ways to turn a profit and expand her business.

# CEDARVALE



As you make your way down the winding coastal path, the smell of saltwater and brine fills your nostrils. The first thing you notice about Cedarvale is the sound of the sea, the waves crashing against the rocky shoreline, and the seagulls calling out as they circle overhead. A small village of sturdy wooden buildings and thatched roofs lies before you, their walls weathered by the salt air and the wind. The people you pass on the street are friendly but reserved, their faces etched with lines from a lifetime of exposure to the elements. As you walk further into town, the hustle and bustle of the marketplace greets you, with vendors calling out their wares and bartering with customers over the prices of fish and other seafood.



## Notable Locations

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Below are six notable locations in Cedarvale keyed to the map on page 19.

**1 - The Cedarvale Lighthouse.** This lighthouse has stood on the coast for over a century, and its light guides ships safely into port. However, recently the light has been flickering, causing concern among the locals.

**2 - The Fisherman's Wharf.** A bustling pier where fishermen bring in their daily catch, this is the place to be if you're looking for fresh seafood. The village's residents flock here on the weekends to buy fish and socialize.

**3 - The Stormcaller Estate.** This sprawling manor house is the residence of Magnus Stormcaller, the village's mayor, and his family. It sits on a hill overlooking the ocean.

**4 - The Tidepool Tavern.** A favorite haunt of locals and visitors alike, the Tidepool is known for its strong drinks, live music, and rowdy atmosphere. Gwendolyn, the proprietor, is beloved by the townsfolk for her friendly nature and excellent selection of ales imported from all over the region.

**5 - The Cedarvale Market.** The heart of the village's commerce, the market is a bustling place where vendors sell everything from fresh produce to handcrafted goods. On market days, the square is packed with people, and the air is filled with the sounds of haggling and laughter.

**6 - The Old Cemetery.** A quiet and peaceful place, the old cemetery is where the village's ancestors are buried. Some of the graves date back centuries, and the cemetery is said to be haunted by the ghosts of those who have passed on.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Blackthorn.

**Pirate Raids.** Cedarvale has been suffering from constant pirate raids, leaving many residents without their valuables and food. The characters can help by gathering information on the pirate's plans, or by protecting the village from the pirate's attacks.

**Severe Weather.** Cedarvale has been hit by a terrible storm, causing flooding and destroying many homes. The characters can help by assisting in the cleanup effort, helping people rebuild their homes, and gathering supplies to help people who have lost everything.

**Illness Outbreak.** A disease has been spreading rapidly throughout Cedarvale, leaving many residents sick and dying. The characters can help by finding a cure for the disease, providing medical aid, and helping the sick with their daily needs.

**Missing Fishermen.** A group of fishermen has gone missing, leaving many families without their primary source of income. The characters can help by investigating the disappearances, searching for the missing fishermen, and helping the families affected by the loss.

**Local Thieves.** A group of thieves has been stealing from local merchants and residents, causing a great deal of fear and unrest in the village. The characters can help by tracking down the thieves, retrieving stolen property, and bringing them to justice.

**Poisoned Water.** The village's water source has been contaminated, making it unsafe to drink. The characters can help by investigating the source of the contamination, purifying the water, and

providing clean drinking water to the villagers.

**Forest Fire.** A massive forest fire threatens to engulf Cedarvale, endangering both the village and the surrounding forests. The characters can help by fighting the fire, evacuating residents, and protecting the village from the flames.

**Bandit Attacks.** The village is under attack from a group of bandits, causing fear and chaos among the villagers. The characters can help by fighting the bandits, protecting the village, and restoring peace to the region.

**The Lighthouse Keeper's Demise.** The lighthouse keeper has suddenly died, and now the lighthouse's beacon is no longer functioning. The villagers, particularly those who depend on fishing, are having trouble navigating the rough waters in the area. The characters could investigate the lighthouse to find out what happened to the keeper, and possibly repair the beacon if they have the skills.

**The Haunted Woods.** There is a small wooded area near the outskirts of Cedarvale that is rumored to be haunted by malevolent spirits. The villagers are afraid to venture near it, and some claim to have heard strange noises coming from the woods at night. The characters could explore the woods to investigate the rumors, and possibly put an end to whatever is causing the disturbances.

**The Accused.** One of the merchant guild members in Cedarvale has been accused of fraud and theft, and as a result, the guild is in turmoil and its reputation has been damaged. The characters may be asked to investigate the allegations and help restore trust in the guild, or they may be caught up in the chaos and face suspicion themselves.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters discover a hidden underground passage beneath one of the village's buildings.
2	The characters overhear some fishermen talking about strange sightings of a sea monster and missing boats out at sea.
3	A stray dog follows the characters around, providing companionship and protection.
4	A group of rowdy locals starts a brawl in the town square.
5	A child is lost in the nearby woods and needs help finding their way back to town.
6	A traveling merchant passes through town with exotic wares from distant lands.
7	A sudden storm hits the village, forcing the characters to seek shelter.
8	A group of bandits tries to rob the characters on the road.
9	The characters stumble upon a small shrine in the corner of the village protected by a mysterious guardian.
10	A local farmer needs help rounding up their escaped livestock.
11	The characters encounter a group of fishermen struggling to bring in a massive catch.
12	While wandering the forest, the players come across a small cottage with an old woman who claims to be a powerful witch. She offers to give them a potion that will help them in their travels, but asks for a favor in return.

# Daleton

Daleton, a village nestled in the forest, is home to the formidable and unpopular mayor, Eliza Cole. Its inhabitants live in constant fear of the bandits who have plagued the town for months, taking whatever they can and leaving destruction in their wake. Despite the dangers that lurk around every corner, the villagers continue to go about their business, warily watching for signs of the next attack.

## Basic Information

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**Population:** 800

**Government:** Daleton is led by a mayor named Eliza Cole and a council of elders.

**Defense:** Daleton has a sturdy wooden palisade that surrounds the village and is manned by a small militia. The forest surrounding the village is also known to contain traps and pitfalls that are set up by the villagers to deter bandits and hostile creatures.

**Commerce:** Daleton's primary form of commerce is lumber and timber, thanks to the surrounding forest. Unfortunately, the recent bandit attacks have made the lumberjacks too afraid to work.

**Organizations:** One organization that operates out of Daleton is the Green Hand, a group of skilled trackers and hunters who are hired by locals to help them find lost travelers and hunt game in the forest. Another organization is the Cultivators' Guild, a group of skilled farmers who work together to improve farming techniques and ensure that the village has enough food to sustain itself.

## Important NPCs

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Below are some of Daleton's most notable non-player characters.

**Eliza, the mayor.** The mayor is a charismatic woman who rose to power through her oratory skills, but whose string of broken promises has left some of the villagers disillusioned. She's secretly in league with a group of bandits who prey on travelers near the village.

**Captain Arin, the constable.** A veteran of many battles, Arin is a stoic man who keeps the peace in Daleton with his impressive martial skills. He's plagued by nightmares of a battle he fought in a far-off land, and sometimes wakes up screaming in the middle of the night.

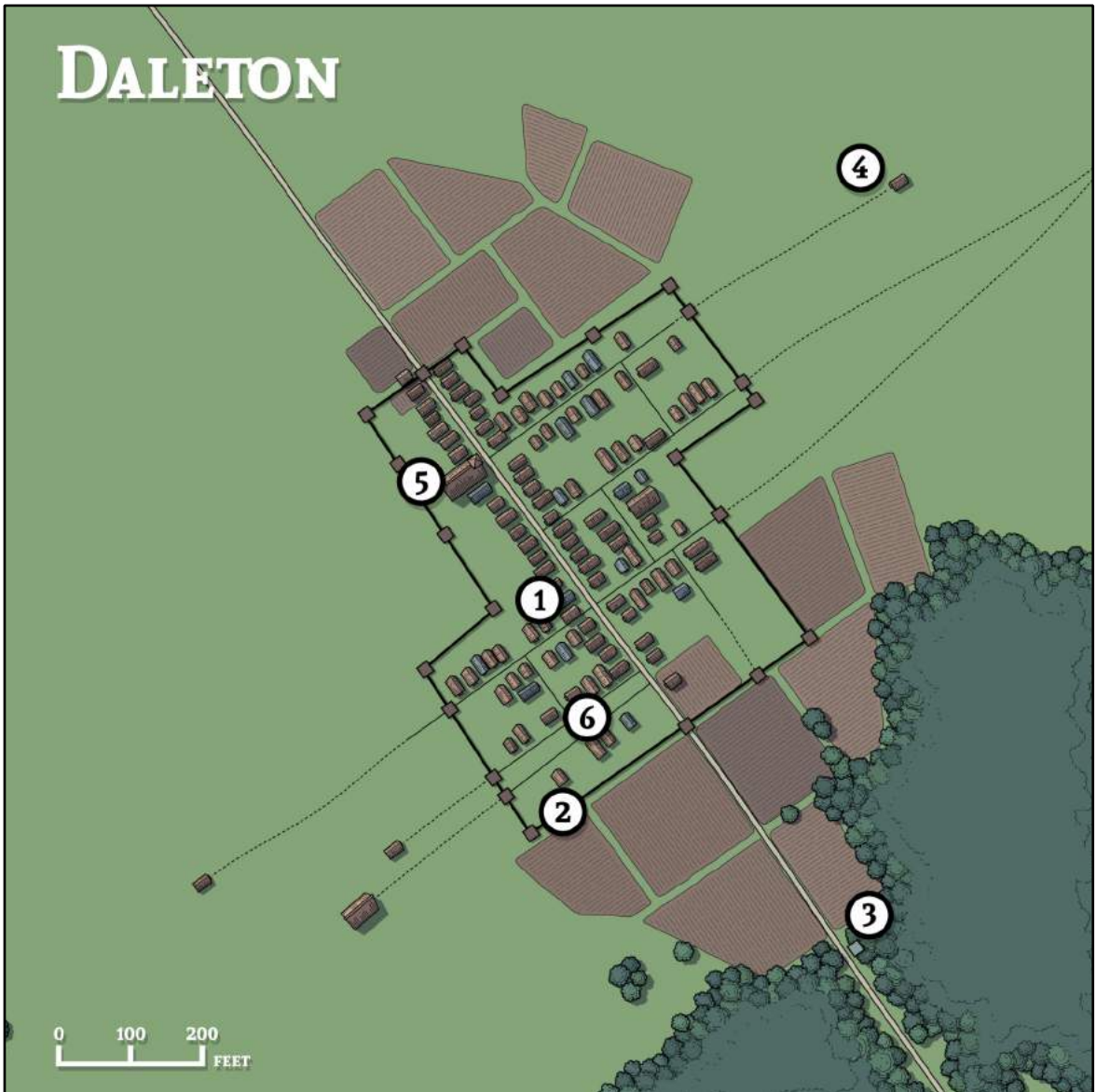
**Lydia, the healer.** An elderly woman who is the village's only healer, Lydia is kind and motherly to those who come to her seeking help. She has a hidden garden where she grows rare herbs that can cure any ailment, but she guards it jealously.

**Marcus, the innkeeper.** A jovial man who runs the village's inn, Marcus is a gregarious host who makes all his guests feel welcome. He's been smuggling contraband in and out of the village for years, and is always on the lookout for new clients.

**Sister Iliana, the priestess.** A stern, non-sense cleric who is in charge of the local abbey, Sister Iliana has a reputation for being strict but fair. She has been secretly harboring a young woman who is on the run from her abusive husband, and fears that he will come looking for her.

**Gaius, the blacksmith.** A local merchant who is renowned for his skill at making weapons and armor. He has been secretly selling weapons to a group of rebels.

# DALETON



As you crest the last hill before you reach Daleton, you see the village spread out before you. The forest stands at the south side of the village as a dense and verdant wall. Smoke rises from chimneys and a few voices carry in the wind, but the village seems quiet and peaceful. As you move closer, you notice the wood and stone buildings, and catch a glimpse of the colorful gardens that spill out of some of the windows. Despite the serene appearance, there is a subtle tension in the air, as if the villagers are on edge. As you take in your surroundings, your eyes are drawn to a commotion near the edge of town—a group of villagers are gathered around a notice board, reading something with expressions of concern and worry.



## Notable Locations

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Below are six notable locations in Daleton keyed to the map on page 23.

**1 - The Silver Oak Inn.** This two-story inn comes with a well-stocked bar and a cozy common room where travelers can rest their weary bones. Owned by the jovial Marcus, who is always ready to share a story or a joke with his patrons.

**2 - The Red Lion Smithy.** A blacksmith's forge located at the edge of the village, the Red Lion is run by the skilled smith, Gaius, who is known to create exquisite blades and armor for the town's guards and adventurers.

**3 - The Watchtower.** This tall stone tower stands at the entrance of the forest. It is manned by the diligent Captain Arin who keeps watch over the village and the surrounding forest.

**4 - The Granger Farm.** This sprawling farm is run by the hard-working Granger family. Lydia Granger is known for her sweet apple pies and fresh produce that she sells in the village market. Her son, the rugged and stoic Jack, is a hunter who provides fresh meat for the inn and the locals.

**5 - The Abbey of Vigilance.** A peaceful monastery located on the outskirts of the village. It is run by the wise Sister Iliana, who provides guidance and counsel to the villagers. A kind and gentle cleric, she is known for her healing touch and her skill in brewing medicinal potions.

**6 - The Daleton Market.** A bustling marketplace located at the heart of the village, it's is run by the shrewd merchant, Agatha Grey, who deals in exotic goods and rare artifacts. She is known to be a bit of a gossip and always has the latest news and rumors from other towns and cities.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Daleton.

**Bandits on the Road.** A group of bandits has been attacking travelers on the road leading to Daleton, causing the villagers to become more isolated and vulnerable. The characters can work with the local guard to hunt down the bandits and put a stop to their raids. The mayor, Eliza Cole, is secretly working alongside the bandits, hoping successfully "dealing with them" will boost her popularity.

**The Sickness.** A recent outbreak of a mysterious illness is sweeping through the village, causing a high fever and intense nausea. The villagers are growing increasingly panicked and some are dying. The characters can search for the source of the illness and help provide medical aid.

**The Drought.** Lydia Granger's crops have been consistently failing due to a long drought, causing her to fall into debt and she's now in danger of losing his farm. The characters can help her by finding alternative water sources or finding a way to help her financially.

**The Cursed Mist.** A strange, dark mist has descended upon the village, causing animals and villagers alike to behave erratically and even turning some violent. The characters can investigate the source of the mist and find a way to lift the curse.

**Mine Collapse.** A nearby mine has collapsed, causing many workers to be trapped inside. The villagers are frantically trying to dig them out, but are struggling to make progress. The characters can help by using their skills to aid in the rescue efforts.

**The Flood.** A severe storm has caused flooding in the village, damaging homes and

businesses and leaving many homeless. The characters can help with the recovery efforts by assisting with repairs, distributing supplies, or finding shelter for those affected.

**The Bully.** A powerful noble has arrived in town, demanding tribute from the villagers and disrupting the village's peaceful way of life. The characters can help the villagers negotiate with the noble, or find a way to oust him from the village.

**Stolen Goods.** A valuable artifact has been stolen from the local temple, and the villagers believe that a group of thieves is responsible. The characters can investigate the theft and help the villagers recover the artifact.

**Vanishing Villagers.** A series of strange disappearances have been occurring around the village, with no apparent pattern. The villagers are growing increasingly fearful and superstitious. The characters can investigate the disappearances and try to put a stop to them.

**Monster Party.** A group of monsters has been spotted in the nearby woods, preying on villagers who venture too close. The villagers are looking for someone to put an end to the threat. The characters can track down the monsters and defeat them to restore peace to the village.

**The Pack.** A pack of wolves has been hunting in the forest, preying on livestock and pets in the village. The villagers are scared and desperate for a solution, but the mayor doesn't want to risk angering the druidic inhabitants of the forest. The characters can try to find a peaceful resolution or find a way to eliminate the wolf pack without inciting the wrath of the druids.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters are stopped by a band of beggars on the outskirts of Daleton who claim that they have been affected by the recent food shortage.
2	While shopping at the market, the characters overhear a heated argument between a blacksmith and his apprentice over the state of their supplies.
3	The characters meet the town drunkard who insists he has seen a <b>witch in the woods</b> .
4	The characters witness a wagon full of goods overturned in the middle of a busy street.
5	The characters encounter a small group of farmers who are being <b>harassed by a group of wolves</b> .
6	The characters overhear rumors about a group of thieves who are planning to rob the local storehouses.
7	One of the local clerics stops the characters and shares that a sickness is spreading and may be a sign of a <b>larger problem</b> .
8	The characters witness a group of people <b>arguing with the militia</b> .
9	One of the characters steps in a pile of horse droppings. The smell <b>lingers for hours afterwards</b> .
10	A local woman needs help rounding up <b>their escaped dogs</b> .
11	The characters overhear some villagers discussing the recent closure of the iron mine due to a <b>recent cave-in</b> .
12	A local farmer who is in danger of losing his crops due to a recent drought begs the characters to help him.

# Edgewater

Edgewater is a bustling island village, centered around its harbor and the seafaring commerce it brings. Its inhabitants are hardworking and diverse, from the members of the town council to the leaders of the Mariner's Guild. However, recent attacks by a sea monster have made life difficult for the people of Edgewater, as they struggle to defend their homes and livelihoods from this newfound threat.

## Basic Information

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**Population:** 500

**Government:** The government of Edgewater is a council of five elected officials, each serving a two-year term..

**Defense:** Edgewater is protected by a standing army and a series of walls, fortified by archers and ballistae. Additionally, the island's treacherous terrain and rocky shores make it difficult for enemies to approach from the sea.

**Commerce:** Edgewater relies on fishing and trading of seafood, particularly oysters and crabs, for its economy. The village is known for its bustling fish markets and seafood restaurants that attract both locals and tourists alike.

**Organizations:** The island of Edgewater is home to the prestigious Mariners' Guild, a powerful organization of seafarers, navigators, and traders who have long monopolized the island's maritime commerce. The guild operates out of a grand building at the heart of the village, and its members are widely respected and well-connected throughout the region.

## Important NPCs

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Below are some of Edgewater's most notable non-player characters.

**Eadric, a councilman.** Eadric is a gruff and stoic man who takes his duties on the council very seriously. However, Eadric is secretly struggling with an addiction to a potent type of seaweed.

**Alysande of the Sea, a councilwoman.** Alysande is a wise and empathetic priestess who is greatly respected by the townspeople. She is currently hiding a forbidden romance with a sailor named Rhys.

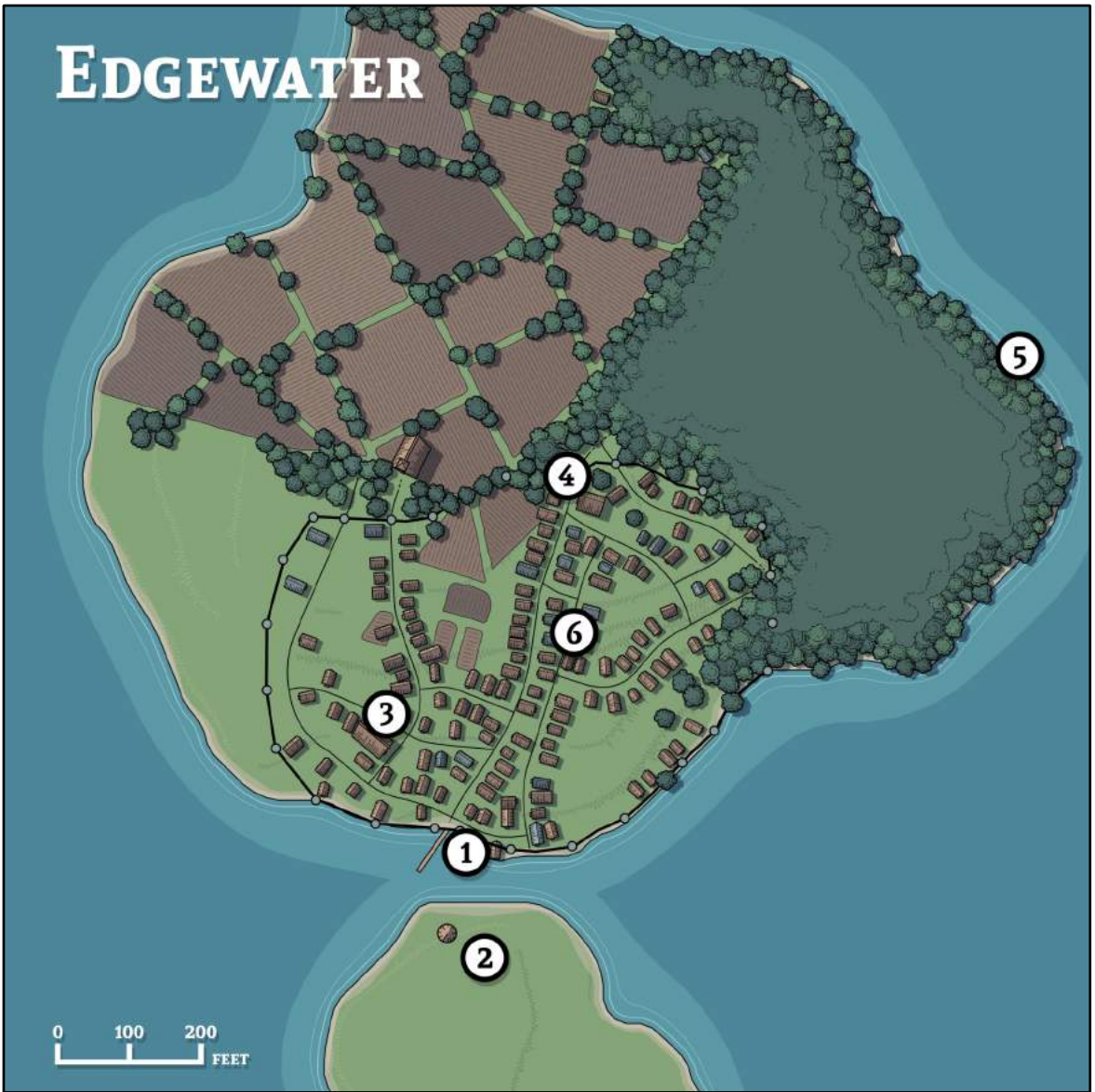
**Captain Highwind, the guildmaster.** Highwind is a fearless and experienced sea captain who leads the Mariner's Guild. However, he is haunted by the memory of a failed voyage that cost him the life of his wife.

**Isadora, the scribe.** Isadora is a meticulous and detail-oriented accountant who manages the town's official records. She is secretly a skilled pickpocket who steals from corrupt merchants.

**Gwenna, the innkeeper.** A warm and jovial citizen, Gwenna runs the local tavern and inn. However, Gwenna has a malicious edge; she is also a skilled brewer who is developing a potent and highly addictive ale. She's been offering free samples to the council, hoping to gain an edge over the village's politics.

**Kaelen, a fishmonger.** A gruff and intimidating fishmonger who supplies the town with fresh seafood via his ship, the Sea Serpent, Kaelen is also a notorious smuggler who deals in contraband items.

# EDGEWATER



You approach Edgewater on a ship, with the fresh sea breeze filling your lungs and the sound of waves crashing against the rocky coast filling your ears. As you dock at the bustling harbor, you can see that the village is surrounded by a towering stone wall, marking it as a place of great importance. The harbor seems busy with ships from all over, obviously making it the center of Edgewater's commerce. A variety of shops and vendors line the dock, selling exotic goods and wares from all parts of the world. You can hear the merchants haggling and the clanking of metal as shipwrights repair damaged vessels. You also notice the imposing lighthouse, standing tall and proud at the edge of the harbor



## Notable Locations

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Below are six notable locations in Edgewater keyed to the map on page 27.

**1 - The Harbor.** Edgewater's bustling harbor is always full of ships from different parts of the world, making it the center of the village's commerce. The dock is also lined with a variety of shops and vendors.

**2 - The Lighthouse.** Perched high on a cliff overlooking the sea, the lighthouse has been guiding ships into Edgewater's harbor for generations. Inside, there is a spiral staircase that leads up to the top where the light is housed, offering a breathtaking view of the surrounding coastline.

**3 - The Sea Glass Inn.** A popular destination for travelers and locals alike, the Sea Glass Inn is known for its comfortable rooms, delicious food, and friendly staff.

**4 - The Mariner's Guild.** This guild, which is led by the capable Captain Highwind, is the center of all maritime activities in Edgewater. The guild is responsible for all aspects of the village's relationship with the sea.

**5 - The Caverns.** Located beneath the cliffs of Edgewater, the caverns are a series of tunnels and underground chambers that were formed by the pounding of the waves over the centuries. Although they can be treacherous to navigate, they are home to many rare and valuable resources.

**6 - The Council Chambers.** This grand building, situated in the heart of Edgewater, is where the village's governing council meets to make decisions that affect the entire community. The chambers are adorned with ornate carvings and frescoes that depict scenes from Edgewater's history, and are open to visitors during certain times of the year.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Edgewater.

**The Beast.** A giant sea monster has been sighted off the coast of the village, attacking fishing boats and causing panic among the villagers. The village needs brave heroes to slay the beast—hopefully, the characters can lend a helping hand. The Beast is angry that someone has been stealing the potent hallucinogenic seaweed from its lair.

**The Plague.** An unknown disease spreads through the village, causing widespread illness and death. The villagers are afraid and in desperate need of healers. Alysande might ask the characters to help find a cure.

**Food Shortage.** Due to a failed harvest and frequent pirate attacks, the village is running low on food. The villagers are starving, and tensions are high. The characters could find a new food source or help take care of the pirate attacks.

**Missing Fisherman.** Several fishing boats have gone missing, and their crews have not been seen or heard from in weeks. The fishermen's families are distraught, and the village is losing its primary source of income. The characters could investigate the reasons the fishers vanished.

**Murder Mystery.** A prominent merchant is found dead in his home, and the killer is still at large. The villagers are afraid and on edge, and rumors are spreading about who might be responsible. The characters could follow clues left behind by the murderer to help solve the mystery.

**Pirates.** The village is under constant attack by pirates, who pillage and plunder everything they can. The villagers are desperate for protection and are willing to

pay handsomely for it. The characters can engage with the pirates, fighting them off, or working to find a peaceful solution.

**Cursed Object.** A mysterious object has been discovered on the beach, and those who come into contact with it are cursed with bad luck. The villagers are terrified, and no one knows how to break the curse. The characters can help break the curse or investigate the origins of the cursed item.

**The Storm.** A powerful storm has caused extensive damage to the village, destroying homes and businesses. The villagers are struggling to rebuild and need help. The characters can use their skills and resources to help the village recover.

**Corruption.** One of the council members has been found to be corrupt and is using their position for personal gain. The villagers are outraged and demand justice. The characters could serve as arbiters, or learn that the council person is actually innocent and has been framed.

**Arsonists.** A string of unexplained fires have broken out throughout the village, causing damage and destruction. The villagers are scared and don't know who or what is responsible. The characters can investigate the fires and determine if there is someone behind it, or possibly learn that there is an even stranger reason for the fires.

**The Apparition.** Strange ghostly apparitions have been seen wandering the streets of the village at night, causing fear and unease among the villagers. The cause of these ghosts must be uncovered and dealt with. The characters could wait for the ghosts to appear to learn more about their nature, or track them to their place of origin.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters spot a rare and exotic creature in the town square being sold by a traveling merchant.
2	The characters are accosted by a group of street toughs demanding money and valuables.
3	The characters witness an argument between Captain Highwind and a member of the council over the allocation of resources.
4	Kaelen the fishmonger asks the characters to escort a shipment of valuable goods from the docks to the Sea Glass Inn.
5	The characters overhear a rumor that a powerful artifact is hidden somewhere on the island.
6	The characters stumble upon a secret gathering of rebels plotting to overthrow the government.
7	The characters are asked by a local fisherman to help him catch or kill a giant sea creature terrorizing the fishing boats.
8	The characters are approached by a desperate parent whose child has been kidnapped by a notorious pirate.
9	The characters participate in a lively festival celebrating the anniversary of the town's founding.
10	The characters come across a ruined building with strange, otherworldly carvings etched into the walls.
11	One of the council members stops the characters and asks them to investigate a string of thefts plaguing the town's wealthy citizens.
12	The characters stumble upon a hidden underground tunnel that leads to a forgotten treasure trove.

# Fairmeadow

Fairmeadow is a quiet village nestled in the heart of the countryside, surrounded by green fields and rolling hills. The townspeople are friendly and hardworking, their daily lives centered around the local marketplace where farmers and craftsmen alike bring their goods to sell. Fairmeadow is governed by a council of elders, each representing a different trade or profession, who work together to ensure the prosperity and safety of the village.

## Basic Information

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**Population:** 800

**Government:** The leadership of Fairmeadow is in the hands of a council of elders made up of six prominent citizens. The council is led by a mayor, a stern, no-nonsense woman named Matilda Rook.

**Defense:** Fairmeadow relies on a small force of skilled soldiers to defend the village, who are supplemented by able-bodied citizens during times of conflict. They also have a system of watchtowers and signal fires to alert the village of incoming danger.

**Commerce:** Fairmeadow's commerce is based on agriculture and trade, with the surrounding countryside providing fertile land for crops and livestock, and the village serving as a hub for trade between nearby settlements.

**Organizations:** The local bardic college is the most important organization in Fairmeadow. It is a renowned institution that attracts many aspiring musicians and poets.

## Important NPCs

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Below are some of Fairmeadow's most notable non-player characters.

**Matilda Rook, the mayor.** Mayor Rook is a sharp-tongued woman who rules with an iron fist. She secretly embezzles money from the town's coffers for her own gain.

**Master Silas, the bard.** Silas is a talented performer whose music is said to bring joy to even the most troubled soul. His secret is that he is in hiding from a vengeful rival who wants him dead.

**Sable, the blacksmith.** A young and ambitious blacksmith, Sable dreams of crafting weapons and armor that will be famous throughout the land. She is in love with the town drunk, Garrick, a hopeless case.

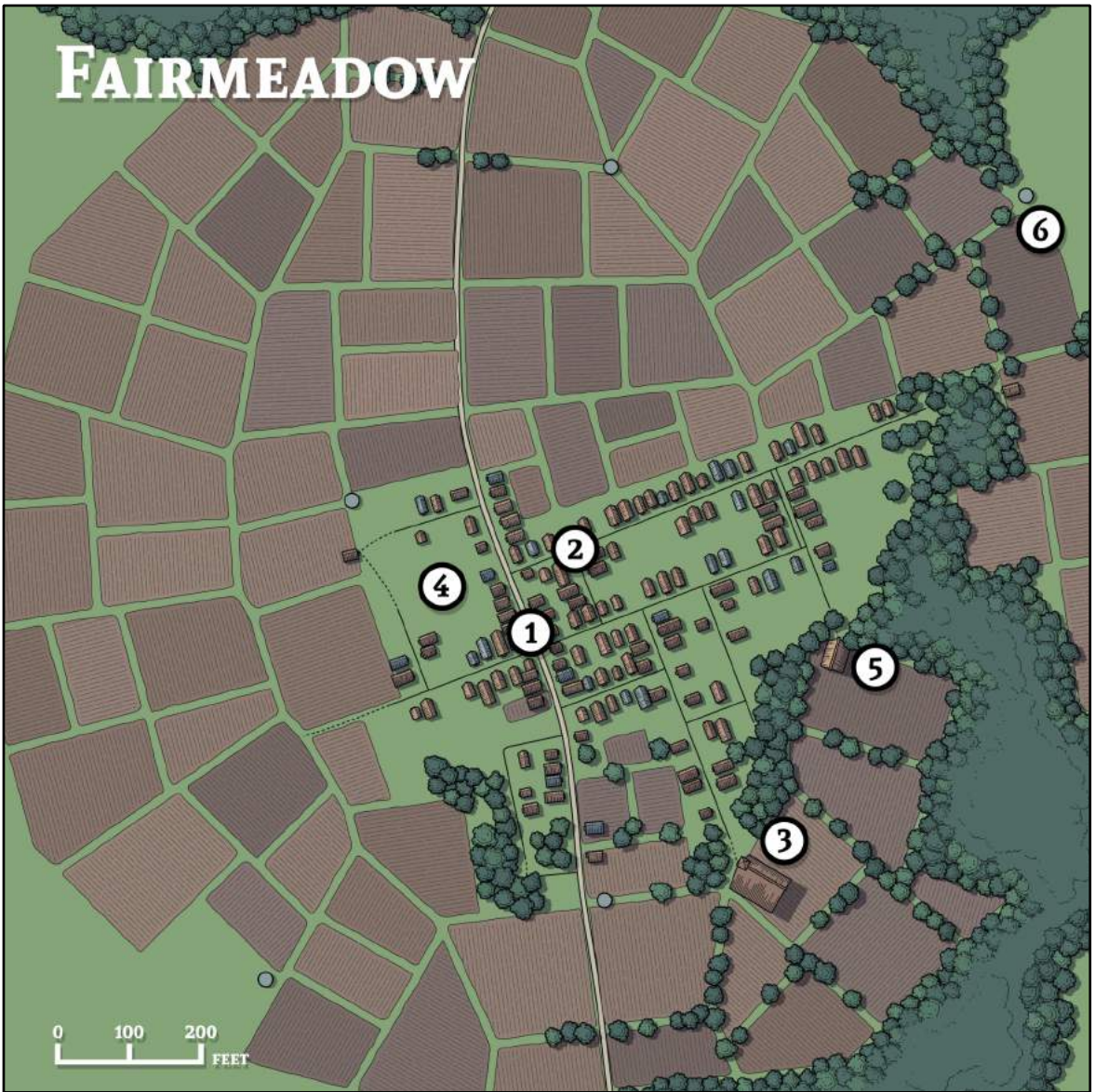
**Grace, the librarian.** Grace is an elderly woman who is rumored to have a vast knowledge of local history and folklore. She has been known to steal rare and valuable books from the library for her own collection. The council has warned her that if she does it again, she'll be relieved of her position.

**The Gravekeeper, a necromancer.** This reclusive spellcaster has been rumored to be raising the dead from the local cemetery. His secret is that he is actually working to save the souls of those he has resurrected, and is not the evil monster that many believe him to be.

**Samson, the bartender.** Known for his famous honey ale, Samson is secretly in debt to Mayor Rook who is pressuring him to smuggle illegal goods through his inn.



# FAIRMEADOW



As you make your way toward the village of Fairmeadow, you pass through a dense forest and emerge onto a grassy plain dotted with wildflowers. In the distance, you can see the thatched roofs of buildings and a town square bustling with activity. You can hear the sound of a lute and singing coming from somewhere in the center of the town. Fairmeadow looks like a quaint village, and it's clear that everyone here knows each other. As you explore further, you notice the large cemetery just outside of the town. It's peaceful, but there's an eerie feeling to the place that's hard to shake.



## Notable Locations

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Below are six notable locations in Fairmeadow keyed to the map on page 31.

**1 - Fairmeadow Town Square.** The town square is the heart of Fairmeadow where farmers sell their produce, artisans display their crafts, and the occasional travelling circus sets up shop.

**2 - The Silver Trout Inn.** Owned by the jovial barkeep Samson, is known for its hearty fare, cozy rooms, and famous apple brandy. A secret room in the basement contains the goods Samson smuggles for Mayor Rook.

**3 - The Bard College.** Headed by Master Silas, the Bard College is a magnificent building with a stunning garden, where aspiring musicians and bards from across the kingdom come to hone their craft.

**4 - Fairmeadow Cemetery.** The local graveyard is a sprawling, peaceful space where the dearly departed are laid to rest. But lately, strange noises have been heard emanating from the oldest section, and many are afraid to visit after dark.

**5 - Sable's Hammer.** This large, noisy forge is where the village's blacksmith, Sable, spends most of her time. The forge is always abuzz with activity as Sable and her apprentices hammer out weapons, tools, and other metal goods for the villagers. A constant stream of smoke billows from the forge, filling the air with the scent of hot metal and burnt coal.

**6 - The Haunted Watchtower.** This abandoned watchtower, built in ancient times, looms on a nearby hill, rumored to be haunted by ghosts of its former defenders. Some believe that a powerful magic artifact may be hidden within its walls.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Fairmeadow.

**Return of the Living Dead.** The local cemetery has become overrun with the undead. The villagers are afraid to visit their loved ones' graves, and rumors say that the necromancer who raised them has set up his lair there. The characters could investigate the source of the undead and put a stop to it, or help the villagers perform a cleansing ritual to protect the graves.

**Rat Trouble.** The village's storehouses are infested with rats, causing a risk of disease. The villagers want the rats gone, but the rat catcher hired by the town council hasn't returned in weeks. The characters can be hired to clear the rats.

**Crop Failure.** The crops are failing due to a blight. The villagers fear they will starve if they don't find a solution. The characters can be hired to investigate and find a way to stop the blight.

**Battle of the Bards.** The bard college is experiencing a decline in students due to the emergence of a rival school. Master Silas is seeking talented bards to save the college. The characters can be recruited to perform at the college to attract new students.

**Bad Water.** The town well has dried up. The villagers are forced to get water from the river, which is causing sickness due to the pollution. The characters can be hired to investigate and find a new water source.

**Where's Garrick?** The town drunk has gone missing, and Sable, the blacksmith, is offering a reward for his safe return. The characters can search for him and uncover a dark secret about his disappearance.

**Healer Wanted.** The town's healer has died, and Mayor Rook is refusing to allow a new one to set up shop. The characters can be hired to find out why and convince the mayor to change her mind.

**Corruption.** Mayor Matilda Rook is using her position of power to blackmail and extort the citizens of Fairmeadow. The characters can gather evidence and present it to the town council to remove the corrupt mayor from power.

**The Stranger.** A powerful mage has come to town and is offering to cure the sick and injured. However, there are rumors that he's using dark magic to do so. The characters can investigate and uncover the truth.

**Bandit Raids.** A group of bandits has been raiding the outskirts of the village, stealing supplies and terrorizing the locals. The characters can be hired to stop the bandits and bring them to justice.

**Angry Spirits.** A valuable artifact has been stolen from the haunted watchtower, and the council is offering a reward for its return. The characters can track down the thieves and recover the artifact. In the meantime, they may have to deal with the tower's angry spirits.

**The Pack.** A pack of wolves has been preying on the villagers' livestock, causing a food shortage. The characters can be hired to hunt down the wolves and protect the village.

**The Fire.** A fire has broken out in the town, destroying several buildings and leaving many homeless. Some villagers suspect that it was arson. The characters can help put out the fire and assist in rebuilding the damaged areas.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	While walking through town, the characters overhear a heated argument between a shopkeeper and a customer about the quality of the goods.
2	The characters come across a street performer with an incredible voice.
3	A local farmer rushes up to the characters, begging for help with a sick cow.
4	The characters witness a heated debate between two council members about a proposed tax hike.
5	A young girl approaches the characters, begging for their help in finding her lost cat.
6	While browsing the local marketplace, the characters come across a shady merchant trying to sell them a mysterious, unlabeled potion.
7	A sudden storm rolls in, forcing the characters to seek shelter in a nearby tavern.
8	A wealthy noblewoman approaches the characters, seeking their help in finding a rare and valuable gemstone that was stolen from her.
9	The characters come across a group of townsfolk performing a ritual to put restless spirits to rest.
10	The characters stumble upon a heated argument between a baker and a chef over who makes the best pastries in town.
11	A villager approaches the characters and accuses them of stealing a valuable artifact from the old watchtower.
12	The characters come across a group of street performers putting on a play about the legendary hero who saved the town from a great calamity many years ago.

# Fernwood

Fernwood is a logging community in the midst of a dense forest. The townsfolk are hardworking and rugged, but tensions are high as the local druids view the forest as sacred and the loggers rely on it for their livelihood. The inexperienced mayor is uncertain how to navigate this conflict, leaving the community on edge.

## Basic Information

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**Population:** 1,000

**Government:** Fernwood has a council, whose members are chosen by the people of Fernwood. The council is led by Mayor Oliver Thornwood, who was elected by the council members and is nearly at the end of his term. The people of Fernwood have mixed opinions about the mayor, many viewing him as young and inexperienced, ill-equipped to handle the village's issues.

**Defense:** Fernwood has a small but skilled militia that patrols the village and the surrounding forest. They are led by Captain Janus, a grizzled war veteran.

**Commerce:** Fernwood is a logging village, and as such, the village's economy revolves around the cutting and export of timber.

**Organizations:** Fernwood's local druid circle is a group of protectors dedicated to preserving the natural world around the village. However, the logging industry has been causing conflict with the druids for years as they feel that the destruction of the forest has been destroying natural habitats and disrupting the balance of the local ecosystem.

## Important NPCs

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Below are some of Fernwood's most notable non-player characters.

**Oliver Thornwood, the mayor.**

Thornwood is young mayor who inherited the role after his father's death. The townsfolk feel he's too inexperienced to lead. Oliver's family was responsible for driving out the local tribe of halflings many years ago and there is still a lot of animosity.

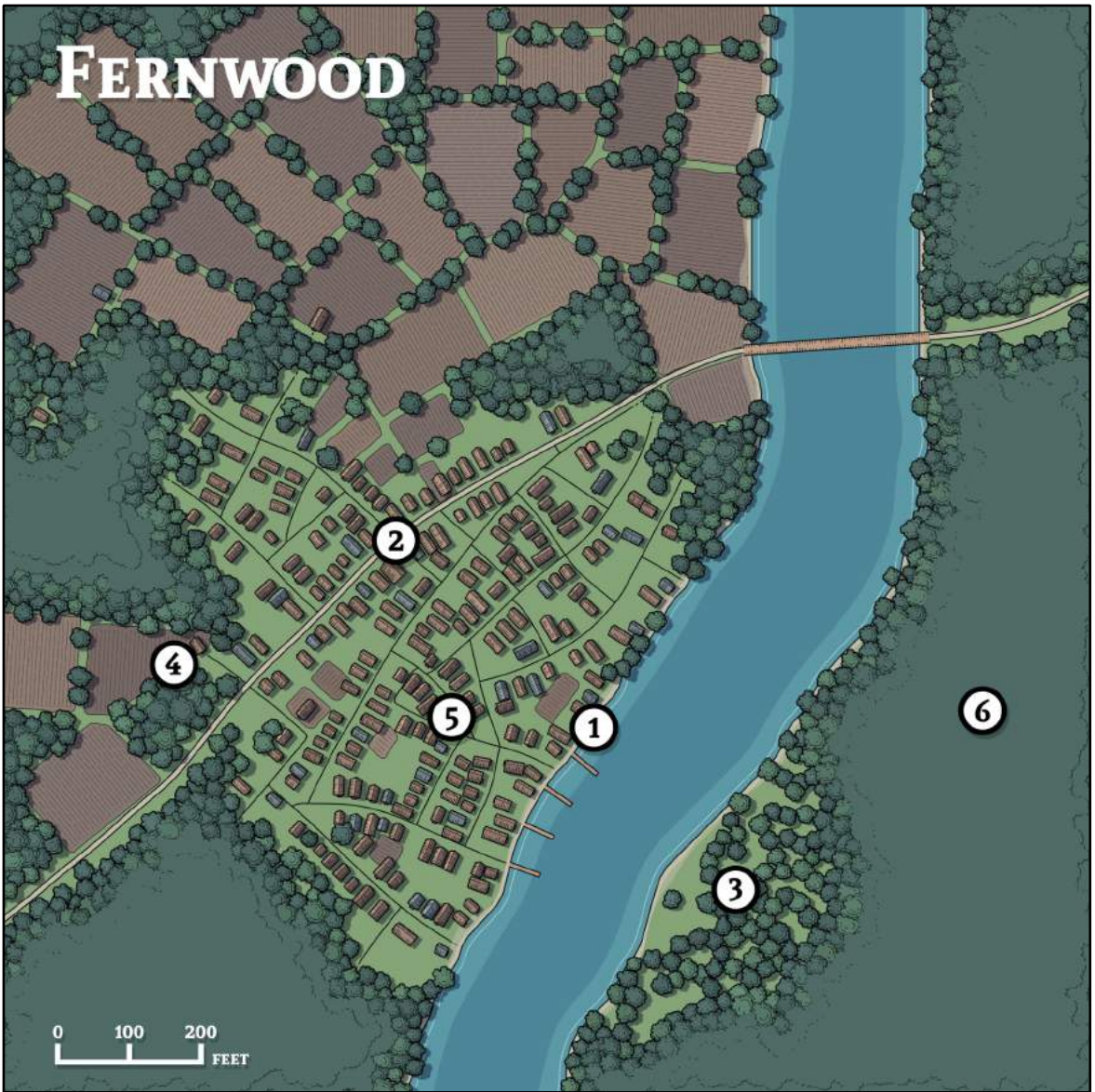
**Captain Janus, the veteran.** The grizzled captain of the local guard is often found drinking in the local tavern. Janus has a gambling addiction and is deep in debt with Hal Thorne.

**Arinthea, the druid.** Arinthea is a powerful elven druid who has lived in the forest for centuries. She's at odds with the town's logging industry and seeks to preserve the forest. She has a deep-seated fear of fire after witnessing a forest fire that destroyed her home village.

**Hal Thorne, the logger.** Hal is the head of the loggers guild who is known for his ruthless business tactics. He has been illegally logging in protected areas of the forest for years, and has been blackmailing Captain Janus to look the other way.

**Remy, the innkeeper.** The owner of the local tavern and inn, which is the center of social life in Fernwood, Remy has been skimming money from the business for years.

**Clara, the adventurer.** A retired adventurer who has settled in Fernwood. She's known for her sharp tongue and no-nonsense attitude. Clara has a past romantic history with Hal Thorne, which has contributed to her sour attitude toward him.



As you emerge from the dense forest, you come upon a small logging community known as Fernwood. The sound of axes and saws fill the air, and the smell of fresh-cut wood is thick. The village itself is made up of simple wooden buildings, with the occasional stone structure here and there. The people here seem hardworking and rugged, with sweat and dirt etched into their faces. You notice that the town is abuzz with activity, as the loggers rush to cut down as many trees as possible before winter sets in. As you walk through the town, you can't help but notice the tension in the air. A group of loggers are arguing with a group of robed druids, who stand with their arms crossed and a look of displeasure etched into their faces.



## Notable Locations

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Below are six notable locations in Fernwood keyed to the map on page 35.

**1 - Thorn Lumber Co. Sawmill.** This towering sawmill dominates the skyline of Fernwood and is owned by Hal Thorne, a ruthless businessman.

**2 - The Moonstone Inn.** An ancient stone inn run by the mysterious and enigmatic Remy Van Dune, the Moonstone is always busy, filled with travelers and locals alike, who come to listen to the bardic music and stories or to take a room for the night.

**3 - The Bower of Ferns.** This serene and peaceful garden is filled with various species of ferns. The garden is tended to by the druids of the local circle, who come here to meditate and conduct their rituals.

**4 - The Old Wagon Wheel.** This antique store is owned by a gnomish couple, Penelope and Puck. The store is filled with oddities, curiosities, and trinkets from all over the world, and is rumored to have the largest collection of magical items in the village.

**5 - The Lumberjack's Rest.** This rowdy tavern is where the loggers of Fernwood come to unwind after a hard day's work. The atmosphere is boisterous, and the ale flows freely, but fights are known to break out occasionally, so visitors should be wary.

**6 - The Hidden Clearing.** This small, secluded clearing in the forest is said to be the entrance to an underground tunnel system. Many villagers whisper that the druids of the local circle use it as a secret entrance to their underground sanctuary, but no one knows for sure.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Fernwood.

**The Druid's Blight.** A mysterious blight is wiping out Fernwood's crops. The villagers are on the verge of starvation. The characters can help find the source of the blight, which is caused by a curse from the local druid circle that is angry with the loggers for destroying the forest.

**Revenge of the Beetles.** Fernwood's logging industry is in trouble due to a massive infestation of woodboring beetles. The loggers guild is offering a reward to anyone who can help eradicate the beetles. The characters can assist by gathering a rare herb that can be used to create a powerful insecticide.

**Bandit Attacks.** A group of bandits has been attacking Fernwood's supply caravans. The villagers are running low on food and supplies. The characters can help by escorting the next caravan and defeating the bandits.

**Deadly Storms.** Strange weather patterns are causing massive floods in Fernwood. The dam is on the brink of breaking, and the villagers are in danger of being washed away. The characters can help by finding the source of the weather patterns and stopping them.

**Save the Mayor.** Mayor Thornwood, has been kidnapped by a group of mercenaries. The characters can help by tracking down the mercenaries and rescuing the mayor.

**The Pack.** Forced from their homes by deforestation, a pack of dire wolves has been attacking the livestock in Fernwood. The villagers are afraid to leave their homes. The characters can help by tracking down the wolves and defeating them.

**Smugglers.** A group of smugglers has been using Fernwood's docks to transport illegal goods. The characters can help by tracking down the smugglers and turning them over to the authorities.

**Earthquake.** A powerful earthquake has caused massive damage to Fernwood's buildings and infrastructure. The villagers are struggling to rebuild. The characters can help by assisting with the rebuilding efforts and searching for survivors.

**Find the Cure.** A deadly plague has swept through Fernwood. The villagers are dying at an alarming rate, and there is no cure in sight. The characters can help by finding a cure, which can be found in a rare plant that grows in a nearby cave. Only the druids of Fernwood know where it is.

**Poisoned Well.** Fernwood's water supply has been contaminated with a deadly toxin. The villagers are sick and dying. The characters can help by finding the source of the contamination and stopping it.

**Man vs. Nature.** The town is on the brink of a civil war between the loggers and the druid circle. The characters can help by finding a peaceful resolution to the conflict.

**The Enchantress.** A powerful sorceress has set up shop in Fernwood, using her magic to manipulate and control the villagers. The characters can help by discovering the sorceress's true intentions and stopping her before it's too late.

**The Pit.** A sinkhole has opened up in the center of Fernwood, swallowing several buildings. Many are worried that their own homes could be next. The characters can help by investigating the cause of the sinkhole, potentially with the help of the local druid circle or by seeking out a skilled engineer.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The village is celebrating the arrival of the new baron and the characters are invited to the feast.
2	The local blacksmith needs help retrieving a rare metal ore from a nearby mine.
3	A group of young adventurers challenge the characters to a fencing tournament.
4	The village is hosting a trial for one of the druids and the characters are asked to be jurors.
5	A traveling bard is offering to perform a play in the village square.
6	A local farmer needs help fending off an attack from dire wolves on his fields.
7	The village healer is looking for volunteers to help tend to the wounded in the nearby forest.
8	A group of villagers are putting on a reenactment of a famous battle in the village's history and need extra actors.
9	A traveling alchemist has set up a stall in the village and is offering a variety of potions and elixirs for sale.
10	The village council is meeting to discuss the possibility of constructing a new bridge over a nearby river and the characters are asked to give their opinion.
11	The characters overhear a group of nobles gossiping about the kingdom's politics while hanging out at the local tavern.
12	The characters bump into Hal Thorne and his bodyguards while they're walking through the village.

# Greystone

Greystone is a small village nestled in the mountains, home to a population of just 90 people. It is ruled by Aurelius Greystone, the wealthy owner of the village's main mine, and protected by a single watch tower and a local militia led by Constable Gareth. The villagers make their living by mining metals and minerals, and the village is known for its skilled blacksmiths, healers, and traders.

## Basic Information

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**Population:** 90

**Government:** Greystone is a mining village ruled by Aurelius Greystone who owns and operates the local mine. He has complete authority over the village and its inhabitants.

**Defense:** Greystone's defense consists of a single watchtower, strategically located on the highest point in the village to provide a clear view of the surrounding valley. Constable Gareth is responsible for overseeing the village's defense and can raise a local militia if necessary.

**Commerce:** Greystone's commerce is centered around the mining industry. The villagers mine various metals and minerals, which they trade with other towns and villages, and have a local market for handmade crafts and locally sourced products.

**Organizations:** The most important organization in Greystone is the mining company that owns and operates the local mine. The company provides employment and income for the villagers, and its success is crucial to the village's economic stability.

## Important NPCs

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Below are some of Greystone's most notable non-player characters.

**Aurelius Greystone, the town's owner.** Aurelius is the wealthy and powerful owner of the village and its main mine. He is an ambitious and shrewd businessman who values profits over people. Aurelius is hiding a dark family secret that could ruin his reputation and his hold over the village.

**Gareth, the constable.** A seasoned warrior and Greystone's righthand man, responsible for the village's defense and safety. Gareth is in love with Lysandra Nightshade, but doesn't know she's a spy.

**Eileen, the blacksmith.** Eileen is a skilled blacksmith who runs the village's metalworking shop. Sadly, Eileen has a tragic past and harbors a deep resentment toward Aurelius Greystone for his role in a family tragedy.

**Serafina, the healer.** A talented healer who runs the village's infirmary, Serafina is highly respected for her medical knowledge and her gentle demeanor. However, Serafina is hiding a dangerous and illegal magical ability, which could result in her being persecuted or even executed if discovered.

**Darius, the miner.** Darius is a rugged and adventurous miner who is well-liked by the villagers. He is known for his bravery and his knack for finding the best veins of ore.

**Lysandra Nightshade, the stranger.** Lysandra is a mysterious and aloof traveler who has taken up residence in Greystone. She is actually a spy, sent to Greystone to gather information on Aurelius Greystone and the village's mining operations for a competing mine.

# GREYSTONE



As you approach the village of Greystone, you can see that it's nestled in a picturesque valley surrounded by towering mountains. The village itself is small and quaint, with only a few dozen buildings huddled around a central square. The sound of pickaxes and shovels can be heard in the distance, and you can see the villagers hard at work in the nearby mine. You can feel the crisp mountain air and see the smoke from the chimneys rising lazily into the sky. It's a peaceful scene, but you can sense that there are challenges and dangers lurking beneath the surface. As you walk through the village, you overhear whispered conversations about the local mine, which seems to be causing some kind of trouble or conflict.



## Notable Locations

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Below are six notable locations in Greystone keyed to the map on page 39.

**1 - The Greystone Mine.** The main source of income and livelihood for the villagers of Greystone, this deep and sprawling mine is where the villagers extract metals and minerals for trade and commerce.

**2 - Greystone Manor.** A grand and imposing mansion located at the center of the village, home to Aurelius Greystone and his family. The mansion is surrounded by well-tended gardens and guarded by a cadre of loyal servants and guards.

**3 - The Broken Pickaxe.** A popular tavern and gathering spot for the villagers, the Pixaxe is known for its hearty meals, strong ale, and lively atmosphere. The tavern is a favorite haunt of miners and other working-class villagers.

**4 - The Rusty Anvil.** A blacksmith shop run by Eileen, the smith, located in the heart of the village. The shop produces high-quality tools and weapons that are much sought-after by miners and adventurers.

**5 - The Greystone Hostel.** A small and cozy single-room inn located on the outskirts of the village, catering to travelers and adventurers passing through the area. The hostel offers comfortable rooms and warm meals, as well as a place to rest and relax after a long journey.

**6 - The Greystone Trading Post.** A quiet marketplace located at the edge of the village, the trading post is where villagers come to buy and sell goods with travelers and other merchants. The trading post is known for its eclectic array of wares, from exotic spices and rare herbs to fine fabrics and artisanal crafts.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Greystone.

**Aberration in the Mines.** A dangerous creature has been spotted lurking in the mines, causing destruction and chaos. Darius and Eileen are the only ones aware of the existence of the Crystal Caverns where the creature has taken refuge. The characters can help by venturing into the mines to confront the creature and contain the threat.

**Severe Weather.** Heavy storms and winds have caused widespread damage to the village's buildings and infrastructure, leaving many families without shelter. The characters can help by providing aid and shelter to those in need and working together to repair damaged structures.

**Rampaging Beast.** A dangerous creature has emerged from the surrounding wilderness and is wreaking havoc on the village, killing livestock and causing widespread fear among the villagers. The characters can help by hunting down the beast and protecting the villagers from harm.

**Deadly Winter.** A harsh winter has brought record levels of snow and cold temperatures, making it difficult for the characters to travel, work, and gather resources. The characters can help by providing aid and shelter to those in need and working together to keep the village's infrastructure running.

**Famine Strikes.** A failed harvest and harsh weather conditions have caused food shortages in the village, leading to hunger and malnutrition. The characters can help by organizing food drives, rationing supplies, and working together to find alternative sources of sustenance.

**Plague Outbreak.** A deadly plague has broken out in the village, causing widespread sickness and death. The characters can help by working with the village healer to find a cure and prevent the spread of the disease.

**Bandit Raids.** A group of bandits has been attacking travelers and raiding the village's resources, causing fear and disruption among the villagers. The characters can help by organizing a defense and working together to protect the village from further attacks.

**Hostile Rival Village.** A nearby village has been encroaching on Greystone's territory, leading to conflict and tension between the two communities. The characters can help by negotiating a peace agreement and finding a way to coexist peacefully.

**Failing Mine.** The village's main source of income and livelihood, the mine, has been producing less and less ore, threatening the economic stability of the village. The characters can help by finding new veins of ore and increasing efficiency in the mine's operations.

**Witch's Curse.** A powerful witch has placed a curse on the village, causing strange and mysterious occurrences that are affecting the villagers' daily lives. The characters can help by uncovering the source of the curse and finding a way to break it.

**The Lost Child.** A young child has gone missing in the surrounding wilderness, causing panic and distress among the villagers. The characters can help by organizing a search party and using their skills to find the child and return him safely to his family.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A friendly villager offers to show the characters the best fishing spot in the area.
2	A mysterious figure approaches the characters and offers to sell them a map to a hidden treasure.
3	A group of rowdy miners challenges the characters to a drinking contest at the Broken Pickaxe.
4	The characters stumble upon a clandestine meeting between Lysandra Nightshade and another stranger.
5	A powerful and reclusive wizard living in the nearby mountains requests the characters' help in gathering rare and unusual ingredients for a magical potion.
6	A local bard offers to perform for the characters at the town square.
7	The characters are approached by a desperate villager who begs them to help find their missing child.
8	The characters stumble upon a clandestine black market, where illegal and dangerous goods are bought and sold in secret.
9	A group of thieves attempts to rob the characters while they're walking through part of the village.
10	A sudden and unexpected storm strikes the village, causing widespread destruction and chaos.
11	The characters are invited to participate in a friendly and harmless village competition, such as a pie-eating contest or a footrace.
12	The characters witness a heated and emotional argument between Aurelius Greystone and the smith, Eileen, each with opposing opinions on an important issue affecting the village.

# Havenmoor

Havenmoor is a small village located on the edge of a murky and foreboding swamp. The villagers are deeply religious and revere the Whispering Willow, an ancient and sentient tree that is said to communicate with them through dreams and visions. The temple built around the tree is the heart of the village's spiritual life, and the villagers rely on the leaves and bark of the Whispering Willow for healing and guidance.

## Basic Information

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**Population:** 300

**Government:** Havenmoor is a theocracy, ruled by a council of high priests and priestesses who are responsible for making decisions related to the governance of the village.

**Defense:** Havenmoor is protected by a wall, watchtowers, and guards trained in combat and magic. The swamp serves as a natural barrier, and villagers are trained in self-defense.

**Commerce:** Havenmoor's primary commerce is agriculture and fishing. The villagers farm the fertile land on the outskirts of the swamp and fish in the nearby rivers and lakes to sustain themselves.

**Organizations:** The Temple of the Whispering Willow is the most important organization in Havenmoor. This religion centers around the worship of an ancient, sentient tree located in the heart of the village. The tree's leaves and bark are used in rituals and healing practices, and the villagers believe that it communicates with them through dreams and visions.

## Important NPCs

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Below are some of Havenmoor's most notable non-player characters.

**High Priestess Eira, the leader.** The ranking high priestess of the temple, Eira is a charismatic and powerful figure in the village. She is respected and feared by the villagers, as her methods and motives are often unclear.

**Brother Cedric, the healer.** A kindly and gentle healer, Brother Cedric is respected for his medical knowledge and his dedication to the well-being of the villagers. Unbeknownst to anyone else in Havenmoor, Cedric has a criminal background and is wanted for murder of an important noble.

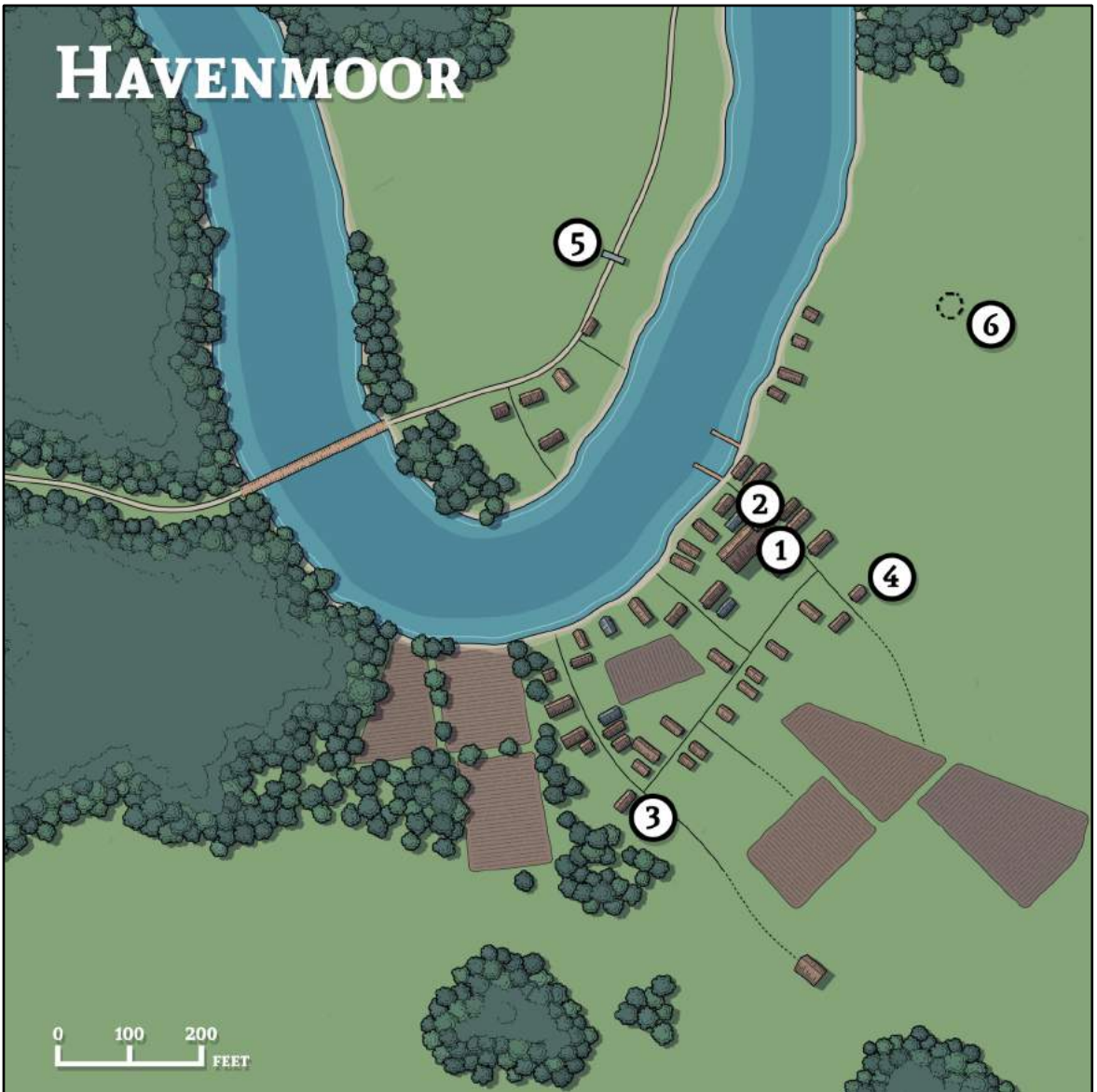
**Sister Elspeth, a priestess.** A zealous and devout priestess, Sister Elspeth is deeply committed to the tenets of the village's religion. Her fervor sometimes leads her to take extreme measures to enforce her beliefs.

**Tahlia, the fisher.** A skilled and independent fishmonger, Tahlia is known for her fierce independence and her willingness to stand up for herself and her beliefs. However, she is hiding a secret related to her family and her past.

**Brother Micah, a priest.** A secretive and reclusive figure, Brother Micah is known for his mastery of magic and his unwillingness to share his knowledge with others. But his powers come at a great cost—he is secretly a warlock of the Great Old Ones, a pact he made in his youth.

**High Priest Darian, a priest.** A wise and respected leader, High Priest Darian is beloved by the villagers. However, he is hiding a secret related to his own doubts about the religion and his own role in the village's governance.

# HAVENMOOR



As you approach the village of Havenmoor, the first thing you notice is the thick and oppressive fog that seems to hang over the surrounding swamp. The air is heavy and humid, and the sounds of croaking frogs and chirping crickets fill your ears. As you enter the village itself, you see a collection of small, tidy houses made of rough-hewn wood and thatch. The streets are narrow and winding, and the villagers you see are dressed in simple and practical clothing, many carrying baskets or tools. Everywhere you look, you see signs of the villagers' deep devotion to their religion, from the small prayer altars on the corners of the streets to the intricate carvings and symbols etched into the buildings themselves.



## Notable Locations

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Below are six notable locations in Havenmoor keyed to the map on page 43.

### 1 - Temple of the Whispering Willow.

The heart of Havenmoor's religion, the temple is a serene and peaceful space built around an ancient and sentient tree. The Whispering Willow is said to communicate with the villagers through dreams and visions.

**2 - The Market Square.** A bustling and lively space at the center of the village, the Market Square is where villagers gather to trade goods, catch up on the latest news, and interact with one another.

**3 - The Healing House.** A tranquil and peaceful space located on the outskirts of the village, the Healing House is where Brother Cedric and other healers practice their medical and magical arts.

**4 - The Weaver's Guild.** A small but dedicated group of weavers who produce intricate and beautiful textiles using fibers from the surrounding area. The Weaver's Guild is located in a cozy and well-lit space in the village, and the weavers are known for their skill and attention to detail.

**5 - The Swamp Gate.** A heavily fortified entrance to Havenmoor, the Swamp Gate is a massive stone archway that marks the boundary between the village and the surrounding swamp.

**6 - The Sentinel Stones.** A series of standing stones arranged in a circle on the outskirts of the village, the Sentinel Stones are said to have magical properties that protect the village from harm. The stones are an important part of Havenmoor's spiritual and religious practices, and they are a popular destination for pilgrims and visitors alike.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Havenmoor.

**Wilting Willow.** The Whispering Willow is losing its leaves prematurely, and the villagers are concerned that it is a sign of impending disaster. The characters can investigate the cause and try to find a solution to save the tree.

**Swamp Rot.** A disease is spreading through the village's livestock, threatening to wipe out their food source. The characters can help the villagers identify the source of the disease and find a cure.

**Bandit Raids.** A group of bandits has been raiding the outlying farms and stealing crops and livestock. The characters can help track down the bandits and bring them to justice.

**Dark Dreams.** Strange and unsettling dreams are plaguing the villagers, causing unrest and sleepless nights. Nonbelievers blame the Whispering Willow. The characters can investigate the source of the dreams and try to find a way to stop them.

**The Swampstalker.** A powerful and dangerous predator is preying on the village's livestock, causing panic and fear among the villagers. The characters can help the villagers track down and kill the predator.

**The Curse.** A series of unexplained and deadly accidents have been occurring in the village, causing suspicion and mistrust among the villagers. The characters can investigate the accidents and try to find the cause.

**Bad Water.** The village's main source of drinking water has been contaminated, causing sickness and disease among the villagers. The characters can help find a new

source of water and purify the contaminated supply.

**Cultist Incursion.** A group of cultists has taken up residence in the nearby swamp and is conducting dangerous and forbidden rituals. The characters can help the villagers drive out the cultists and prevent them from causing harm.

**Land Grab.** A rival village is encroaching on Havenmoor's territory, threatening to take away their resources and land. The characters can help negotiate a peaceful resolution or defend the village from the rival's attacks.

**Plague of Locusts.** A swarm of dangerous and aggressive insects has invaded the village, causing havoc and destruction. The characters can help the villagers find a way to repel the insects and save their homes and crops.

**Eat the Rich.** A powerful and corrupt noble from a neighboring city is trying to exert control over Havenmoor and its resources. The characters can help the villagers resist the noble's influence and protect their independence.

**Deadly Storms.** A series of freak storms and natural disasters have been striking the village, causing damage and destruction. The characters can help the villagers prepare for and weather the storms, and investigate the cause of the disasters.

**Creeping Swamp.** The Swamp is slowly encroaching on the village, with vines and roots creeping ever closer to the outskirts of Havenmoor. The villagers fear that the swamp will eventually swallow their homes and destroy their way of life. The characters can help the villagers find a way to push back against the encroaching swamp and prevent it from taking over their village.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A group of children playing hide-and-seek around the Whispering Willow invite the characters to join in.
2	A farmer's wagon has gotten stuck in the swamp, and the characters are asked to help pull it free.
3	The characters witness a heated argument between two villagers over the best way to farm the land.
4	The characters are offered a taste of a local delicacy—fried swamp eels. Naturally, they taste like chicken.
5	A group of young men challenges the characters to a game of swamp football.
6	The characters are asked to help a villager find a missing herd of cows that has wandered off into the swamp.
7	The characters witness a group of villagers performing a religious ritual at the Sentinel Stones.
8	A villager begs the characters for help in locating their missing child, who was last seen playing near the swamp.
9	The characters are enlisted to help fortify the Swamp Gate against a potential invasion.
10	A group of villagers are gathered around a small pond, trying to catch elusive swamp frogs.
11	The characters witness a heated debate between two priests over the interpretation of a religious text.
12	The characters encounter a group of traders from a distant land, looking to strike a deal with the villagers for rare swamp herbs and roots.

# Highgate

Highgate is a bustling mining village nestled deep in the mountains. The village is built around a series of winding tunnels that have been dug deep into the earth, yielding precious metals and gems. Highgate is home to a diverse group of people, including miners, merchants, and craftsmen, all of whom rely on the mine for their livelihoods. The town's residents are a hardy, industrious lot, who are proud of their work and their town.

## Basic Information

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**Population:** 300

**Government:** Highgate is governed by the Mining Council, a group of expert miners who oversee all mining and tunnel activities. The council elects the Tunnelmaster, who holds significant power, but is expected to collaborate with council members and listen to villagers.

**Defense:** Highgate's defense consists of a small but skilled militia, made up of experienced miners who are adept at using the tunnels to their advantage in case of attack.

**Commerce:** Highgate's commerce primarily revolves around mining and the trade of precious metals and gems. The village also has a few shops and merchants that sell tools, equipment, and other goods needed for mining and tunneling.

**Organizations:** The most important organizations in Highgate are the Mining Council, the Highgate Miners' Union, and the Highgate Merchants' Guild, all of whom often butt heads on the best way to manage Highgate and its citizens.

## Important NPCs

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Below are some of Highgate's most notable non-player characters.

**Kip Ironfist, the Tunnelmaster.** Gruff and imposing leader of the Mining Council, Kip secretly harbors a deep fear of being trapped underground, which stems from a traumatic incident in his youth when he was lost in the tunnels for several days.

**Eliza, the union leader.** Charismatic and passionate leader of the Miners' Union, Eliza is deeply in love with one of the miners in the village, but their relationship is strictly forbidden. She continues to meet with him in secret, despite the risk of being caught.

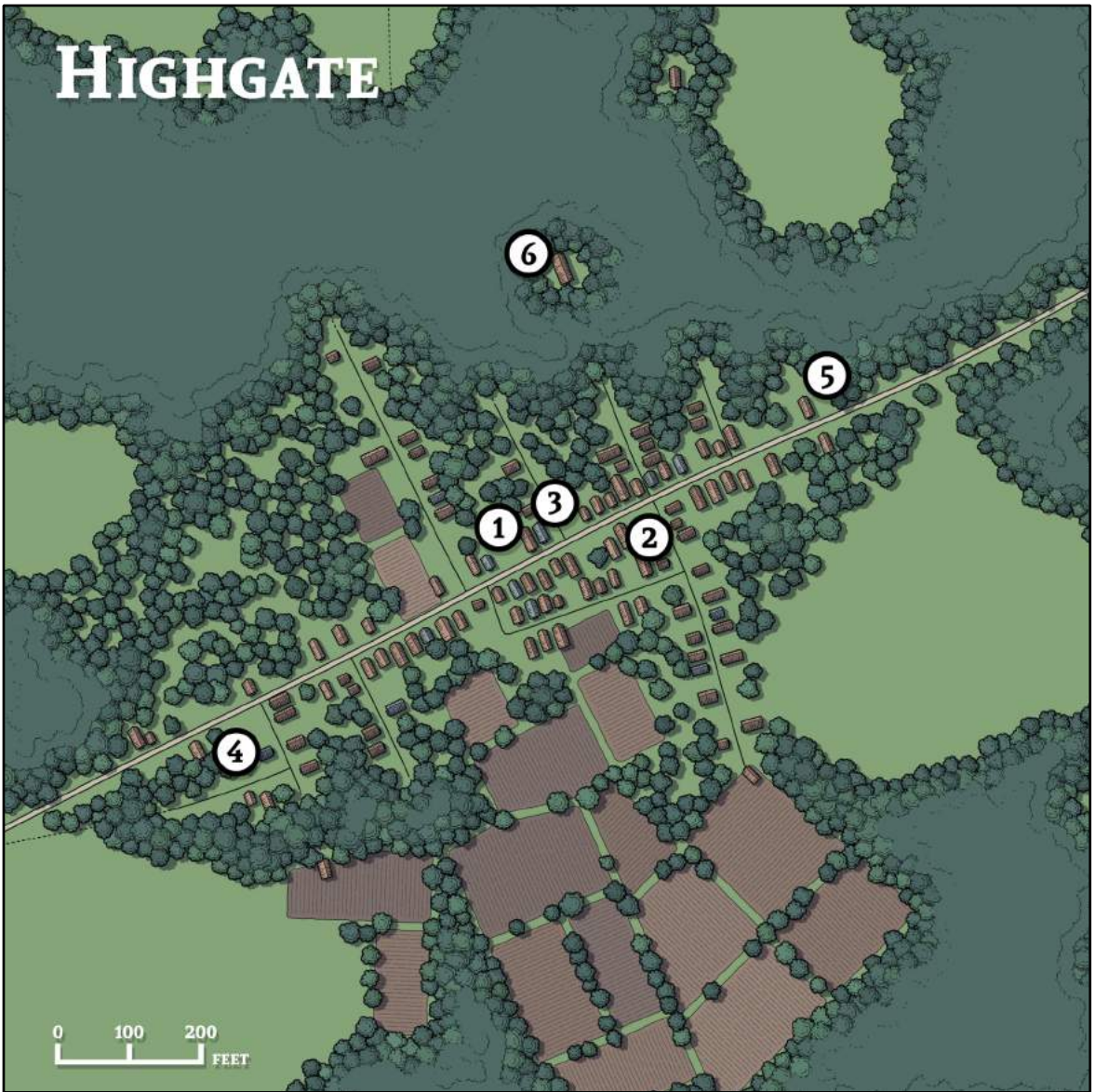
**Jarek, the merchant.** Shrewd and calculating head of the Merchants' Guild, Jarek is secretly in debt to a group of unscrupulous merchants from a nearby town.

**Redbeard, the blacksmith.** Gruff and masterful blacksmith, Redbeard is actually a retired adventurer who keeps his past a secret out of fear of retribution. He has many enemies from his old life who would like to see him dead.

**Lilia, the ranger.** A skilled scout with expertise in tracking and hunting, Lilia is actually a member of a secret group of rangers who work to protect the wilderness from encroachment.

**Theodora, the healer.** Kind and gentle village healer, Theodora is Lilia's sister. She is a practitioner of dark magic and uses her knowledge to help those who cannot be cured through conventional means. She keeps her true nature a secret out of fear of being ostracized or persecuted by the villagers.

# HIGHGATE



As you approach the small mining village of Highgate, you are struck by the sound of pickaxes ringing against the rock and the shouts of miners as they haul their carts of precious ore to the surface. The air is thick with the smell of coal and burning fires, and the ground trembles underfoot as carts rumble past. As you wander through the narrow streets, you see miners emerging from the tunnels, covered in soot and dust, but with bright smiles on their faces. You also see the merchants and craftsmen, who cater to the needs of the miners, hustling about their business, shouting out their wares to anyone who will listen. The villagers seem friendly enough, but you can tell that they are cautious of outsiders.



## Notable Locations

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Below are six notable locations in Highgate keyed to the map on page 47.

### **1 - The Mining Council Chamber.**

Located in the heart of the village, the council chamber is where Kip Ironfist and the other members of the Mining Council meet to discuss matters related to mining and the tunnels beneath Highgate.

**2 - The Merchant's Exchange.** This bustling marketplace is where merchants from Highgate and nearby villages come to buy and sell goods. The exchange is known for its lively atmosphere and for the bargains that can be found there.

**3 - The Temple of the Forge.** A grand temple dedicated to the dwarven god of creation and the forge. The temple is renowned for its impressive architecture and for the beautiful works of art and craftsmanship that are displayed there.

**4 - The Blackwater Inn.** The Blackwater is a cozy and inviting inn that is popular with travelers and locals alike. The innkeeper, a gregarious halfling named Rosalind, is known for her warm hospitality and for the delicious food and drink that she serves.

**5 - Miner's Rest.** This rowdy tavern is popular with the miners and laborers who work in the village. The tavern is known for its lively atmosphere, its strong ale, and for the brawls that often break out between patrons.

**6 - The Highgate Tunnels.** There is a vast network of tunnels that runs beneath the village and beyond. The tunnels are dangerous and treacherous, but are also rich in valuable minerals and artifacts. Many of the tunnels have not been explored, and rumors abound of ancient and mysterious wonders that lie hidden within them.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Highgate.

**Flooded Tunnels.** Heavy rains have caused the tunnels beneath Highgate to flood, cutting off access to valuable mining resources and trapping several miners underground. The characters can help by using their skills to navigate the treacherous tunnels and rescue the miners before they drown.

**Supply and Demand.** A recent surge in tourism has caused the Blackwater Inn to run out of food and drink supplies. The characters can help by going on a hunting and gathering trip in the nearby forest to collect ingredients to restock the inn.

**The Theft.** Several valuable items have gone missing from the Merchant's Exchange, including a rare magic artifact. The characters can help by investigating the theft and tracking down the culprit.

**Miner's Strike.** A dispute between the Mining Council and the Miner's Union has led to a strike, leaving the village without access to vital mining resources. The characters can help by mediating the conflict and finding a resolution that satisfies both sides.

**The Fire.** A fire has broken out at the Miner's Rest, destroying the tavern and leaving several people injured. The characters can help by providing first aid to the wounded and investigating the cause of the fire.

**Temple Robbery.** The Temple of the Forge has been robbed, and several valuable relics have been stolen. The characters can help by investigating the theft and tracking down the thieves.

**The Illness.** A mysterious illness is spreading through the village, causing fatigue, fever, and delirium. The characters can help by finding the cause of the illness and discovering a cure.

**Tunnel Collapse.** A tunnel collapse has trapped several miners underground, leaving them without food, water, or medical supplies. The characters can help by using their skills to navigate the treacherous tunnels and rescue the miners before it's too late.

**The Saboteur.** An unknown saboteur has been causing havoc at the mine, damaging equipment and causing dangerous conditions for the miners. The characters can help by investigating the sabotage and finding the culprit.

**Witch Hunt.** Theodora Lightfoot, the village healer, has been accused of witchcraft and is in danger of being executed. The characters can help by proving her innocence and clearing her name.

**The Creature Awakens.** An ancient creature has awakened from its slumber deep beneath the village, causing earthquakes and other disturbances. The characters can help by investigating the creature and finding a way to put it back to sleep.

**Jarek Blackwood Kidnapped.** Jarek Blackwood, the head of the Merchant's Guild, has been kidnapped and is being held for ransom. The characters can help by investigating the kidnapping and rescuing Jarek before it's too late.

**The Stench.** Foul and pungent smells have been emanating from the Highgate Tunnels, causing sickness and nausea among the villagers. The characters can help by investigating the source of the smell and finding a way to neutralize it.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A group of miners emerge from the tunnels, covered in soot and dust. They look exhausted but happy to be alive.
2	The characters come across a group of children playing a game of hide and seek in the town square.
3	A loud explosion shakes the village, followed by screams of panic. The characters investigate to find a tunnel collapse.
4	A band of traveling musicians perform a lively tune in town square.
5	A group of pickpockets target the characters in broad daylight, hoping to steal their valuables.
6	A merchant offers to sell the characters a rare and expensive magic item at a discounted price.
7	The characters come across a group of villagers performing a ritual to bless their new mining tools.
8	A strange, spectral figure appears to the characters, urging them to investigate the tunnels, but won't tell the characters why.
9	The characters witness a heated argument between the head of the Merchants' Guild and the owner of the Blackwater Inn over unpaid debts.
10	A sudden downpour floods the streets, causing chaos and disruption throughout the village.
11	The characters witness a heated debate between two miners over the politics surrounding the mine.
12	A group of goblins launch a surprise attack on the village, hoping to steal mining supplies and equipment.

# Ironwood

Ironwood is a small and secretive village located deep in the forest. It is ruled by Spinnera, a giant spider, who uses her web of spies to maintain control over her subjects. Despite her being a monster, the villagers regard Spinnera as a benevolent leader, and her human face, Arlen, acts as the public representative of the village.

## Basic Information

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**Population:** 500

**Government:** Ironwood is led by Spinnera, an intelligent giant spider who is responsible for making all major decisions regarding the village's affairs. She has a humanoid assistant named Arlen who serves as the public face of the government. Spinnera's word is law, and her power is absolute within Ironwood.

**Defense:** Ironwood's defense is primarily made up of humanoids led by Spinnera and traps woven by spiders. Their web network and skilled fighters make breaching their defenses a difficult task.

**Commerce:** Ironwood's primary form of commerce is the trade of silk and other spider-made products, including clothing, tapestries, and other textiles. The spiders of Ironwood are renowned for their skilled weaving, and the village is well-known for the quality of its spider silk products.

**Organizations:** Spinnera's Brood is Ironwood's chief organization responsible for all aspects of governance and trade. It consists of both humanoids and intelligent, talking spiders.

## Important NPCs

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Below are some of Ironwood's most notable non-player characters.

**Spinnera, the spider queen.** The imposing spider matriarch, Spinnera is the secret enigmatic leader of Ironwood. Her spinnerets are responsible for the finest silk in the realm, and her subjects are fiercely protective of her. Still, many villagers fear her and her brood.

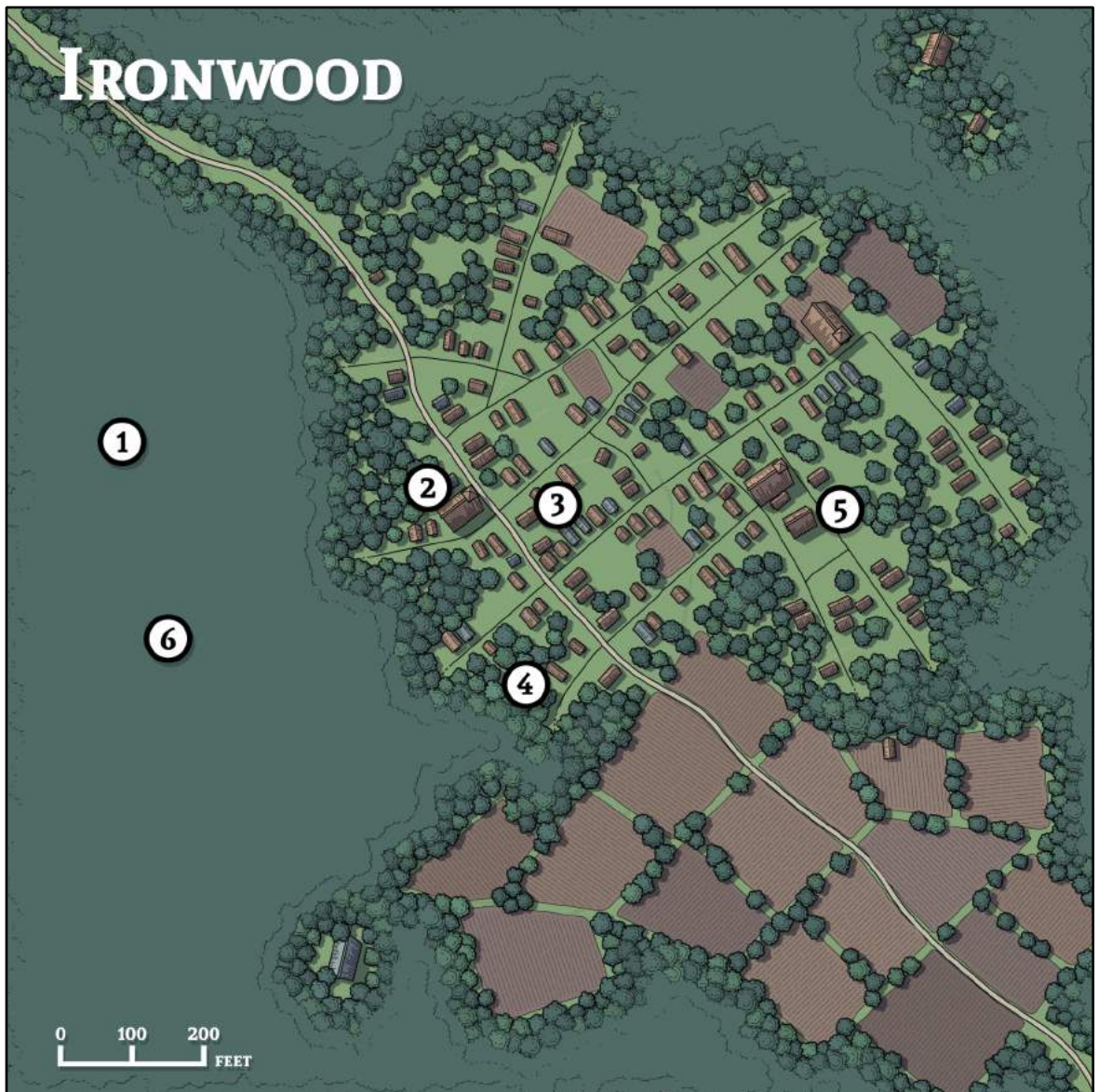
**Arlen, the false mayor.** Arlen, the "mayor" of Ironwood, is a portly man with a boisterous personality. He claims to be in charge of the village, but it's an open secret that Spinnera, the spider queen, is the true leader. Arlen puts on a show of being a folksy, approachable leader, and he is fiercely loyal to Spinnera and will do anything to maintain her rule.

**Niamh, the monster hunter.** A wily monster hunter from a distant city, Niamh correctly suspects all is not what it seems in Ironwood and wants to uncover the truth about the true leader of the village.

**Hildegarde, the apothecary.** The village apothecary Hidlegard's potions are sought after by many throughout the realm. Unfortunately, Hildegarde has been known to test her poisons on unwilling subjects.

**Leif, the merchant.** Leif is a trader who travels far and wide in search of rare goods. He has an eye for the unusual, and his wares reflect his eclectic taste. However, Leif is deeply in debt with a criminal organization from another village.

**Oren, the farmer.** A local farmer who grows exotic fruits and vegetables, Oren is deeply superstitious and is convinced that a local legend is coming to life in the forest.



As you approach the small, isolated village of Ironwood, the air becomes heavy with the cloying scent of sap and moss. The twisted trees that surround the village loom over the huddled houses, their branches twisted into a tangled web of shadows. The few people you see on the streets seem nervous, glancing furtively over their shoulders as they pass by. The windows of the houses are dark, and there is no sound except the creaking of the trees in the wind. You can't help but feel as though you're being watched. As you make your way deeper into the village, you notice strange symbols etched into the bark of the trees, and the occasional spider web stretched between the houses.



## Notable Locations

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Below are six notable locations in Ironwood keyed to the map on page 51.

**1 - Spinnera's Web.** This large, intricately woven spider web is situated at the heart of the Dark Forest. This is where Spinnera, the spider queen who rules over Ironwood, resides. Spinnera's minions use magic to mask its appearance to the outside world.

**2 - Arlen's Manor.** This lavish mansion was built from the finest materials in Ironwood. It is the official residence of Arlen, the "mayor" of Ironwood who serves as the human face of the village.

**3 - The Ironwood Inn.** This large, welcoming inn stands at the edge of the village. The Ironwood Inn is known for its warm hospitality, comfortable lodgings, and delicious home-cooked meals.

**4 - The Spider's Den.** There is a sprawling network of tunnels beneath Ironwood that is home to Spinnera's loyal followers. The entrance is accessible through the abandoned weaver's shop. Few outsiders have ever been inside, and even fewer have emerged alive.

**5 - The Ironwood Smithy.** This bustling workshop produces some of the finest weapons and armor in the region. The Ironwood Smithy is staffed by skilled craftsmen who take great pride in their work.

**6 - The Dark Forest.** This dense forest surrounds Ironwood on all sides. Many travelers avoid the forest due to its dangerous reputation, but those who are brave enough to venture inside can find hidden treasures and valuable resources. Many of Spinnera's brood operate in this forest, watching trespassers from the shadowy branches.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Highgate.

**Highgate's Mistress.** Following a mysterious clue, the characters discover the true leader of Ironwood is Spinnera, a giant spider. They find evidence of Arlen's deceit and Spinnera's control. They must decide whether to ally with Spinnera, expose her, or find a way to depose her without causing destruction to the village.

**Clogged.** Web strands are clogging the underground irrigation systems, and the Ironwood crops are drying up. Spinnera has tasked Arlen with finding a solution, but his attempts have failed, leaving the village on the verge of famine. The characters must investigate the source of the problem in the Great Webs and find a way to clear the clogs.

**Missing Hunters.** A group of hunters has gone missing in the woods. The villagers are afraid to investigate, as they believe that the hunters may have trespassed on Spinnera's territory. The characters must venture into the woods and discover what has happened to the hunters, all while avoiding the attention of Spinnera and her minions.

**Burning Web.** The monster hunter, Niamh, has begun to rally the villagers against Spinnera, claiming that she is not to be trusted. Spinnera has responded by unleashing a swarm of spiders to silence Niamh, who has now gone into hiding. The characters must find and protect Niamh, while also uncovering Spinnera's true motives.

**Poison Waters.** The water in the village's wells has become poisoned, causing widespread illness among the villagers. The characters must discover the source of the

poisoning and put a stop to it before more people die.

**Spinnera's Ire.** A group of villagers have been abducted by Spinnera's minions and taken to her lair deep in the woods. The characters must rescue them, but doing so will require them to face Spinnera herself.

**Murder at the Smithy.** The village's blacksmith has been murdered, and the only clue is a spider web left at the scene. The characters must investigate the murder and discover who is responsible.

**The Dark Forest.** The forest surrounding Ironwood has become overrun with dangerous creatures, making it difficult for the villagers and Spinnera's spiders to hunt and gather resources. The characters must venture into the forest and thin out the creature population.

**Arlen's Betrayal.** Arlen has been accused of stealing from the villagers and is now on the run. The characters must track him down and discover the truth behind the theft, all while avoiding Spinnera's minions.

**Bandit Raids.** A group of bandits has been attacking the village, and the villagers suspect that they are being led by someone within Ironwood. The characters must root out the traitor and put a stop to the bandit attacks.

**Capture the Creature.** Spinnera has tasked the villagers with capturing a rare and dangerous creature for her experiments. The characters must decide whether to help the villagers or stand up to Spinnera.

**The Storm.** A powerful storm has caused a landslide that has cut off the village from the outside world. With food and supplies running low, the characters must find a way to restore access to the village before the situation becomes dire.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters discover a hunter's trap with a fresh catch that was left near a suspiciously large web.
2	A distraught villager begs the characters to help find his missing child, last seen playing near the forest.
3	Spinnera's envoy approaches the characters with an offer of a reward for finding and bringing back a runaway villager.
4	Arlen insists the characters attend a local festival and tests their mettle in the "Spidersilk Road" race.
5	The characters discover a hidden entrance into the underground tunnels of Ironwood.
6	The characters witness a heated argument between a group of monster hunters and Arlen.
7	The characters are asked to help with a task to strengthen the village's defenses against a recent surge in attacks from wild beasts.
8	A hidden message in a seemingly innocent book the characters find leads them to investigate the Spider Queen's true motives.
9	The characters encounter a lost treasure hunter, ranting about spiders and hidden chambers.
10	The characters find a strange purple fungus growing all over a set of abandoned buildings in the village.
11	The characters discover that the head of the lumbering guild has been quietly stockpiling resources.
12	The characters stumble upon a cave where someone has set up a makeshift laboratory with strange equipment and spider carcasses.

# Millfiend

Millfiend is a small village nestled in a valley near a river, known for its picturesque landscape and tranquil atmosphere. However, it has a sinister secret: a haunted windmill that stands at the village's center. Most of the villagers steer clear of it, but strange occurrences and sounds have been reported around the mill, and some believe that it's cursed.

## Basic Information

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**Population:** 1,000

**Government:** Millfiend is ruled by Jarl Hrothgar Stormblade, a title passed down through a long line of descendants from the founding family of the village. The Jarl's word is law, but the citizens of Millfiend are relatively content with their leader and his wise rule.

**Defense:** Millfiend has a wooden palisade surrounding the village to protect against outside threats, with a gate at the front entrance. The villagers rely on the local watchmen to keep the peace within the walls.

**Commerce:** Millfiend is primarily known for its agriculture, with most of its inhabitants being farmers or involved in related industries such as milling and trading crops.

**Organizations:** The most important organization in Millfiend is the Watch, who protect people from entering the haunted windmill at the town's center. The Watch ensures that nobody approaches the windmill, as rumors suggest that it is cursed by an evil spirit.

## Important NPCs

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Below are some of Millfiend's most notable non-player characters.

**Jarl Hrothgar, the leader.** The leader of Millfiend, Hrothgar is known for his valor in battle, but rumors swirl of the toll his leadership has taken on him. A long-standing feud with a rival village has also harmed his leadership, forcing him to make desperate decisions.

**Agatha, the miller.** As the town's most prosperous miller, Agatha's word is law when it comes to the town's primary commerce. But rumors suggest she's been up to something shady in the mill, with some claiming she's been hiding something from the rest of the town.

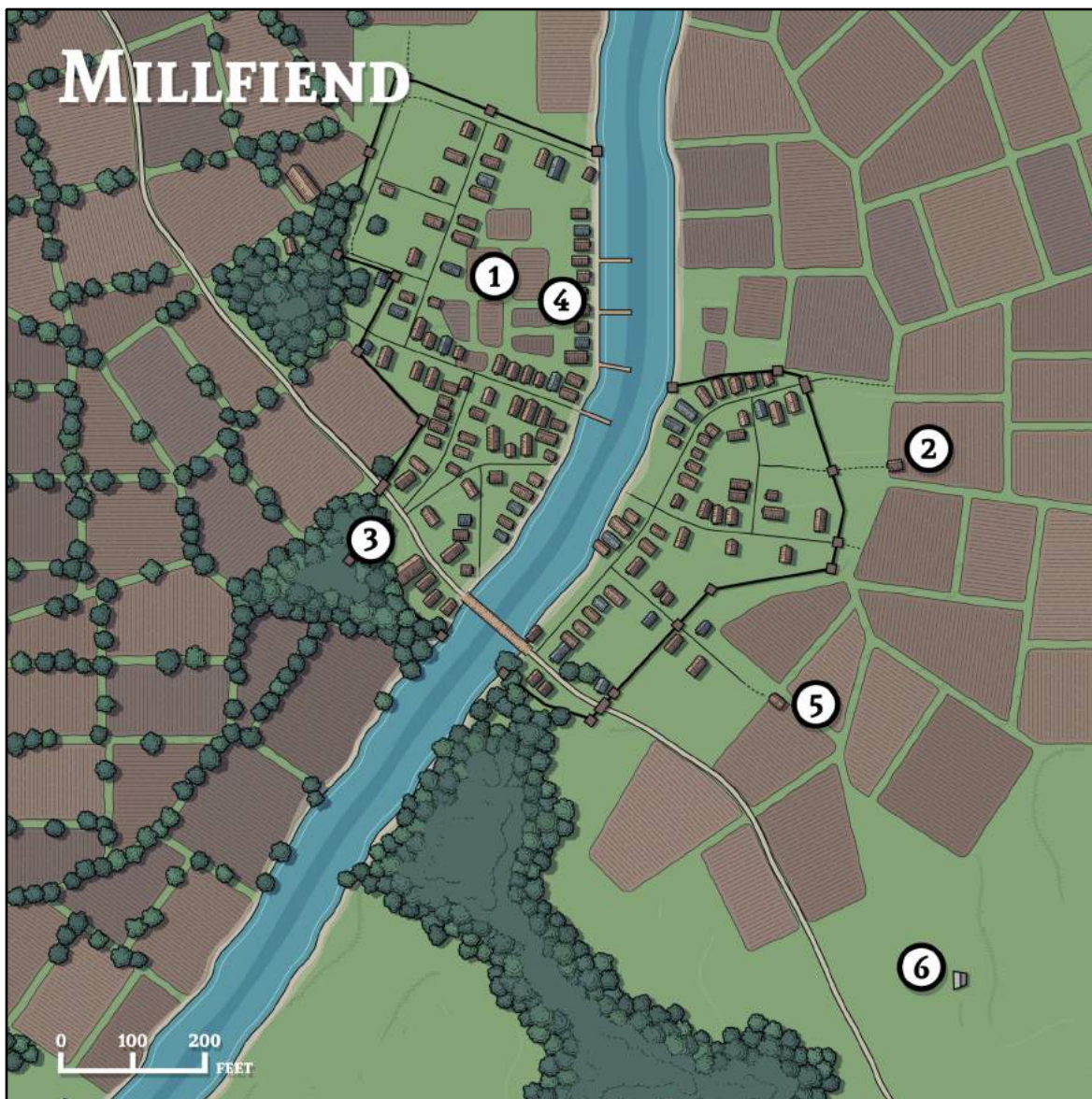
**Sister Eliza, the priestess.** A cleric who leads the local temple, Sister Eliza is beloved by the townsfolk for her kind heart and gentle nature. But there are whispers of a darker past that she's tried to leave behind.

**Balthazar, the blacksmith.** A surly and reclusive figure, Balthazar is the town's blacksmith and arms dealer. Word has it that Balthazar has a cache of illegal weapons hidden in his forge.

**Tilly, the drunk.** A fixture in the local tavern, Tilly is known for her hard drinking and bawdy sense of humor. But some claim she's hiding something, and rumors persist that she knows more about the Jarl's secrets than she lets on.

**Corin, the hunter.** A skilled woodsman and tracker, Corin is the town's only source of information about the surrounding forest. Some believe that he is in league with dark forces, particularly those surrounding the haunted mill at Millfiend's center.





As you approach Millfiend, you see a palisade with a single gate that surrounds the entire village. A runestone stands roughly 1,000 feet from the gate, and two large windmills are visible just outside the village limits. The air is filled with the sound of rushing water, as the river runs through the heart of the village. The buildings are constructed of wood and thatch, and the people seem hardworking but cautious. Guards patrol the palisade and the village streets, making it clear that the village has had its share of troubles. You notice a few people staring at you as you pass through the gate, curious but wary. The village appears to be bustling with activity, with farmers selling their wares in the market square and blacksmiths working at their forges.



## Notable Locations

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Below are six notable locations in Millfiend keyed to the map on page 55.

**1 - Jarl's Longhouse.** This large, wooden building serves as both the residence and the meeting place for Jarl Hrothgar. It is built with a sloped roof to prevent snow buildup during winter, and has a large fireplace that provides warmth and light during colder months.

**2 - The Haunted Mill.** This old windmill stands just outside of the village proper. It has been abandoned for decades, ever since the previous owner died under mysterious circumstances. The mill's sails still creaking eerily in the wind.

**3 - The Red Axe Inn.** Despite its size, the Red Axe is the only inn in Millfiend. The innkeeper, Kari, is a friendly woman who always has a warm meal and a mug of ale ready for anyone who enters. A secret trapdoor in the cellar leads to a hidden storage room.

**4 - The Fisherman's Wharf.** This small pier on the banks of the river allows fishmongers from Millfiend and the surrounding villages dock their boats here to sell their catches. A small bait and tackle shop is nearby, where the proprietor, Einar, can be found repairing nets and hooks.

**5 - The New Millfiend Mill.** This working windmill stands on the outskirts of the village. It is the source of the village's primary commerce, grinding wheat and corn into flour that is then sold to neighboring villages.

**6 - The Runestone.** This large, ancient stone carved with runes that is said to have been placed there by Millfiend's founding settlers, is located on the hill overlooking the village.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Millfiend.

**Sabotage at the Mill.** The flour mill has been mysteriously sabotaged. The Jarl's daughter, Sigrun, and her fiance, Eirik, suspect each other of treachery. Flour has become scarce and the villagers blame each other for hoarding. The characters can investigate the cause and potentially find evidence of who is truly responsible for the sabotage.

**Where's Dag Gone?** The Miller's son, Dag, has gone missing. His mother, Agatha the miller, is offering a reward for anyone who can find him. Rumors say that Dag was last seen heading into the forest surrounding the town. The characters can choose to investigate and find out what happened to Dag.

**Looks Like Arson.** A series of fires has broken out at the weaver's hut, destroying much of the town's cloth supply. The weavers blame Balthazar, the blacksmith, but some think it was the work of an arsonist. The characters can help investigate and find the true cause of the fires.

**Rat Infestation.** The town's grain storage has become infested with rats, and the villagers are concerned that it will cause a famine. The local rat catcher, Gudrun, is mysteriously missing, and the characters can choose to help find her and her secret methods for keeping the rat population in check.

**The Storm.** No one will go near the old mill, believing that it's cursed. However, the miller's daughter, Solveig, has been advocating for the mill to be restored since it was once the lifeblood of the town's economy. The characters can help Solveig

find a way to repair the mill, but perhaps they'll discover that the damage was not caused by the storm at all.

**Bjorn's Amulet.** A wealthy merchant, Bjorn, has come to town with a rare and expensive artifact, which he believes is cursed. He wants to sell it, but strange things are happening to the people who have been in contact with it. The characters can help Bjorn sell the artifact or investigate the curse and try to break it.

**Dry Well.** The local well has gone dry, and the villagers are getting sick from drinking from the river. There are rumors that the well is cursed, and the characters can investigate and try to remove the curse, or find a new source of fresh water for the village.

**Where's Eliza?** The town's only healer, Magnus, is in a terrible state of mind, neglecting his patients and drinking heavily. It seems that his wife, the priestess Elspeth, has gone missing, and he is consumed with grief. The characters can choose to help him find his wife or uncover the true cause of her disappearance.

**Kidnapping.** Balthazar's daughter, Ingrid, has been kidnapped by raiders from the north. Her father is offering a reward for anyone who can rescue her. The characters can choose to help the blacksmith rescue his daughter or investigate the motives of the raiders.

**The Jarl's Feast.** The town is hosting a feast in honor of the Jarl, but there have been rumors that someone is planning to assassinate him. Already, people are blaming the miller, Agatha, whom they suspect want his position. The characters can help protect the Jarl or investigate who might want to harm him.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A group of children are throwing rocks at the haunted windmill, <u>daring each other to enter.</u>
2	A merchant's wagon is stuck in the mud. They need help getting it out. Turns out its all a trick put on by thieves.
3	A brawl breaks out in the town square over a disputed trade. One of <u>the brawlers draws a dagger.</u>
4	A cat jumps out of a window, landing on the characters. The owner screams about their <u>witchcraft.</u>
5	The sound of a fiddle can be heard echoing through the streets. A mysterious fiddler can be seen in the <u>distance.</u>
6	The characters find a lost child wandering the streets, crying for <u>their mother.</u>
7	A wealthy merchant wants the characters to steal a valuable item <u>from a rival merchant.</u>
8	A diviner arrives, warning everyone <u>not to go near the old haunted mill.</u>
9	The characters find a hidden path that leads to a secret meeting in the <u>woods.</u>
10	A man runs through the streets, screaming that his wife, the priestess Elsbeth, has been kidnapped by <u>goblin raiders.</u>
11	Villagers are talking about a wandering merchant named Bjorn who is trying to pawn off his cursed <u>amulet.</u>
12	A woman is sitting on a bench, crying. She has just received a letter informing her of her husband's <u>death in another town.</u>

# Mistwood

Mistwood is a divided village, split between the original elven settlers and the human conquerors who built a fortress to dominate the area. The two groups are constantly at odds with each other, each competing for power and control. The human lord, Harrow, rules over the fort, while the elves have their own form of government.

## Basic Information

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**Population:** 600

**Government:** The local lord of Mistwood is a stern and uncompromising man named Lord Harrow, who rules over the human side of the village with an iron fist. His reeve, who enforces his will on the villagers, is a crafty and ruthless woman named Jocelyn. On the elven side, the council of elders makes the decisions and governs the community, led by a wise and respected elf named Arinor. The council seeks to maintain a delicate balance with the human side of Mistwood, and Arinor is known for her skill at negotiating and resolving conflicts.

**Defense:** Mistwood's defense consists of a wooden palisade with several guards stationed at key points, as well as a small force of elite elven rangers who protect the outskirts of the village.

**Commerce:** Mistwood's primary commerce is lumber and woodwork, traded with nearby towns and cities.

**Organizations:** The elven council of Mistwood oversees the affairs of the elven community and negotiating with Lord Harrow.

## Important NPCs

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Below are some of Mistwood's most notable non-player characters.

**Lord Harrow, the noble.** Harrow is the local human lord who has built a powerful fort within Mistwood. He's secretly plotting to eliminate the elven settlers and expand his influence over the village.

**Jocelyn, the reeve.** Jocelyn is Lord Harrow's trusted reeve, responsible for enforcing his rule over Mistwood. She's envious of his power and dreams of taking control of the village herself. She is in a relationship with Sylara.

**Arinor, the elder.** Arinor is the elven leader of Mistwood, determined to keep the peace between her people and the humans. She's worried that her own people are growing restless and might turn against her. Sylara is her daughter.

**Sylara, the troublemaker.** Arinor's daughter, Sylara, is a beautiful and cunning elven woman who delights in sowing discord between the elves and humans of Mistwood. She's secretly working with Lord Harrow to stir up conflict and seize power.

**Gorm, the blacksmith.** A grizzled dwarf blacksmith who has taken up residence in Mistwood. He's hoarding weapons and supplies, preparing for a possible conflict between the elves and humans, although he hasn't decided which side he supports yet.

**Greyson, the treasurehunter.** Greyson is a mysterious stranger who arrived in Mistwood recently. He's searching for a powerful artifact hidden somewhere in the village, and is willing to do whatever it takes to find it. Greyson suspects that the artifact is hidden somewhere within Lord Harrow's keep.

# MISTWOOD



The road leads to a fork where a forest envelops a small community. Smoke drifts up from the chimneys of wooden houses with fenced gardens. People hustle and bustle along the main street, but they turn to watch the newcomers. Beyond the houses, there's a palisade enclosing a hill and a fortress, where a flag with the image of an eagle flutters in the wind. In the distance, two watermills are visible, surrounded by the dense woods. The tree trunks are unusually close, and mist hangs between them, giving the feeling that the forest is alive. It's easy to see that two cultures, humans and elves, coexist here, but there's an unspoken tension. The air smells of wood, wet soil, and something else, something that's hard to identify. The feeling of being watched is inescapable.



## Notable Locations

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Below are six notable locations in Mistwood keyed to the map on page 59.

**1 - Lord Harrow's Keep.** This massive castle is made of grey stone with a gatehouse and a drawbridge over a moat. The keep has high walls and towers, with an impressive library and a hall adorned with ancient tapestries.

**2 - The Crossing.** This bridge that crosses the Mistwood River is made of white stone and engraved with symbols of both elven and human culture. The area around the crossing is an open market where both elves and humans come to trade.

**3 - The Weeping Willows.** The Weeping Willows are a grove of willow trees on the edge of the village and is said to be enchanted. The branches of the trees reach down to the ground, creating a curtain of green and gold that sways in the wind.

**4 - The Silver Glade.** The small elven village sits on the outskirts of Mistwood, across the river from the human side. The elves live in homes made of woven vines and branches, and they are skilled craftsmen who make beautiful silver jewelry.

**5 - The Broken Tower.** The tower on a small island in the river was once used as a guardhouse, but is now abandoned and overgrown with ivy. Legends say that it was destroyed by an ancient dragon.

**6 - The Greyhound.** The Greyhound is Mistwood's only inn, run by a retired adventurer named Cedric. The inn's signature dish is a hearty stew made from venison and root vegetables, and many travelers stop here on their way to the nearest city. The Greyhound Inn also serves as a gathering place for locals to hear the latest news and gossip.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Mistwood.

**Civil War.** Tensions between the human settlers and the elven natives have flared up into physical altercations on the streets, causing the village to become a powder keg. The characters can mediate and bring peace to the warring factions.

**What Lurks There?** Strange things have been happening in the forests of Mistwood. Animals have been going missing, and there have been reports of strange noises coming from the trees. The characters can investigate and stop whatever is causing the disturbances.

**Assassination Attempt.** Lord Harrow's keep has been infiltrated by a group of assassins who have been sent to kill him. The characters can either help the assassins succeed in their mission or prevent the assassination attempt and apprehend the would-be killers.

**Pirates in the River.** A valuable shipment of goods from a local merchant has been stolen by a group of bandits. The characters can track down the thieves and recover the stolen goods.

**The Flood.** The nearby river has flooded, causing widespread damage and destruction to the village. The characters can assist in repairing the damages and providing aid to the affected villagers.

**Cursed Dreams.** A powerful curse has befallen the Greyhound, causing anyone who stays there to experience terrible nightmares. The characters can either investigate and break the curse or help the innkeeper evacuate the guests.

**Where's Gorm?** Gorm, the village's best

blacksmith, has gone missing, and his forge has been left unattended. The characters can investigate the disappearance and discover what happened to the missing blacksmith.

**Elven Plague.** A deadly disease has spread throughout the village, causing many to fall ill. Curiously, the plague only affects humans, and makes their ears become pointed while they are sick. The characters can help find a cure and prevent the spread of the disease.

**Trolls.** A group of trolls has been terrorizing the village, causing destruction and mayhem wherever they go. The characters can either negotiate with the trolls or drive them out of the village.

**The Kidnapped Reeve.** Lord Harrow's reeve, Jocelyn, has been kidnapped by a group of goblin raiders. The characters can rescue her and bring her back to her father.

**The Beast.** A mysterious creature has been spotted lurking in the forests around the village, causing fear and panic among the villagers. The characters can investigate and discover what the creature is and what it wants.

**Sylara's Game.** The elven villainess, Sylara, has been sowing discord and division among the elves and humans, causing the already strained relationship to deteriorate further. The characters can discover her true identity and motives, and stop her from causing further damage to the village.

**Lycanthropes.** A gang of malicious werewolves have taken residence in the Greyhound. They bully the employees, knowing there's little that the people in the village can do to stop them. The characters might need to fight them or find a way to convince them to leave peacefully.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters overhear a group of elves and humans arguing over land rights, each group accusing the other of encroachment.
2	A shopkeeper offers rare elven goods for sale to humans. It turns out that the goods are counterfeit.
3	The characters witness a meeting between Lord Harrow and Jocelyn. The pair discuss hiking taxes on the elves, hoping that they'll leave their village.
4	A local smithy offers to forge a special weapon for the characters. The smithy wants a rather large sum for the weapon.
5	The characters overhear two humans plotting to sabotage an elven business. One of them mentions Sylara's name.
6	A human soldier is looking for volunteers to help with patrols along the border.
7	A band of elven hunters returns to the village with a large deer to sell. None of the humans wish to purchase it.
8	The characters stumble upon a hidden elven shrine in the woods or below a tree somewhere in the human village.
9	The characters see a group of human soldiers training in the art of archery.
10	The local tavern has a lively game of darts being played by humans and elves.
11	A group of elven children is lost in the woods, and their parents are desperate to find them.
12	The characters discover a group of elves and humans working together to rebuild a burned-down home.

# Oakhurst

Nestled far from larger towns and cities, Oakhurst is a small and secretive village that is home to a mysterious organization known as the Hooded League. The League claims to protect the village from outsiders, including the many witches and cultists who inhabit the surrounding forest.

## Basic Information

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**Population:** 450

**Government:** Oakhurst is governed by a council of elders, who are elected by the villagers every two years. The council consists of seven members, each with a specific area of responsibility. The council makes decisions on behalf of the village and is responsible for maintaining law and order.

**Defense:** Oakhurst's primary defense is a small group of militia volunteers led by a retired soldier. In addition, the village is surrounded by a wooden palisade that is in good repair. The Hooded League also acts as Oakhurst's secret guardians.

**Commerce:** Oakhurst's primary form of commerce is logging and lumber processing, due to the dense forests that surround the village. The lumber is sold to nearby towns and cities, or shipped downriver to larger markets. The village also has a small farming community that produces basic crops and livestock to feed the local population.

**Organizations:** The Hooded League is the most important organization in Oakhurst. A secretive group of halflings that train in the woods, they keep Oakhurst and other neighboring villages safe from threats.

## Important NPCs

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Below are some of Oakhurst's most notable non-player characters.

**Thorne Rockbottom, the reeve.**

Thorne is a gruff but fair-minded halfling who takes his responsibilities seriously. He is in love with Edric, leader of the Hooded League, and is secretly considering joining the organization to be closer to him.

**Eliana, the potter.** Eliana is a talented artisan and the owner of the village's only pottery shop. She is actually a retired adventurer who left her life of danger behind to settle in Oakhurst and start a family.

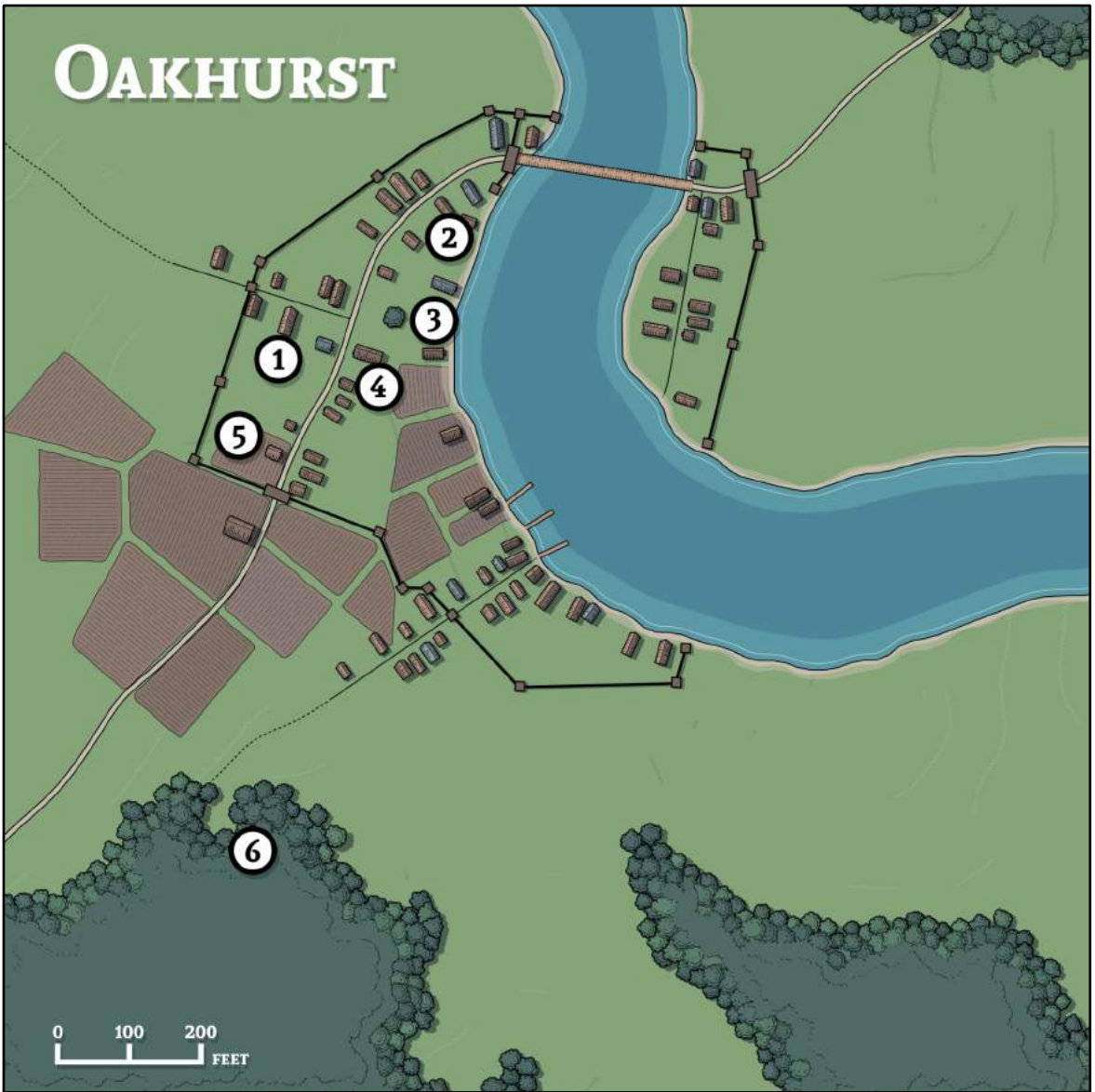
**Merek, the blacksmith.** The dwarven blacksmith, Merek is a respected member of the community. However, he has a drinking problem that often causes problems for him and his apprentices.

**Edric, the rogue.** The enigmatic leader of the Hooded League, Edric is a figure of mystery and intrigue. He is in love with Thorne Blackwood, the village's reeve. Sadly, Edric has an extreme addiction to a drug that is starting to harm his relationship with Thorne.

**Esme, the healer.** As the village healer, the people of Oakhurst see Esme is a kind and compassionate individual who is always willing to lend a helping hand. However, she is secretly a member of a coven of witches who meet in the forest outside of town.

**Marcella, the gossip.** The village gossip, Marcella is a nosy and manipulative individual who knows everyone's secrets. Marcella is actually a member of a cult that is dedicated to a dark god, and she uses her knowledge of people's weaknesses to recruit new members.

# OAKHURST



As you approach Oakhurst, you notice that the small village seems peaceful, yet something feels off. The townsfolk keep to themselves, eyeing you suspiciously. You see a few thatched-roof cottages, a quaint inn, and a tall old oak tree at the center. An ominous blacksmith's forge sits at the edge of town. A strange smell drifts from the apothecary, and you notice a few crows perched on the roof. As you make your way further into town, you hear whispers of a secret witch living in the forest and a strange cult in the area. The hooded figures skulking around make you wonder if there's more to this village than meets the eye. You'll have to be careful if you're going to uncover the secrets of Oakhurst.



## Notable Locations

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Below are six notable locations in Oakhurst keyed to the map on page 63.

**1 - The Silver Birch Inn.** A welcoming establishment run by a kind halfling couple, the Silver Birch Inn offers a cozy atmosphere, tasty food, and a place to rest for weary travelers.

**2 - The Iron Oak Smithy.** Run by the dwarf Merek, the Iron Oak Smithy is the finest shop in Oakhurst. Merek creates armor and weapons of the highest quality, and many adventurers seek him out for custom gear. However, he's also been known to make weapons for less savory characters, and some people believe he has ties to the local thieves' guild.

**3 - The Old Oak Tree.** Located in the center of Oakhurst, the Old Oak Tree is a massive tree that's been around for centuries. It's said that the tree is enchanted and holds great magical power, although no one knows for sure.

**4 - The Broken Barrel Tavern.** A rough-and-tumble establishment that's popular with the less savory characters in Oakhurst, the Broken Barrel is known for its cheap drinks, bar fights, and less-than-savory clientele.

**5 - The Oakhurst Gardens.** A peaceful and well-tended series of gardens that lie on the outskirts of the village, the Oakhurst Gardens are a serene and calming place that many people visit to meditate and connect with nature.

**6 - The Hooded League Hideout.** The hideout is located in a cave system just outside of Oakhurst, and the members of the organization are fiercely protective of their secrecy. Very few people outside the League know its location.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Oakhurst.

**Hooded League Disbandment.** The Hooded League has suddenly disbanded, and their presence is no longer keeping the village safe. Crime is on the rise, and people are becoming desperate. The characters can help investigate the cause of the disbandment and bring the guilty party to justice.

**Water Shortage.** The village's well has run dry, and the townsfolk are struggling to find enough water to survive. The characters can help locate an alternative water source or negotiate with neighboring settlements to bring water to the village.

**Famine.** The crops in the fields outside Oakhurst have withered and died, and the villagers are starving. The culprit is Esme, the secret witch who has cursed the farmland in revenge for a perceived slight. The villagers do not know about Esme's powers and blame the drought on natural causes, but the characters might be able to uncover the truth and persuade Esme to lift the curse before it's too late.

**The Iron Oak Destroyed.** The town's most famous blacksmith's workshop has been destroyed, and there is no one skilled enough to repair it. The characters can help find a new blacksmith or convince someone to take on the apprenticeship.

**Severe Weather.** A severe storm has caused widespread damage throughout the village, leaving many homeless and injured. The characters can help with the cleanup and provide aid to those affected by the storm.

**Strange Plague.** A strange plague is sweeping through the village, causing those affected to suffer from strange hallucinations

and fits of madness. The characters can help investigate the source of the plague and find a cure.

**Missing Children.** Several children have gone missing from the village, and no one knows where they have gone. The characters can help investigate the disappearances and find the missing children.

**Bandit Raids.** A group of bandits has been raiding the village, stealing supplies and terrorizing the villagers. The characters can help fortify the village and protect it from future attacks.

**Ancient Curse.** An ancient curse has befallen the village, causing strange occurrences and mysterious deaths. The characters can help break the curse by uncovering its source and finding a way to lift it.

**Corrupted Officials.** The village's council members have become corrupt, abusing their power and mistreating the villagers. The characters can help investigate the officials' misdeeds and bring them to justice.

**Mysterious Disappearances.** Several villagers have gone missing without a trace, and no one knows what has happened to them. The characters can help investigate the disappearances and find the missing people.

**Unholy Rites.** Strange noises are coming from an abandoned church on the outskirts of Oakhurst. Marcella and her cultists have taken up residence and are performing dark rituals in secret. Villagers are too scared to investigate, and the constable is too corrupt to do anything about it. The characters may need to go to the church themselves to stop the ritual before it's too late.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A Hooded League member asks the characters for help investigating an abandoned shack in the woods.
2	The innkeeper tells the characters about a ghostly figure that haunts one of the rooms.
3	Merek, the blacksmith, asks the characters to retrieve stolen goods from a local thief. It turns out he only imagined the theft while he was drunk.
4	A group of children playing hide-and-seek in the woods accidentally disturb a hornet's nest.
5	Esmé approaches the characters in secret, warning them of the Hooded League's dangerous nature.
6	A local apothecary needs the characters to gather some rare herbs from a nearby cave. The herbs are the same drug that Edric uses.
7	A loud argument between two farmers breaks out in the market over a land dispute.
8	Marcella confronts the characters, suspicious of their intentions and warns them to stay away from the village.
9	A fire breaks out in the village, threatening several homes. There are signs of arson.
10	A group of travelers seek refuge in the village after their wagon breaks down on the nearby road.
11	A local hunter enlists the characters' help in taking down a particularly dangerous wild animal.
12	A group of villagers gather in the town square to witness a public punishment being carried out by the Hooded League. The person being punished is a witch in league with Esmé.

# Ravenhollow

Ravenhollow is a secluded and mysterious village nestled within a dark and ancient forest. The inhabitants are plagued by the dangers that lurk within the woods, as well as the secrets and conflicts that simmer beneath the surface of their seemingly peaceful community.

## Basic Information

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**Population:** 300

**Government:** Ravenhollow is a village led by a council of merchants, who control the flow of trade in the village and wield considerable power.

**Defense:** Ravenhollow is located in a dense forest, and is protected by its natural barriers as well as a small local militia.

**Commerce:** Ravenhollow's primary form of commerce is lumber and woodcraft, as the village is situated in a forested area with ample timber resources. The villagers are skilled in woodworking, and many specialize in carving and creating beautiful wooden furniture, tools, and other handmade items. Some villagers also work in logging, felling trees and transporting them to sawmills to be processed into lumber. The finished products are then traded with nearby villages and towns, as well as merchants passing through the area on their way to larger cities.

**Organizations:** Ravenhollow has a guild of skilled artisans, known as the Woodcarvers' Guild, who create intricate carvings from the plentiful and unique woods of the surrounding forest. These goods are sold across the land, and are highly valued in the neighboring cities.

## Important NPCs

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Below are some of Ravenhollow's most notable non-player characters.

**Enora, the druid.** Ravenhollow's town druid and healer, Enora has a gift for communing with the natural world, but her secretive nature has led some to question her loyalties.

**Geralt, the merchant.** A gruff and imposing member of the Council of Merchants, Geralt is the owner of the largest lumber mill in Ravenhollow. Rumors persist that he employs unsavory tactics to maintain his dominance. Enora, the druid, is his mother.

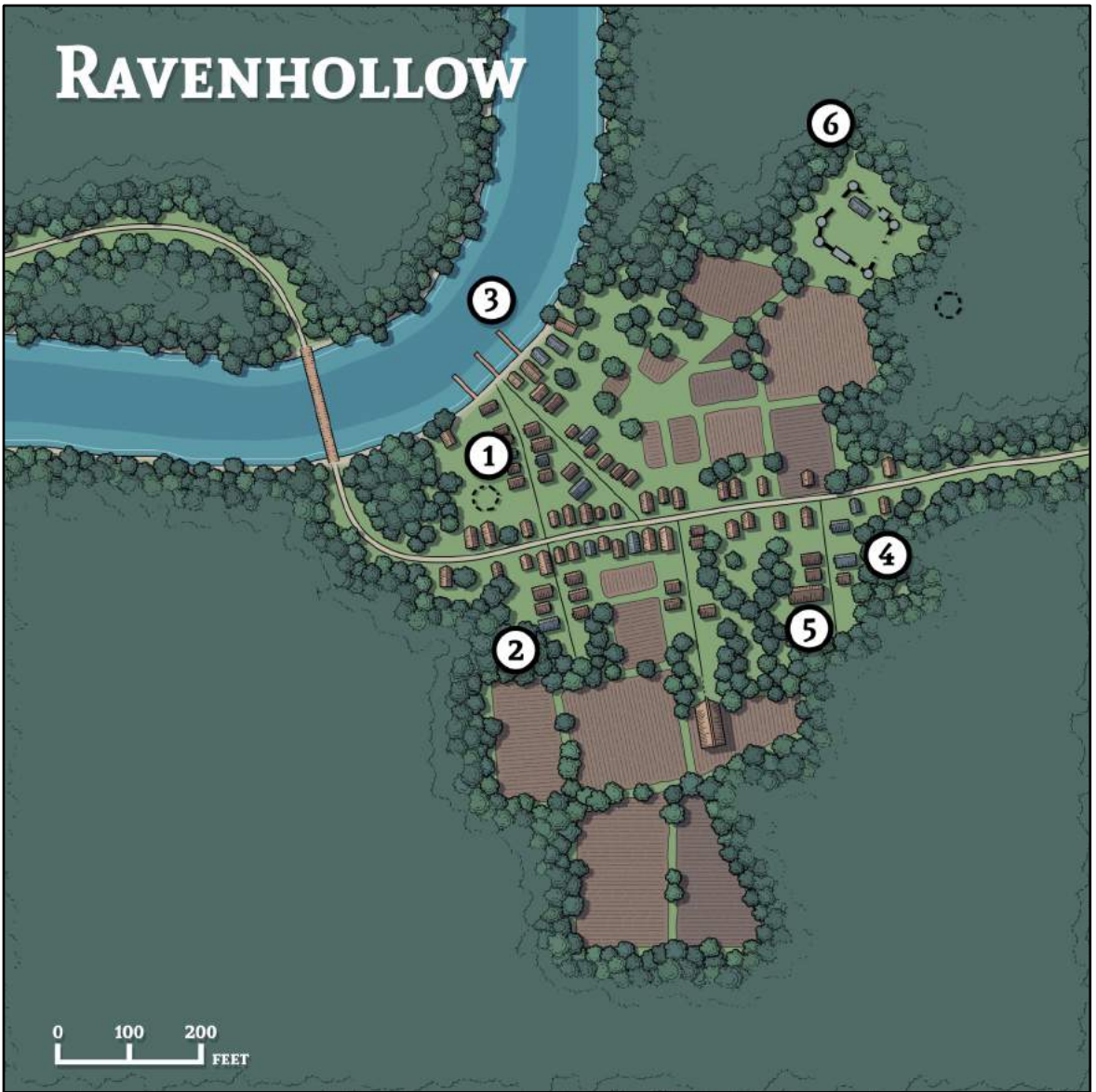
**Lysa, the baker.** Ravenhollow's head baker, Lysa is a jovial and kindhearted woman who has a talent for creating delectable treats, but her addiction to gambling has led her down a dangerous path. There are no less than three crime lords to whom she owes debts.

**Roderick, the warrior.** The captain of Ravenhollow's militia, Roderick is a stern but fair man who is respected by the people of the village. However, he has a dark secret that threatens to unravel his carefully constructed facade: he is a lycanthrope.

**Kaela, the bard.** The daughter of one of the members of the Council of Merchants, Kaela is a gifted musician who dreams of performing for royalty, but her rebellious nature and thirst for adventure have caused tensions with her family.

**Corbin, the stranger.** A mysterious figure who frequents the local tavern, Corbin is known for his charming demeanor and quick wit, but his true intentions and allegiances remain a mystery. He actually has no agenda—he's just shy.

# RAVENHOLLOW



As you approach the village of Ravenhollow, the first thing you notice is the dense forest that surrounds it. The trees are tall and foreboding, their branches reaching up to the sky as if to grasp at the clouds. You can feel the weight of centuries of secrets in the air, and the townspeople seem to eye you warily, as if unsure whether to welcome you or warn you away. Yet, despite the dangers lurking in the shadows, there is an undeniable sense of life and vitality here, as if the people of Ravenhollow are determined to thrive no matter what challenges they face.



## Notable Locations

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Below are six notable locations in Ravenhollow keyed to the map on page 67.

**1 - The Stone Circle.** This ancient stone circle sits at the edge of Ravenhollow and has long been a site of mystical power. Locals say that strange things happen here during the full moon, and some whisper that it is a gateway to another world.

**2 - The Weaver's Shop.** Run by a crotchety old gnome named Griggle, this shop is always filled with the sound of clacking looms and the chatter of busy workers. Griggle is known for his finely-crafted textiles, but his prices are steep and he has a reputation for being difficult.

**3 - The Riverfront.** A bustling hub of activity, the riverfront is home to a fleet of fishing boats, a busy marketplace, and the town's only bridge. Traders from far and wide come here to sell their wares, and the sound of haggling can be heard day and night.

**4 - Ravenhollow Blacksmith.** Run by the burly dwarf Balix, this forge is the heart of Ravenhollow's industry. Balix is a skilled craftsman who takes pride in his work, but he can also be stubborn and quick to anger.

**5 - The Fat Raven Inn.** This cozy inn is known for its warm hearth, hearty meals, and strong ale. It's also a popular spot for travelers to swap stories and information, and the barkeep is known to have a keen ear for gossip.

**6 - The Abandoned Keep.** This crumbling keep stands on the outskirts of Ravenwood, its upper floors long since collapsed. Some say it was once the stronghold of a powerful wizard, but its true purpose remains shrouded in mystery.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Ravenhollow.

**Creepers.** The forest starts to encroach on the village, slowly consuming buildings and threatening to overtake everything. The villagers are scared and can't stop it. The characters can investigate and find that it's due to the growth of the tree at the center of the forest, and must find a way to stop it.

**Forest Horrors.** Strange, twisted creatures begin to emerge from the forest and attack the villagers. The creatures are immune to normal weapons, but the characters may be able to discover their weakness and defeat them. The source of the creatures is a corrupted faerie queen, who must be stopped to prevent more attacks.

**Blight.** The trees in the forest start to wither and die, causing a shortage of wood for the village. The characters can discover that the source of the problem is a group of dryads who are angry at the villagers for destroying parts of the forest. The characters must find a way to appease the dryads or risk running out of wood.

**Walking Trees.** The forest becomes alive and starts to move, causing chaos and destruction in the village. The characters must find out why this is happening and discover that a group of druids is using powerful magic to control the forest. The characters must find a way to stop the druids before they destroy the entire village.

**The Telepath.** The villagers start to experience strange visions and nightmares, causing them to become unstable and paranoid. The characters can find out that a powerful psychic is manipulating the minds of the villagers, and must find a way to stop

them before the villagers become completely insane.

**Overgrowth.** The forest becomes overgrown and tangled, making it nearly impossible to navigate. The characters must find out why this is happening and discover that a group of treants is blocking the paths through the forest. The characters must find a way to convince the treants to let them pass.

**One with the Forest.** The villagers start to experience strange changes, as if they are becoming part of the forest. The characters can discover that this is due to a group of fey who are trying to merge the forest with the village. The characters must find a way to stop the fey before it's too late.

**Hag Bandits.** A group of bandits starts to attack the village, taking advantage of the chaos caused by the forest. The characters can find out that the bandits are being controlled by a powerful hag, and must find a way to stop her before the village is destroyed.

**The Swarm.** The forest becomes infested with dangerous insects, causing the villagers to become sick and weak. The characters can discover that the insects are being controlled by a group of evil druids, and must find a way to stop them before the villagers die.

**Forest of Nightmares.** The forest becomes filled with dangerous illusions, causing the characters to become lost and confused. The characters can discover that a powerful mage is creating the illusions to protect something in the forest. The characters must find a way to navigate through the illusions and uncover the mage's secrets.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A pack of wolves stalk the characters, trying to lure them into the dark forest.
2	Geralt's hired thugs harass the characters, either for meddling in his business, or just because they don't like the look of them.
3	Lysa seeks the characters' help to pay her debts to the crime lords.
4	Enora offers to teach the characters her druidic ways.
5	Kaela begs the characters to sneak her out of Ravenhollow to pursue her dreams.
6	Roderick's second-in-command, Janek, asks the characters to investigate his sudden disappearance. Last night was a full moon.
7	A loud explosion in the forest sends panicked villagers running into the streets.
8	A distraught man accuses Enora of cursing his crops and seeks vengeance and wants the characters to confront her.
9	Corbin gives the characters a cryptic message hinting at a greater conspiracy in the forest.
10	The characters witness a tense standoff between the militia and the nearby goblin tribe.
11	A merchant caravan seeks safe passage out of the village. The caravan is actually a group of ghosts that passes through the village every seven days.
12	Lysa's gambling debtors threaten the characters for interfering with their collections. This could be a case of mistaken identity if the characters haven't met Lysa yet.

# Sunfield

Sunfield is a small hamlet ruled by a mysterious cult who worship the summer sun. The cult, led by the enigmatic and powerful High Summer Priestess Althea, is fiercely protective of their village and their beliefs. The lush, fertile fields of Sunfield produce a variety of crops, which the villagers sell or trade to those who dare venture into their remote community.

## Basic Information

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**Population:** 50

**Government:** Sunfield is a tightly-knit, communal society controlled by the summer-worshipping cult led by Althea, the Sun's Herald.

**Defense:** Sunfield doesn't have much of a defense, relying instead on the isolation of the surrounding landscape and the power of the cult to dissuade any potential threats.

**Commerce:** As Sunfield is a self-sufficient commune, their primary source of commerce is agricultural goods and handmade crafts. But they rarely trade with anyone outside the village.

**Organizations:** Sunfield's Summer Cult is devoted to the worship of the sun and its life-giving energy, practicing seasonal rituals to ensure bountiful harvests. Although they are peaceful, the cult is in constant conflict with three rival cults from neighboring villages, Spring, Autumn, and Winter, who all venerate different seasons. Once every few years, the three cults fight each other on a chosen battlefield to determine which season will reign supreme.

## Important NPCs

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Below are some of Sunfield's most notable non-player characters.

**Althea, the Sun's Herald.** Althea is the high priestess of the Summer Cult and ruler of Sunfield. Her word is law, and she will do anything to protect her people and her faith. Althea secretly harbors doubts about her cult's strict adherence to the summer solstice and wants to leave her position.

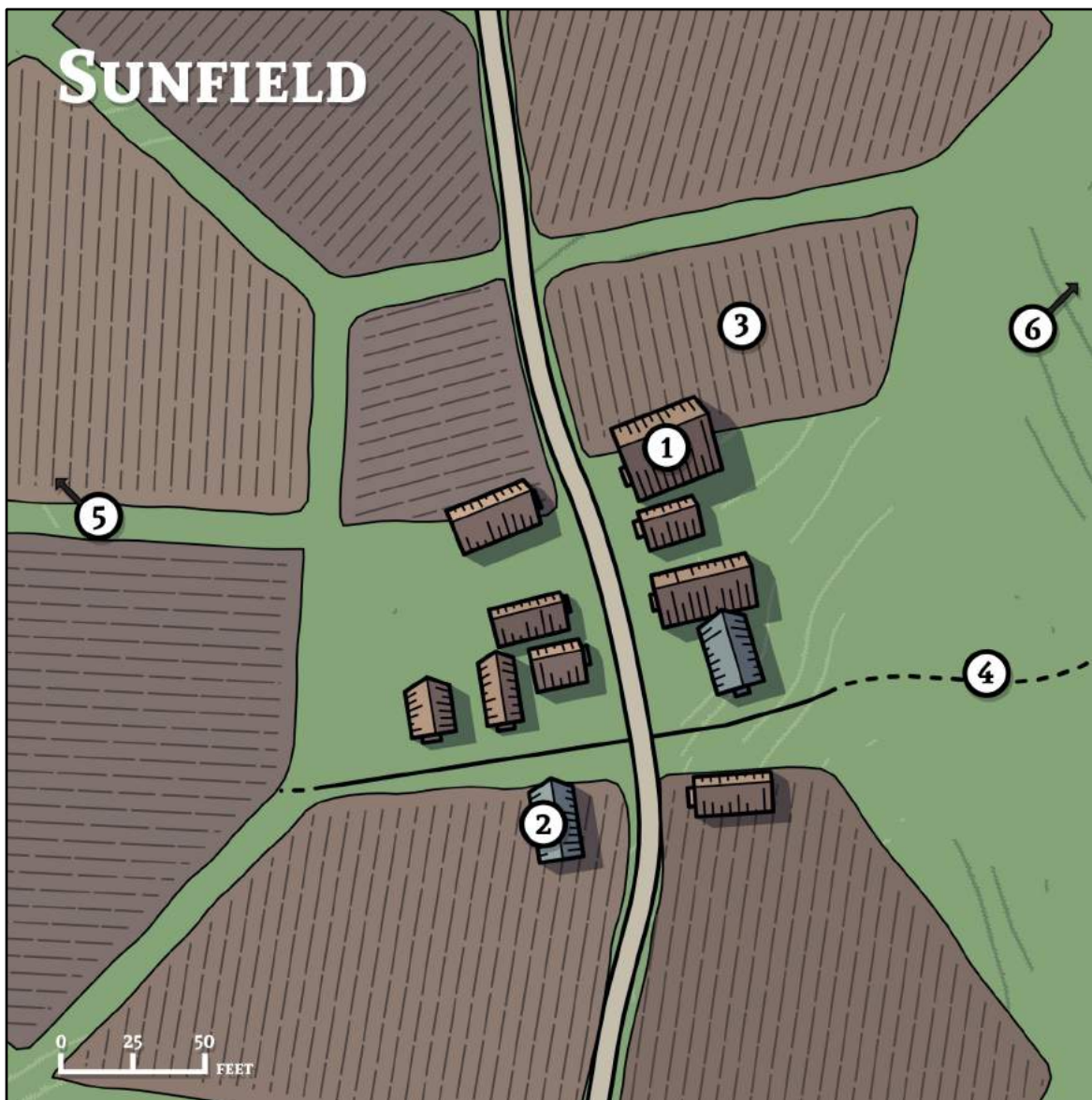
**Barnabas, the miller.** Barnabas works in the Sunfield flour mill. He is a jovial man with a love for good food and drink. Barnabas has been smuggling grain to neighboring villages in exchange for contraband goods.

**Celeste, the farmer.** Head farmer of Sunfield's sunflower fields, Celeste has a green thumb and an unquenchable thirst for knowledge. She is secretly practicing forbidden druidic magic to help her crops grow faster.

**Darius, the blacksmith.** Sunfield's resident blacksmith, Darius is a surly and hardworking man who takes pride in his craft. Darius is secretly in love with his apprentice, but fears the wrath of the Summer Cult's strict rules.

**Eris, the merchant.** A traveling merchant who visits Sunfield every summer solstice, Eris is a charming and persuasive individual. Eris is secretly a member of the Autumn Cult, sent to Sunfield to gather intelligence on their enemies.

**Finn, the weaver.** A skilled weaver and Sunfield's only textile expert, Finn is a quiet and reserved individual with a talent for intricate designs. Finn is secretly working on a tapestry that tells the true, dark history of the Summer Cult.



As you approach Sunfield, you see a small hamlet surrounded by golden fields and lush green forests. The people you see are dressed in light, airy garments, their skin glowing from the sun's warmth. It's clear that this is a place of worship, as symbols of the sun adorn every building and the people bow their heads in reverence. However, there's an undercurrent of tension and unease, as if there's something lurking beneath the surface of this seemingly peaceful community. As the characters make their way through the fields, they notice several tall poles adorned with sunflowers and ribbons marking the edges of Sunfield. In the center of the village, a grand temple stands, its walls adorned with carvings of the sun and its rays.



## Notable Locations

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Below are six notable locations in Sunfield keyed to the map on page 71.

**1 - The Sun's Temple.** The Sun's Temple is the central building in Sunfield, and is home to many of the cult's most sacred artifacts, including the ceremonial bonfire and the idol of the summer sun. Althea rarely leaves the temple, as it is also where she lives.

**2 - The Greenhouse.** This vast botanical garden where the Sun's Herald Althea oversees the growth and cultivation of all manner of herbs and flowers used in the cult's religious practices.

**3 - The Overgrowth Gardens.** These sprawling gardens are where the cultists cultivate the crops they rely on for sustenance, as well as exotic plants used in their rituals. Many of the paths are overgrown and unmarked, and the gardens themselves are rumored to be guarded by fierce, otherworldly creatures.

**4 - The Sunlit Path.** This winding footpath leads through the rolling hills and meadows of the commune, offering stunning views of the surrounding countryside and serving as a place of meditation and reflection for the cultists.

**5 - The Hidden Grove.** This quiet secluded glade is where the cult's more secretive and esoteric rituals take place, hidden away from the prying eyes of outsiders and guarded by fiercely loyal acolytes.

**6 - The Hollow.** The Hollow, a deep ravine at the edge of the commune, is said to be haunted by restless spirits who seek to torment and disrupt the Sun Cult's peaceful way of life.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Sunfield.

**The Great Drought.** Sunfield's sacred spring has run dry, causing the crops to wilt and the people to suffer. The characters can search for an alternate source of water or confront the nearby Autumn Cult, rumored to have caused the drought.

**The Wildfire.** A lightning strike has started a fire in the nearby woods, threatening to destroy Sunfield's crops and homes. The characters can help evacuate the villagers or attempt to extinguish the flames.

**Day of Darkness.** A solar eclipse has plunged Sunfield into total darkness, a sign of the Winter Cult's wrath. The characters can investigate the source of the eclipse or protect the villagers from dangerous creatures that come out during the darkness.

**The Plague.** A mysterious illness has befallen the villagers, causing them to become feverish and delirious. The characters can search for a cure or uncover the source of the illness.

**The Shattered Sunstone.** The sacred sunstone that powers Sunfield's wards has shattered, leaving the village vulnerable to attacks from the Autumn Cult. The characters can search for a replacement sunstone or confront the Autumn Cult and recover the shards.

**Harvest Festival.** The Summer Solstice celebrations are in jeopardy due to the absence of Althea, the Sun's Herald. The characters can search for Althea or attempt to save the festival without her.

**The Invasion.** The Autumn Cult has launched a surprise attack on Sunfield, seeking to capture Althea and the sacred

sunstone. The characters can defend the village or mount a counterattack.

**The Starfall.** A meteor has crashed near Sunfield, bringing with it strange and dangerous creatures. The characters can investigate the crash site or defend the village from the creatures.

**The Storm.** A violent thunderstorm has damaged the crops and homes of Sunfield, leaving the villagers vulnerable to attacks from the other cults. The characters can help repair the damage or defend the village from opportunistic enemies.

**The Betrayal.** One of Sunfield's own has turned against the village, working with the Winter Cult to bring about its downfall. The characters can uncover the traitor's identity or prevent the Winter Cult's plans from coming to fruition.

**The Haunting.** The ghosts of Sunfield's past have returned to haunt the living, causing chaos and terror. The characters can investigate the source of the hauntings or lay the ghosts to rest.

**The Blackout.** A strange darkness has enveloped Sunfield, causing the Sun's Herald to lose her powers and leaving the village defenseless. The characters can investigate the source of the darkness or protect the village from the cults that seek to take advantage of its weakness.

**Animal Attacks.** Lately, the creatures in the forest have become increasingly aggressive, attacking not only travelers but also Sunfield's farms and herds. The Summer Cultists suspect the Spring Cultists are responsible, perhaps trying to gain territory. The characters can help by investigating and stopping the culprits, and possibly negotiating a peace agreement.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	The characters see children playing with a curious, wounded creature.
2	The characters overhear a heated argument between two members of the Summer Cult regarding a controversial ritual.
3	A group of cultists request the party's assistance with a ritual.
4	The party is invited to take part in a feast honoring the solstice, but the food is strange and causes unusual visions.
5	The players come across a small band of Spring cultists who are determined to sabotage the Summer cult's rituals.
6	A mysterious figure approaches the characters, offering a rare talisman in exchange for information on Althea's true loyalties.
7	The group discovers a hidden cellar beneath the inn, filled with strange religious artifacts and a dangerous trap.
8	The players are approached by a desperate Autumn cultist, begging them to save her village from a mysterious plague.
9	A group of Sunfield children beg the party to find their lost pet in the dangerous forest outside Sunfield.
10	The characters encounter a group of angry villagers who accuse the Summer cult of stealing their livestock for a dark ritual.
11	The players witness a heated argument between Althea and her right-hand man, which reveals a shocking secret about the cult.
12	The players stumble upon a secret meeting between Althea and the leader of the Winter cult.

# Thorneycroft

Thorneycroft is a small farming community nestled in a valley, surrounded by rolling hills and dotted with fields of wheat and barley. The village is known for its thriving market and well-maintained roads, both maintained by the reeve, Edmund Blackwood, who works for the absentee noble who owns the land. Recently, Samael, a devil in disguise as a wandering merchant, started causing trouble in the village.

## Basic Information

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**Population:** 550

**Government:** Thorneycroft is ruled by the absentee noble, Lady Anastasia, with the village managed by her appointed reeve, the no-nonsense Edmund Blackwood. He is responsible for keeping order and collecting taxes from the villagers while dealing with Lady Anastasia's ongoing land disputes with her neighboring nobles.

**Defense:** Thorneycroft has a small militia of volunteers led by the retired veteran, Captain Garret, who patrols the town's perimeter and surrounding roads with a trained warhound. However, they are ill-equipped to face any significant threat and have to rely on fleeing and fortifying the village if attacked.

**Commerce:** Thorneycroft is known for producing high-quality wool, which is used to create warm clothing for the colder months.

**Organizations:** Thorneycroft's most important organization is the Thorneycroft Trading Company, a merchant guild that specializes in exporting the village's famous textiles.

## Important NPCs

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Below are some of Thorneycroft's most notable non-player characters.

**Edmund Blackwood, the reeve.** A respected leader, Edmund oversees the day-to-day administration of Thorneycroft, but his questionable past has left him with enemies in high places. He once worked as an enforcer for a criminal organization before leaving the life of crime and taking on his current role.

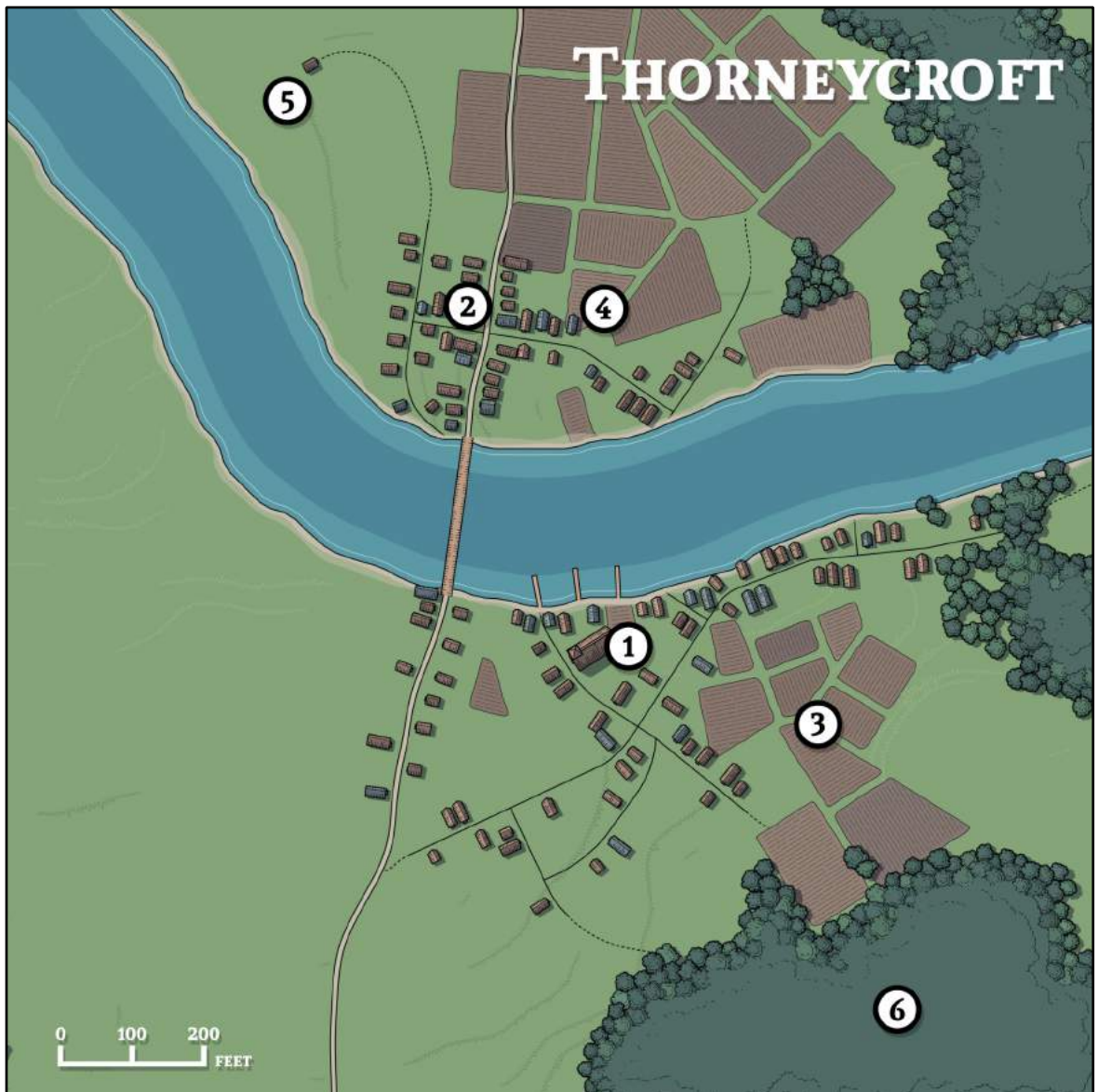
**Captain Garret, the constable.** Tasked with keeping the peace in Thorneycroft, Captain Garret is a stern and no-nonsense lawman, but he has a secret addiction to a dangerous drug that is slowly eating away at his sanity.

**Isabella de Vere, the innkeeper.** Owner of the town's only inn, Isabella is a warm and welcoming hostess, but her insistence on keeping her family's secret recipe for ale has made her a target of jealous rivals.

**Samael, the devil.** Samael, the wandering merchant of Thorneycroft, appears to be a charming and persuasive man, but he is actually a devil in disguise. Samael is always looking to make deals, but at what cost?

**Beatrice, the apothecary.** An expert in herbal remedies, Beatrice is a healer and midwife to the people of Thorneycroft, but her hidden desire for power has led her to make dangerous alliances. She is currently in league with Samael the devil who is threatening to harm her family members if she doesn't obey his orders.

**Jasper, the farmer.** Owner of the largest farm in Thorneycroft, Jasper is a shrewd businessman, but his cutthroat tactics have made him many enemies, including his own family.



As you approach the village of Thorneycroft, the first thing you notice is the well-manicured fields surrounding it, full of healthy crops and grazing animals. In the distance, you can see the local mill with its wheel spinning lazily in the stream. Entering the town, you're greeted by a bustle of activity as townsfolk go about their business. A group of children playing catch in the street calls out a greeting as you pass, and the local blacksmith can be heard clanging away on a piece of metal in his forge. Thorneycroft may be small, but it has a certain charm that you find yourself drawn to.



## Notable Locations

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Below are six notable locations in Thorneycroft keyed to the map on page 75.

**1 - The Wandering Bard Inn.** A popular gathering place for locals and travelers alike, the Bard is known for its excellent ale and regular performances by bards from all over the region. The owner is a retired adventurer named Droган Ironhide, who regales his patrons with tales of his exploits while serving up hearty meals and drinks.

**2 - The Thorneycroft Market.** Held weekly, this bustling market draws merchants from all over the countryside, offering everything from fresh produce and meat to rare books and magical trinkets. A devil in disguise has set up a booth at the market, offering villagers strange gifts in exchange for their service.

**3 - Jasper's Farm.** Known for its prize-winning cows and goats, this sprawling farm is owned by the gruff but fair-minded Jasper, who is always on the lookout for able-bodied workers.

**4 - The Glassblower's Workshop.** Run by the eccentric and reclusive glassblower, Mira, this workshop produces some of the most beautiful and intricate glassware in the region.

**5 - The Thorneycroft Mill.** A large, imposing structure located just outside the village, the mill is the lifeblood of Thorneycroft's economy, producing flour and other grains that are shipped throughout the region.

**6 - The Whispering Woods.** A dense, tangled forest that stretches for miles beyond the village, the Whispering Woods are said to be haunted by ghosts and other malevolent spirits, making them a source of fear and fascination for the people of Thorneycroft.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Thorneycroft.

**Devil in the Details.** Several villagers have died suddenly and unexpectedly, with no clear cause of death. The reeve suspects that this could be the work a deadly fiend. The characters could investigate the deaths and try to find out what's causing them.

**Rat Infestation.** The town's grain stores have become infested with rats, ruining much of the food supply. The villagers are hungry and getting desperate, but the reeve doesn't have the funds to deal with the problem. The characters could try to help exterminate the rats or perhaps negotiate with neighboring villages for supplies.

**Cursed Well.** The village's main water source, a well, has become cursed, causing sickness and disease among the villagers who drink from it. The reeve has tried everything to fix the issue, but nothing seems to work. The characters could investigate the source of the curse and try to remove it.

**Burglarly Spree.** Several of the village's homes have been broken into and robbed, with valuable items taken. The constable is stretched thin trying to investigate all the crimes, and the villagers are growing restless. The characters could assist with the investigations or perhaps set a trap for the thieves.

**Missing Cattle.** Jasper, a local farmer, has reported that several of his livestock have gone missing. This is a serious issue for the village, as Jasper's farm supplies much of the meat for the town. The characters could investigate the disappearances or perhaps follow any leads they can find.

**Contamination.** The stream that runs

through the village has become contaminated, killing fish and making the water undrinkable. The villagers are growing thirsty and are having to rely on rainwater. The characters could investigate the source of the poisoning and heal those affected.

**Bandit Attacks.** Bandits have been seen in the area around Thorneycroft, preying on travelers and stealing their goods. The constable is spread thin and can't protect everyone. The characters could try to track down the bandits and put a stop to their activities.

**Blight on the Land.** Much of the village's crops have been blighted, withering and dying before they can be harvested. The villagers are going hungry, and the reeve doesn't have the resources to replace the lost food. The characters could investigate the blight and try to find a solution.

**Plague.** A disease has struck the village, spreading quickly and affecting many of the villagers. The reeve has tried to quarantine those affected, but the disease is spreading too fast. The characters could help find a cure or assist with caring for the sick.

**The Fires.** A series of small fires has broken out around the village, causing minor damage to homes and structures. The constable suspects arson but hasn't been able to find any evidence. The characters could investigate the fires and try to catch the culprit.

**Corrupted Reeve.** The reeve, Edmund Blackwood, has been taking bribes from wealthy merchants, causing the villagers to suffer. The constable is worried about what will happen if the reeve isn't removed from power. The characters could try to gather evidence of the reeve's corruption and bring it to light.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A pack of stray dogs chase a thief out of Jasper's farm. The thief asks the characters to help her.
2	A drunkard trips and breaks a large clay pot, and blames the characters for it.
3	A group of children are playing a game and invite the characters to join in.
4	A flock of birds suddenly take flight from a nearby tree, drawing attention to an unusual sound.
5	A group of elderly folks gather on the porch of a local business to share stories and gossip.
6	A messenger on horseback gallops into town, delivering urgent news that there someone in the village might be a devil in disguise.
7	A woman approaches the characters, begging them to help find her missing child. The woman is actually Samael, hoping to lead the characters on a wild goose chase.
8	A street performer captivates an audience with their juggling act.
9	A loud argument breaks out between two merchants over a trade deal gone wrong.
10	The sound of hooves echoes in the distance as a band of knights ride into town. The group claims they are hunting fiends rumored to be in the area.
11	A passerby mistakes the characters for someone else and reveals a secret to them.
12	The characters come across a group of villagers gathered around a new grave, mourning the recent loss of Beatrice's nephew, Mikal, who drowned in the nearby stream.

# Winterhaven

Winterhaven is a picturesque village nestled in the heart of a snow-covered valley, known for its natural hot springs and breathtaking scenery. Despite its tranquil appearance, the village is plagued by a stark divide between the wealthy nobles who visit and the struggling locals who work for them.

## Basic Information

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**Population:** 200

**Government:** Lady Isabella Velasquez is Winterhaven's ruler. She was left the land by a relative and at first thought it was worthless. After discovering the hot springs and the value it brought to Winterhaven, she turned it into a wealthy destination spot for her wealthy friends.

**Defense:** Winterhaven's primary defense is the natural barrier of the hot springs that surround the village. The villagers also maintain a small, trained militia to handle any external threats.

**Commerce:** Winterhaven is a popular destination for wealthy tourists due to the hot springs, and the village thrives on the hospitality industry. The town's main source of income is the various inns, taverns, and shops that cater to nobles. Additionally, there is a small cottage industry of artisans who create and sell locally-made crafts and souvenirs.

**Organizations:** The Circle of the Fire Keepers is a group of powerful mages who have the ability to harness and control the natural hot springs beneath Winterhaven, which is a closely guarded secret known only to a select few in the village.

## Important NPCs

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Below are some of Winterhaven's most notable non-player characters.

**Lady Isabella Velasquez, a noble.** A noblewoman known for her lavish parties and gaudy jewelry, Lady Velasquez secretly hates her life of extravagance and is plotting to escape, despite the wealth Winterhaven brings her.

**Lord Alastair Blackwood, a noble.** Alastair is a charming and charismatic noble who is a favorite among the townspeople. However, he is secretly embezzling funds from his family's estate.

**Sir Chadrick St. Clair, the knight.** Sir Chadrick fancies himself a chivalrous hero, but he is actually a coward who has bribed his way out of every battle. Most of Winterhaven's locals know about this.

**Lady Kaeren Delacroix, a noble.** Lady Kaeren is a high-strung noble who is always complaining to Lady Isabella about some perceived slight, especially when it comes to the locals. Unsurprisingly, the locals hate her.

**Ava, the seamstress.** Ava is a native to the village who has been struggling to make ends meet since her husband passed away. Despite her hardships, she is kind and patient with everyone, and has a gift for listening and offering advice. Ava has been hoarding a small stash of gold that she inherited from her husband.

**Thom, the veteran.** Thom is an ex-soldier who has fallen on hard times and now spends most of his days at the Hearthstone. He's a bit rough around the edges, but has a heart of gold and is always willing to lend a hand to those in need. Thom is haunted by the things he saw during the war.

# WINTERHAVEN



As you enter the village, you see locals huddled in thick coats, trudging through the snow to complete their daily tasks. The sound of horses and carriage wheels echoes through the quiet streets as wealthy travelers arrive at the village's inns and hot springs. You can't help but notice the obvious disparity between the rich nobles and the struggling locals who serve them. Winterhaven is seemingly a place of stark contrasts, where the heat of the hot springs battles against the cold of winter, and the wealthy live in comfort while the poor scrape by in the shadows.



## Notable Locations

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Below are six notable locations in Winterhaven keyed to the map on page 79.

**1 - The Hearthstone Inn.** A cozy inn built around one of the natural hot springs, the Hearthstone is famous for its warm and inviting atmosphere and the delicious venison stew, which is a local specialty. But it is prohibitively expensive for most of the village's natives.

**2 - The Market Square.** A bustling marketplace that is home to numerous stalls selling everything from fresh produce to exotic spices, the Market is a great place to shop for all manner of luxury goods, and the perfect spot for travelers to mingle with the locals.

**3 - The Silver Tower.** This magnificent tower looms over the rest of the village, and is home to the wealthy nobles who come to Winterhaven to take advantage of its hot springs. Many of the village's natives work in the tower.

**4 - The Tannery.** The Tannery is a bustling workshop where the hides of local wildlife are transformed into leather goods. It is one of the mainstays of the village's economy. Of course, none of the hides are actually crafted in Winterhaven, but imported from other towns.

**5 - The Watchtower.** This tall, stone tower overlooks the village, built to keep an eye out for bandits and other dangers that might threaten Winterhaven.

**6 - The Ice Caverns.** This extensive network of icy caves and tunnels sits at the edge of the village. It is rumored to hold a variety of treasures and secrets, as well as being home to some of the more dangerous creatures that inhabit the region.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Winterhaven.

**Blocked.** The snowstorm has caused an avalanche that has blocked the wealthy guests' arrival to Winterhaven, causing the locals to panic about lost business. The characters can help clear the blocked road or provide alternative means of transportation to alleviate the situation.

**The New Spot.** A powerful noble demands that a new luxury resort be built on the outskirts of town, leading to the destruction of an important wildlife sanctuary. The characters can help organize protests and provide evidence of the environmental impact to dissuade the noble.

**The Sickness.** The poor of Winterhaven are struck with an outbreak of illness due to poor living conditions and lack of access to medical care. The characters can assist in setting up a temporary clinic and distributing medicine while advocating for better living conditions for the poor.

**The Blaze.** A fire has broken out in the local tavern, endangering both patrons and the business. The characters can help evacuate people, contain the fire, and investigate the cause of the fire.

**High-End Thefts.** A series of thefts have been occurring in Winterhaven, targeting the wealthy visitors. The characters can help investigate the thefts and catch the thief, revealing the true culprit.

**The Ransom.** A prominent noble's child has been kidnapped and a ransom is demanded. The characters can assist in tracking down the kidnappers and securing the safe return of the child.

**Wolf Attacks.** A pack of wolves attacked and killed a vacationing pair of nobles. The town's leaders are afraid if news gets out, it'll make the nobles afraid to stay in Winterhaven. The characters can help track down and eliminate the wolves.

**The Blizzard.** A severe blizzard has made it impossible for anyone to leave or enter Winterhaven, and supplies are running low. The characters can help organize and distribute supplies, and find a way to communicate with the outside world for aid.

**The Cheapskate.** A wealthy noble is using their influence to cheat the poor locals out of their hard-earned wages, leading to widespread resentment and unrest. The characters can help organize a labor union or protest to demand fair wages and working conditions.

**Long, Hard Winter.** The winter is unusually long and harsh, causing the food supply to run low and prices to skyrocket. The characters can help by organizing a hunt for food or finding alternative sources of food.

**Bursting Dam.** A local dam has been compromised due to the heavy snow and is at risk of collapsing, leading to flooding and damage to Winterhaven. The characters can help repair the dam and coordinate evacuation efforts to minimize the damage caused by the flood.

**Fiery Pests.** A gang of small fire elementals appear near the hot springs and start causing trouble in the village, setting fires and singeing the locals. The characters must help drive the elementals back to their homes or find another way to get rid of them.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A snowball fight between children turns dangerous when one of them falls into an ice-covered pond.
2	A group of wealthy nobles demand a private hot spring, forcing the townspeople to melt snow for bathing water.
3	A noble's horse runs wild through town, destroying property and injuring several people.
4	A fire breaks out in a noble's mansion, trapping them inside and forcing the characters to make a difficult decision.
5	A wealthy visitor brings their rare pet to the village, but it escapes and starts wreaking havoc.
6	A thief steals from the Circle of the Fire Keepers, but the evidence points to one of their own.
7	A local fisherman pulls up a strange fish, which turns out to be something far more dangerous than he bargained for.
8	The characters come across a group of impoverished locals, desperate for aid and willing to do whatever it takes to survive.
9	A group of hunters arrive in town, looking to bag the legendary white stag said to roam the woods near Winterhaven.
10	The characters spot a majestic white stag prancing through a snowy field.
11	A wealthy noble woman mistakes the characters for the locals and starts making demands.
12	A geyser of hot water erupts from the nearby lake, spraying the characters and other locals with harmless hot water. A nearby local woman complains.

# Zephyr Bay

Zephyr Bay is a lawless village that serves as a home to a rowdy group of sailors and pirates. It's located on a small cove, shielded by a rocky outcropping that keeps it hidden from most outsiders. The streets are filled with people shouting and drinking, and a thin layer of fog always seems to be present.

## Basic Information

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**Population:** 150

**Government:** Zephyr Bay is a lawless village ruled by the strongest of its seafaring inhabitants, where the only law is that of the blade and the most powerful pirate captains hold sway over the town.

Currently, Captain Luke of the Limithron is Zephyr Bay's most influential pirate.

**Defense:** As a lawless village of pirates and sailors, Zephyr Bay has no formal defense, but its inhabitants are skilled in naval combat and the village is situated in a well-fortified natural harbor.

**Commerce:** Zephyr Bay's primary form of commerce is maritime trade, with the town being a hub for seafaring merchants, pirates, and other travelers who rely on the sea for their livelihood. It's also one of the best places to find mercenaries, assassins, and other unsavory characters to perform clandestine activities.

**Organizations:** Although they will never say that they are a ruling body or government organization, the Pirate Council controls most of the illegal activities that take place in Zephyr Bay. The council is currently led by Captain Luke of the Limithron, a vicious pirate known for his love of good ale and song.

## Important NPCs

---

Below are some of Zephyr Bay's most notable non-player characters.

**Captain Luke, leader of the pirate council.** Captain Luke is the closest thing to a "leader" that Zephyr Bay has. He is actually a former naval officer who was dishonorably discharged for an offense he didn't commit, and he now seeks to prove his innocence and clear his name.

**Timur, the blacksmith.** Timur is a former serf turned master blacksmith who also runs a successful underground fighting ring. He hides his true identity from the other pirates.

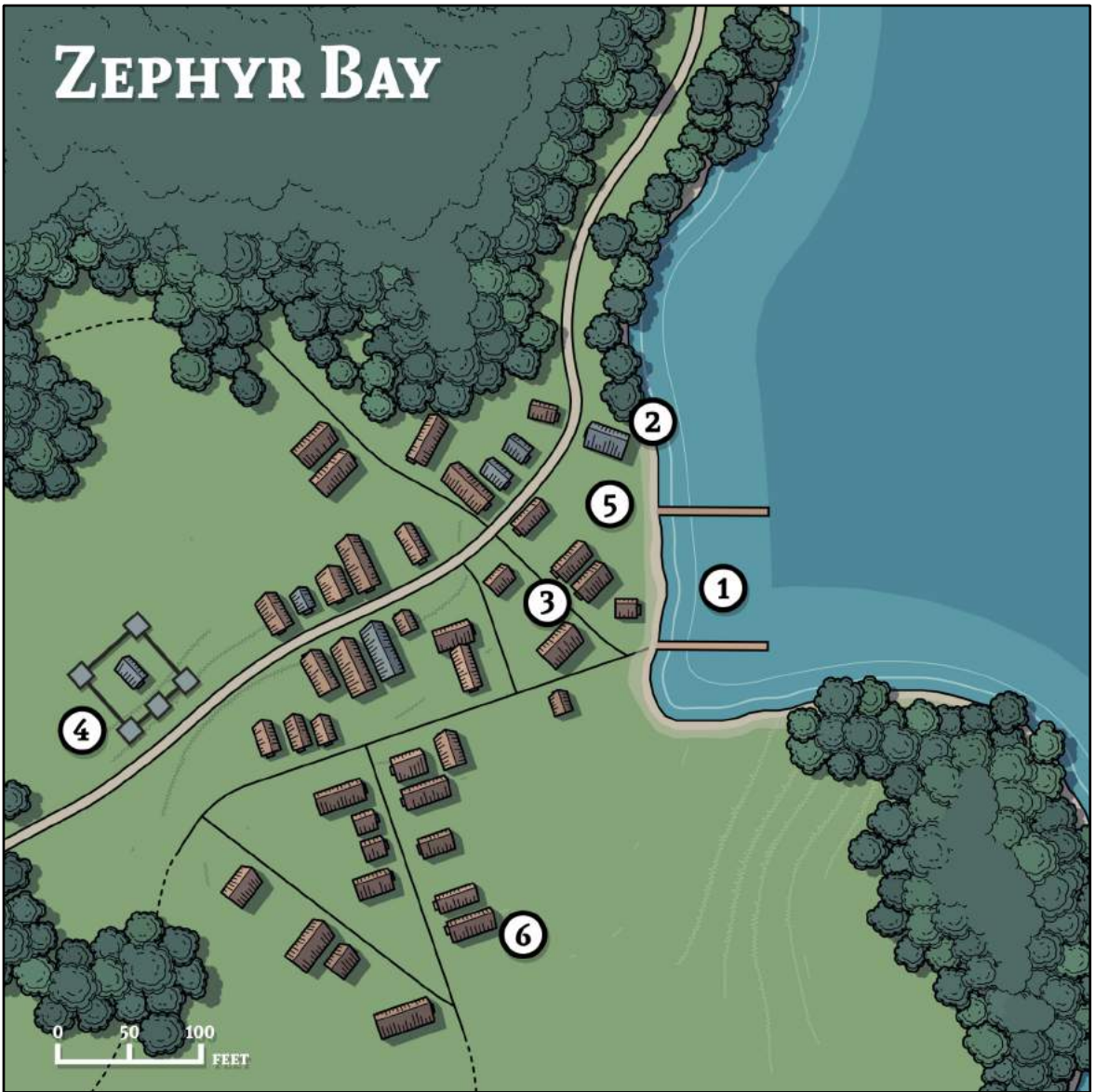
**Mara, the sea witch.** This mysterious and alluring woman, Mara, provides essential navigational services for pirate crews. She is rumored to be in league with dangerous merfolk.

**Captain Harvey, the veteran.** The grizzled old-timer, Captain Harvey, who claims he once sailed with the infamous Snagglebeard, now runs a ramshackle tavern where he tells stories of his pirate adventures and knows all the local gossip. Captain Harvey's six daughters help manage the tavern. Harvey repeatedly tells patrons that he will kill anyone who lays one finger on any of them.

**Xavier, the smuggler.** The suave and charming smuggler, Xavier, hides his illicit trade behind a legitimate shipping company. He is plotting to overthrow Captain Luke and take control of the pirate council.

**The Ghost, the assassin.** The enigmatic and sinister figure, known only as the "Ghost," leads a group of stealthy assassins for hire, rumored to have killed some of the most powerful people in Zephyr Bay.

# ZEPHYR BAY



You sail toward a village unlike any you've ever seen. The docks are bustling with activity as ships of all sizes come and go. A chaotic assortment of buildings of all shapes and sizes lines the shoreline, with signs and banners advertising various services and goods. The sounds of music and laughter mix with the creaking of ship ropes and the occasional roar of cannon fire. The air is thick with the smell of salt, fish, and rum. You can sense an air of lawlessness here, with pirates and sailors walking around armed to the teeth, eyeing you curiously as you dock.



## Notable Locations

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Below are six notable locations in Zephyr Bay keyed to the map on page 83.

**1 - The Docks.** Crowded with ships and merchants from all over the world, the docks of Zephyr Bay are a hub of activity, with sailors and smugglers mingling among the goods being loaded and unloaded from the ships.

**2 - Captain Harvey's Floppy Hat.** A popular haunt for sailors and pirates alike, Captain Harvey's is a dimly lit tavern with rough wooden tables, where brawls and deals are made over a pint of ale.

**3 - The Seaside Bazaar.** The bazaar is a colorful market where pirates and traders from across the sea come to sell their goods, including exotic treasures, weapons, and stolen artifacts. The bazaar is a bustling and dangerous place, full of shady characters looking for their next big score.

**4 - The Prison.** Once a grim fortress on the edge of town, the prison of Zephyr Bay is where the pirates and criminals hold their prisoners, ransoming them off to the highest bidders. The Prison is owned by the sea witch Mara, who charges a fee to keep detainees there.

**5 - The Shipyard.** An area of Zephyr Bay dedicated to the construction and repair of ships, the shipyard is filled with the sound of saws and hammers as craftsmen work on the vessels that keep the town afloat.

**6 - The Pirate Council Chamber.** A secret location hidden away in the depths of an old rundown tavern, the Pirate Council Chamber is where the captains of the various pirate ships come together to discuss their next targets and share information.

## Current Calamities

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Here are a few adventure hooks to keep the characters busy while they are in Zephyr Bay.

**Mutiny on the Limithron.** Captain Luke's crew rebels and takes the ship, forcing him to flee to shore for help. Characters can help him reclaim his ship or take advantage of the opportunity to steal it themselves.

**The Kraken.** The fearsome sea monster has been spotted off the coast of Zephyr Bay, destroying ships and terrorizing sailors. The characters can help defend the town by hunting the kraken or rescuing stranded survivors.

**The Plague.** A deadly disease breaks out in Zephyr Bay, spreading quickly through the cramped and unsanitary living conditions. Mara is secretly responsible for the disease. Characters can help by finding a cure, quarantining the sick, or disposing of the bodies.

**Missing Treasure.** A pirate crew has buried their stolen loot on a deserted island, but a traitor reveals its location to the authorities. Characters can either join the hunt for the treasure or help the pirates defend it.

**The Storm.** A massive tropical storm hits Zephyr Bay, sinking ships and flooding the town. Characters can help by rescuing survivors, repairing the damage, or salvaging the wrecked ships.

**Kraken Cult.** A group of fanatics worship the kraken and seek to summon it to destroy Zephyr Bay. Characters can foil their plans by infiltrating their cult and stopping their ritual.

**Rival Pirate Crew.** A group of ruthless pirates arrive in Zephyr Bay, seeking to challenge Captain Luke's authority.

Characters can help him fend off the rivals or take advantage of the chaos to further their own goals.

**The Ghost Ship.** A legendary haunted vessel appears in Zephyr Bay, crewed by undead sailors seeking revenge on the living. Characters can investigate the ship, fight the ghosts, or find a way to lay them to rest.

**The Merchant Fleet.** A large merchant fleet arrives in Zephyr Bay, seeking to trade with the pirates and exploit their lawlessness. The exceptionally low rates they charge will severely undercut the pirates' own low prices. Characters can either help the pirates fend off the merchants or take advantage of the opportunity to make some money.

**The Assassin.** A skilled assassin arrives in Zephyr Bay, seeking to eliminate a high-profile target. Characters can either help the assassin or foil their plans.

**The Naval Blockade.** The navy arrives in force to blockade Zephyr Bay, seeking to end piracy once and for all. Characters can either help the pirates break the blockade or switch sides and fight against them.

**The Map.** The discovery of a treasure map causes a frenzy among the pirates, leading to a violent power struggle that threatens to tear the pirate council apart. The characters can either stay out of the conflict or choose a side and help their preferred faction to come out on top.

**Sirens.** A gaggle of sirens resting on rocks just past the breakers is making it difficult for pirates to leave the village. The characters can help the locals get rid of the sirens, or find an alternative route for the pirates to take.

## Random Encounters

Roll on or choose from the table below to generate a random encounter.

d12	Encounter
1	A pickpocket lifts a character's wallet while they are walking down the street.
2	A drunken sailor challenges the characters to a spitting contest. He initiates the challenge by spitting in one of the characters' faces.
3	A tavern brawl breaks out between rival pirate crews. Neither side remembers why the fight started.
4	A sea monster attack damages the dock and the characters must help with the repairs.
5	The characters overhear a plot to overthrow the pirate council. They want to assassinate Captain Luke.
6	A smuggler asks for the characters' help to move some goods. The smuggler is actually a member of the king's navy in disguise.
7	The characters stumble upon a hidden treasure map. It's a fake put in place to trick tourists.
8	A group of orphans ask the characters for help against a local gang of bullies. It turns out that the orphans are the real bullies.
9	A merchant offers the characters a great deal on a mysterious cargo. The cargo is actually a captured mermaid.
10	The characters are hired to track down a notorious pirate who has been terrorizing the seas.
11	The characters are caught in the crossfire between two rival pirate crews—literally!
12	The characters are approached by a mysterious figure offering to sell them a powerful magical artifact: a six-fingered, mummified goblin hand.

# Appendix A: Random Villagers

## Common Village Professions

The table below lists the most common professions found in a village in a medieval-themed fantasy campaign. Farmers are by far the most common form of employment in a medieval setting. Short descriptions for each position follows the table. Note that this is by no means a complete list of professions during this period.

### COMMON VILLAGE PROFESSIONS

d100	NPC
01–03	Baker
04–07	Blacksmith
08–10	Butcher
11–13	Carpenter
14–16	Cobbler
17–46	Farmer
47–48	Glassmaker
49–54	Hunter
55–56	Innkeeper
57	Jeweler
58	Knight
59–62	Leatherworker
63–65	Mason
66–69	Merchant
70–72	Miller
73–75	Miner
76	Painter
77–79	Potter
80	Priest
81–84	Sailor
85–86	Tailor
87–91	Tanner
92–95	Weaver
96–97	Wheelright
98–00	Woodcutter

**Baker.** This person works tirelessly in their bakery to create delicious bread and pastries for the village.

**Blacksmith.** They use their skill and experience to craft metal objects such as horseshoes and swords for the villagers.

**Butcher.** They are responsible for preparing and selling meat from the village's livestock, whether it be chicken, pig, or cow.

**Carpenter.** With their woodworking expertise, they build and repair everything from houses to furniture.

**Cobbler.** They have a talent for making and repairing footwear for the villagers, whether it be simple sandals or sturdy boots.

**Farmer.** They cultivate the land, tending to crops and raising animals to provide food for the village.

**Glassmaker.** They use their knowledge and techniques to create functional and decorative glass objects, from windows to goblets.

**Hunter.** They venture out into the wilderness to track and hunt animals to provide meat and furs for the village.

**Innkeeper.** They manage the local inn, providing a place for travelers to rest and rejuvenate before continuing on their journey.

**Jeweler.** They craft fine and intricate jewelry using precious metals and gems to create pieces of beauty and value.

**Knight.** They are an accomplished warrior who fights for the good of their lord and protects the villagers from harm.

**Leatherworker.** They create and repair leather goods such as belts, bags, and armor

using their knowledge and skill.

**Mason.** They construct buildings, walls, and other structures using stone or brick, helping to build and fortify the village.

**Merchant.** They travel near and far to acquire and sell goods, trading with other villages and cities to bring in valuable resources.

**Miller.** They grind grain into flour, creating the essential ingredient for bread and other baked goods.

**Miner.** They venture deep underground to extract valuable metals and minerals for trade and crafting.

**Painter.** They use their artistic abilities to create beautiful and intricate artwork for the village.

**Potter.** They shape clay into useful and decorative objects, from simple bowls and plates to ornate vases and sculptures.

**Priest.** They serve as a spiritual leader for the village, performing religious ceremonies and offering guidance and counsel to the villagers.

**Sailor.** They are experienced navigators of the seas, often serving as traders or pirates to bring goods to and from the village.

**Tailor.** They create and repair clothing for the villagers, using their skill to create everything from simple garments to elaborate costumes.

**Tanner.** They turn animal hides into leather, producing the essential material for clothing, armor, and other goods.

**Weaver.** They use their knowledge and expertise to create fabrics from various materials, producing clothing, blankets, and other items for the village.

**Wheelwright.** They create and repair

wheels for carts and wagons, ensuring that the villagers can transport goods and travel more easily.

**Woodcutter.** They harvest and chop wood, providing fuel for fires and building materials for the village.

## Villager Reactions

If you aren't sure how your NPC feels about the characters coming into their village, use the table below to come up with a random reaction. More often than not, most villagers will act neutral toward the characters unless the characters give them a reason otherwise.

### VILLAGER REACTIONS

2d6	Reaction
2	Hostile
3	Suspicious
4	Fearful
5–8	Indifferent
9–10	Curious
11	Friendly
12	Hospitable

## 100 Random Personality Quirks

Want to create a memorable NPC? The table on the next two pages offers 100 random personality quirks for an NPC. When applying a personality quirk to an NPC, always try not to be too stereotypical or offensive, even if it's played for laughs.



## 100 RANDOM PERSONALITY QUIRKS

d100	Personality Quirk
01	Talks incessantly about their pet.
02	Always carrying around a book.
03	Hums or sings to themselves constantly.
04	Has a noticeable limp or other physical deformity.
05	Paces back and forth while thinking.
06	Talks with a lisp or stutter.
07	Always wearing a particular hat or accessory.
08	Gets distracted easily by shiny objects.
09	Bites their nails or fidgets with their hands.
10	Refuses to speak to anyone wearing the color red.
11	Is incredibly forgetful.
12	Always insists on haggling, even when it's not appropriate.
13	Has a catchphrase or slogan they use often.
14	Tends to speak in riddles or overly-poetic language.
15	Cannot resist making a pun whenever possible.
16	Always has a toothpick or piece of straw in their mouth.
17	Constantly checking their pockets for lost items.
18	Speaks in an overly formal or archaic style.
19	Has a strange fascination with rocks or stones.
20	Refuses to ever look someone in the eye.
21	Loves to gossip.
22	Tends to ramble on and on about their past adventures.
23	Always muttering to themselves.
24	Has a tendency to interrupt others mid-sentence.
25	Cannot stand to be in complete silence.

d100	Personality Quirk
26	Carries a specific, unusual scent with them wherever they go.
27	Will always lend an ear to anyone who needs to vent.
28	Gets extremely emotional over even the smallest things.
29	Refuses to ever say please or thank you.
30	Constantly tapping their foot or fingers.
31	Always seems to be in a hurry.
32	Loves to play pranks on others.
33	Has an inexplicable fear of something harmless.
34	Has a habit of fidgeting with their hair or clothing.
35	Gets fixated on small details and can't let them go.
36	Is incredibly superstitious.
37	Has a tendency to exaggerate or outright lie about their past.
38	Loves to complain.
39	Has a nervous tic or habit, such as cracking their knuckles.
40	Always talks in a loud, booming voice.
41	Is a stickler for grammar and will always correct others' mistakes.
42	Has a habit of using big words incorrectly.
43	Is a total neat freak.
44	Cannot resist the urge to show off their wealth or possessions.
45	Always speaks in a monotone voice.
46	Is a total germaphobe.
47	Has a habit of constantly twirling their hair around their fingers.
48	Will never take "no" for an answer.
49	Constantly takes notes on everything they hear.
50	Is always tapping out a rhythm with their hands.

d100	Personality Quirk
51	Has a tendency to break into song at random times.
52	Will always lend an ear to anyone who needs to vent.
53	Has a nervous laugh that they can't control.
54	Refuses to ever remove their hat or head covering.
55	Has a habit of bouncing their leg up and down.
56	Always using slang or colloquial language.
57	Is constantly checking their appearance in any reflective surface they pass.
58	Cannot stand to be alone.
59	Has a habit of repeating themselves unnecessarily.
60	Loves to flirt with anyone they meet.
61	Has a habit of chewing on random objects.
62	Always seems to be staring off into space.
63	Refuses to ever eat anything other than their favorite food.
64	Has a strange obsession with a particular animal or plant.
65	Cannot stand to be in the dark.
66	They speak in a whisper and are very difficult to hear.
67	They compulsively count objects, including people.
68	They have an intense phobia of something that is common, like water or birds.
69	They have a habit of finishing other people's sentences.
70	They have a strange laugh that makes people uncomfortable.
71	They have an imaginary friend that they talk to.
72	They're always eating something.
73	They're always running late and never on time.
74	They're always tired and have trouble staying awake.
75	They're always telling long, rambling stories that never seem to end.

d100	Personality Quirk
76	Always twirls a strand of hair or beard absentmindedly.
77	Has an insatiable sweet tooth and always has candy on hand.
78	Talks loudly when they shouldn't.
79	Hates being touched and will flinch or recoil if someone gets too close.
80	Gets lost in thought frequently and loses track of what's going on around them.
81	Always carries a lucky charm or talisman with them.
82	Has a tendency to exaggerate their stories for dramatic effect.
83	Has an obsession with collecting a particular type of item.
84	Frequently picks their nose (sometimes eats it)
85	Always dresses in bright colors or eye-catching patterns.
86	Extreme flatulence.
87	Has a tendency to take things too seriously.
88	Has a unique and infectious laugh that others find endearing.
89	Tends to use big words or obscure language in everyday conversation.
90	Is overly curious and tends to pry into other people's business.
91	Is a compulsive liar.
92	Always speaks in the third person.
93	Cannot stand the sight of blood or gore.
94	Refuses to touch anything made of metal.
95	Hates the sound of their own voice, and speaks as little as possible.
96	Believes that they are a descendant of a powerful figure from history.
97	Believes that they are a psychic and can read minds.
98	Has a habit of making up words and phrases that nobody else understands.
99	Makes strange, exaggerated hand gestures while they talk.
00	Has a pet that they carry with them everywhere.

## 200 Random Names

The list on this page and the next are common names used during the middle ages. The researcher who helped compile this list used popular names from various regions and cultures of Europe during that time

period. We also drew inspiration from historical figures, literature, and mythology of the era. Furthermore, it is intended to be a mix of more common names as well as some more unique or unusual options to provide a range of options for players to choose from.

d100	Male Names
01	Aelfred
02	Alaric
03	Angus
04	Athelstan
05	Baldwin
06	Barnaby
07	Bartholomew
08	Benedict
09	Bertram
10	Cedric
11	Conrad
12	Constantine
13	Cormac
14	Cuthbert
15	Dafydd
16	Daniel
17	Darian
18	Eadric
19	Edmund
20	Emeric
21	Eustace
22	Fabian
23	Felix
24	Ferdinand
25	Finn
26	Gerard
27	Gervase
28	Gideon
29	Gilbert
30	Harold
31	Henry
32	Herbert
33	Horace
34	Humphrey

d100	Male Names
35	Ignatius
36	Isaac
37	Isadore
38	Ivo
39	Jasper
40	Jerome
41	John
42	Julius
43	Kelvin
44	Kenneth
45	Kevin
46	Kieran
47	Lambert
48	Landon
49	Leif
50	Lionel
51	Llewelyn
52	Lucian
53	Magnus
54	Malcolm
55	Marcus
56	Martin
57	Mathias
58	Maximilian
59	Nathaniel
60	Nicholas
61	Nigel
62	Octavius
63	Odo
64	Oliver
65	Osbert
66	Oswald
67	Paul

d100	Male Names
68	Percival
69	Peter
70	Quentin
71	Quillan
72	Quirinus
73	Reginald
74	Richard
75	Robert
76	Roland
77	Sebastian
78	Seymour
79	Sigurd
80	Stephen
81	Sylvester
82	Thaddeus
83	Theobald
84	Thomas
85	Tristan
86	Ulf
87	Ulric
88	Ulysses
89	Urien
90	Valentine
91	Victor
92	Vincent
93	Waldemar
94	Wallace
95	Walter
96	Wendell
97	Winston
98	Xander
99	Xavier
00	Yves

Please note that this list of names is by no means exhaustive and is specific to Europe during the Middle Ages. There are countless names and naming conventions from various cultures throughout history that may not be represented here.

Additionally, players are free to choose any name they like for their characters, regardless of historical accuracy.

The most important thing is to have fun and enjoy the roleplaying experience.

d100	Female Names
01	Adelina
02	Agatha
03	Agnes
04	Alais
05	Alice
06	Alisoun
07	Alys
08	Amabilia
09	Amata
10	Amice
11	Amis
12	Anastasia
13	Anne
14	Annette
15	Antoinette
16	Aricia
17	Audrey
18	Avice
19	Beatrice
20	Beatriz
21	Berengaria
22	Blanche
23	Catherine
24	Catalina
25	Cecily
26	Christina
27	Clare
28	Clarice
29	Constance
30	Delia
31	Denise
32	Diana
33	Dionisia
34	Dulcia

d100	Female Names
35	Edelina
36	Edwina
37	Eglantine
38	Ela
39	Elena
40	Eleonora
41	Elisabeth
42	Ellen
43	Elvina
44	Emerye
45	Emma
46	Emme
47	Emmeline
48	Euphemia
49	Evangeline
50	Lionel
51	Fatima
52	Felice
53	Filippa
54	Galiana
55	Georgina
56	Geva
57	Gillian
58	Gisela
59	Gismonda
60	Godeleva
61	Gundred
62	Hali
63	Hawise
64	Helewise
65	Idony
66	Isabella
67	Jane

d100	Female Names
68	Johanna
69	Juliana
70	Kate
71	Leticia
72	Lucy
73	Magdalena
74	Matilda
75	Maud
76	Millicent
77	Nicole
78	Odile
79	Olive
80	Petronilla
81	Philippa
82	Priscilla
83	Raffaella
84	Ragnhild
85	Ramona
86	Richenda
87	Rose
88	Sabrina
89	Sarai
90	Sibyl
91	Sigrid
92	Simone
93	Speranza
94	Sybil
95	Thomasia
96	Ursula
97	Vanda
98	Wanda
99	Ysabel
00	Yseult



# Appendix B: Random Buildings

## Random Village Buildings

This page and the next offers lists of common buildings found in European villages during the Middle Ages, some realistic, others with a bit of fantasy flair. Descriptions for each location follow the table below

### RANDOM VILLAGE BUILDINGS

d100	Building
01	Apothecary
02–03	Armory
04–05	Bakery
06–07	Blacksmith
08–09	Butchery
10–11	Carpenter's workshop
12–13	Church
14–15	Clothier's shop
16–17	Cooperage
18–19	Distillery
20–21	Granary
22–23	Guidhall
24–25	Inn
26	Library
27–28	Market stall
29–30	Mill
31–32	Orchard
33–34	Potter's workshop
35–84	Residence
85–86	Schoolhouse
87–88	Shrine
89–90	Stable
91–92	Tannery
93–94	Tavern
95–96	Town hall
97–98	Undertaker
99–00	Weaver's workshop

**Apothecary.** A small shop where medicinal herbs, tinctures, and other remedies are sold.

**Armory.** A building where weapons and armor are made, stored, and sold.

**Bakery.** A place where bread and other baked goods are made and sold.

**Blacksmith.** A workshop where metal is heated and forged into various items, such as horseshoes, tools, and weapons.

**Butchery.** A shop where meat is butchered, prepared, and sold.

**Carpenter's Workshop.** A place where wood is cut, shaped, and used to build a variety of items, such as furniture, tools, and buildings.

**Church.** A religious building where people gather to worship and receive spiritual guidance.

**Clothier's Shop.** A store where clothing and other textiles are sold.

**Cooperage.** A workshop where barrels and other wooden containers are made.

**Distillery.** A building where alcoholic beverages, such as whiskey or brandy, are made.

**Granary.** A storage building where grains and other foods are kept.

**Guildhall.** A building where members of a guild meet and conduct business.

**Inn.** A place where travelers can stay overnight and often get a meal.

**Library.** A building where books and other written materials are kept and made available for reading.

**Market.** An open area where people come to buy and sell goods, such as food,

clothing, and other items.

**Mill.** A building where grain is ground into flour or other products.

**Potter's Workshop.** A place where clay is molded and fired to make pottery.

**Residence.** A building where people live, usually consisting of one or more rooms or apartments.

**Schoolhouse.** A building where children go to learn reading, writing, and other subjects.

**Shrine.** A small religious building or structure where people can make offerings or pray.

**Stable.** A building where horses and other livestock are kept and cared for.

**Tannery.** A place where animal hides are processed and turned into leather.

**Tavern.** A place where people can go to drink, socialize, and sometimes get a meal.

**Town hall.** A building where the local government conducts its business and meetings.

**Undertaker.** A business where the deceased are prepared for burial or cremation.

**Watchtower.** A tall, narrow building used as a lookout point for guarding the surrounding area.

**Weaver's Workshop.** A place where fabric is made by weaving together threads or yarns.

## TAVERN NAME GENERATOR

d20	First Part	Second Part
1	The Merry	Bear
2	The Drunken	Boar
3	The Jolly	Bull
4	The Rusty	Cat
5	The Boisterous	Dragon
6	The Tipsy	Falcon
7	The Hazy	Fox
8	The Smoky	Goose
9	The Rowdy	Hound
10	The Cozy	Lion
11	The Lively	Moose
12	The Roaming	Phoenix
13	The Wandering	Rat
14	The Sleepy	Raven
15	The Happy	Rooster
16	The Weary	Serpent
17	The Lazy	Stag
18	The Whistling	Sword
19	The Dizzy	Wolf
20	The Awkward	Wench

## RANDOM TAVERN DRINK NAMES

d12	First Part	Second Part
1	Black	Ale
2	Molten	Cider
3	Whipped	Mead
4	Forest	Wine
5	Stale	Brandy
6	Melon	Milk
7	Noxious	Touch
8	Flower	Poker
9	Surprised	Hunter
10	Wonderous	Zinger
11	Rotten	Feline
12	Sizzling	Passion

# Appendix C: More Random Encounters

## ENCOUNTERS IN A TAVERN

d20	Tavern Encounter
1	Drunk patron falls off barstool, knocking over drinks.
2	Group of bards play music, collecting tips from patrons.
3	Innkeeper argues with patrons over cost of room and board.
4	Bartender pours watered-down ale, earning the ire of patrons.
5	Someone challenges another to a drinking contest.
6	Shady characters meet in corner to discuss secret business.
7	Drunken bard tells tales of a nearby monster-infested forest.
8	Waitress flirts with patrons, hoping for bigger tips.
9	Local bully causes trouble, demanding free drinks or food.
10	Adventurer boasts of their latest exploits to anyone who'll listen.
11	Bards engage in a musical battle, trying to outdo each other.
12	A patron is caught cheating at a game of cards.
13	Band of thieves try to rob patrons or tavern.
14	Someone spills food on another patron, causing a fight.
15	A messenger delivers an important message to a patron.
16	A brawl breaks out over a perceived insult.
17	The innkeeper's daughter flirts with patrons, causing jealousy.
18	A patron has a medical emergency, requiring attention.
19	Someone tries to sell stolen goods to patrons.
20	A local official comes in to recruit adventurers for a mission.

## ENCOUNTERS IN A TEMPLE OR SHRINE

d20	Temple/Shrine Encounter
1	A group of local women are cleaning the altar.
2	A lone pilgrim is quietly praying in a corner.
3	A priest is conducting a confession with a parishioner.
4	A choir is rehearsing for an upcoming festival.
5	A group of children is being taught about the temple's history.
6	A local merchant is donating a large sum of money to the temple.
7	An older couple is making an offering for good health.
8	A group of young monks are practicing calligraphy.
9	A young couple is exchanging vows in front of the altar.
10	A group of musicians is practicing for a wedding ceremony.
11	A group of monks is preparing for a procession.
12	A young acolyte is learning how to light candles.
13	A group of merchants is discussing business in the temple's courtyard.
14	A local artisan is presenting a new work of art to the priest.
15	A group of older women is knitting and chatting in the temple.
16	A group of students is learning about medicinal herbs.
17	A group of priests is organizing a charitable event.
18	A group of travelers is taking a moment to rest and pray.
19	An older priest is giving a sermon on morality.
20	A local farmer is bringing in a basket of fresh produce as an offering.

## ENCOUNTERS IN A SHOP OR MARKET

d20	Shop/Market Encounter
1	A vendor argues with a customer over the price of produce.
2	A chicken escapes from a crate and runs amok in the market.
3	A pickpocket tries to steal from a distracted shopper.
4	A group of street performers entertain a small crowd.
5	A vendor tries to sell the characters a counterfeit item.
6	A pack of stray dogs wanders through the market, scavenging for scraps.
7	A customer knocks over a vendor's display, causing a commotion.
8	A group of children chase a pig through the market.
9	A vendor tries to haggle with the characters over the price of a potion.
10	A troupe of actors perform a play in the market square.
11	A farmer attempts to sell a cow that is clearly diseased.
12	A group of merchants argue with each other over trade routes.
13	A vendor tries to sell a rare, exotic fruit to the characters.
14	A street magician performs tricks for passersby.
15	A baker offers the characters a free sample of fresh bread.
16	A group of children play a game of stick-and-hoop in the market.
17	A pickpocket is caught by a group of town guards.
18	A vendor spills a cartload of goods, causing a traffic jam.
19	A wealthy nobleman shops in the market, attended by several servants.
20	A group of villagers protest a new tax imposed by the lord.

## ENCOUNTERS IN THE STREET

d20	Village Street Encounter
1	A stray animal wanders by, causing chaos in the street.
2	A group of children runs by, laughing and playing.
3	Two merchants argue over the price of goods.
4	A street performer entertains a small crowd with juggling.
5	A delivery cart blocks the path, requiring a detour.
6	A pickpocket attempts to steal from one of the characters.
7	A group of villagers gossip about recent events.
8	A beggar pleads for alms from the characters.
9	A town crier announces an upcoming event or important news.
10	A construction crew works on a new building.
11	A wealthy merchant passes by in a carriage.
12	A group of villagers carry a coffin to a funeral.
13	A vendor sells fresh produce from a cart.
14	A drunkard stumbles down the street, shouting obscenities.
15	A group of soldiers marches through the village on patrol.
16	A villager drops a basket of goods, spilling the contents.
17	A traveler asks for directions to a nearby village.
18	A child chases after a runaway animal.
19	A small group of pilgrims travels through the village on their way to a holy site.
20	A villager asks for help finding a lost item.



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