

THE "TOWN" SCROLL



STONEPERCH

Built atop a solitary heap of rock rising from the muck and waters of the surrounding marsh, the homes and storefronts of Stoneperch cling to the granite like nests on a cliff face.

[1. Muckboot Shrine] The people of Stoneperch have a tradition of leaving offerings to the god of travelers at the base of this boot-shaped rock to keep them safe on their journeys across the dangerous marshlands. The shrine is run by **Father Grimefoot**, a filthy dwarf whose beard is horribly matted, he reeks of feet, and his priestly robes are caked in mud. Despite his appearance, Father Grime is a very wise and generous dwarf who is especially fond of adventurers. He always has some sort of parting gift to give them as they leave town to aid them in their adventures.

[2. Lorara Featherspark's Home] **Lorara Featherspark** is an elderly elf with curly silver hair who wears many pieces of jewelry made from bird feathers. She loves watching and caring for the many species of birds that live in the marsh, some of which have built nests atop or within Lorara's home. What few know is that Lorara is actually a powerful druid who often takes the form of a beautiful crane and flies over the marsh in search of threats to nature or the town.

[3. The Muddy Mephit Inn] The owner of this inn [a sloppy half-orc woman named **Oluna**] named it after discovering dozens of tiny muddy footprints running across the walls and ceilings. It's not uncommon for patrons to look down in their stein to see a mud mephit staring back at them, or to crawl into bed only to discover cold, sticky mud spread all across their sheets.

[4. Gustave's Smithy] All the people of Stoneperch adore the blacksmith, **Gustave Ironbrow**, for he is a father and friend to all. A mountain of a man with a thick white beard and unibrow, Gustave perfectly resembles all of his ancestors who have forged metal in Stoneperch since its founding. When not working on a commission, Gustave loves forging simple but beautiful rings to gift to strangers.

[5. Stoneperch Market] Dozens of colorful tents and banners come together to form a market atop Stoneperch. The slight elevation here mixed with the aromas of freshly baked breads, cut cheeses, and smoked meats is almost enough to mask the ever-present stench of standing marsh water.

[6. Cave of Mourning Mud] None in Stoneperch enjoy speaking about this cursed cave, for everyone has lost someone within it. Some say they've seen mudmen come up from the cave and drag sleeping villagers down into its depths. Others believe the cave lures the lost and lonely beneath the mud with songs of relief. Whatever the cause, countless souls of drowned within it and none who go in search of answers ever return.

[7. Lily's Trading Pad] Stoneperch's most reputable trading shop is run by **Lily Wiggleloom**, a hopelessly disorganized gnome with bulging eyes who adores absolutely toads. She does her best to keep her pet toads in their jar terrariums, but there are always 1 or 2 hopping throughout the shop.

[8. The Riddlemuk Lodge] Stoneperch is home to the Riddlemuk Guild, a band of explorers who pride themselves on setting out into the marshlands in search of exotic beats, sunken ruins, and lost secrets. They operate out of an old warehouse which they've converted into a lavish lodge filled with bookshelves, plush couches, and a roaring fireplace. The head of the guild is **Arthur Truesight**, a man whose history is shrouded in mystique and whose skill with a rifle is unequal.

[9. The Bell Tower] This bell tower acts as both the town hall and a keep for the townspeople to take shelter in during the rare bullywug raid. The mayor of Stoneperch is **Vylaryia Hawkspear** who spent her early years as a ranger in the marshes. Blunt, fair, and lacking any sort of table manners, the people of Stoneperch have long looked to Lady Hawkspear as a leader who knows how to survive out here in the marshlands.

[10. Mukmen Barracks] Stoneperch is protected by a small militia known as "The Mukmen" due to their uniforms constantly being covered in thick mud as a result of their patrols. The captain of the guard is a protective but bitter tiefling named **Shield** who thinks he should be the mayor.