

A NO-TIME-TO-PREP GUIDEBOOK

Just Passing Through

12 Mid-Sized Towns for Any Fantasy RPG
by DMDave



NO TIME TO PREP • 2

Just Passing Through

12 MID-SIZED TOWNS

FOR ANY FANTASY RPG



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Introduction

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

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

How to Use This Book

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

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

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

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

RANDOM TOWNS

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

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

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

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

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

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

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

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

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

Crimson Bay

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

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

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

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

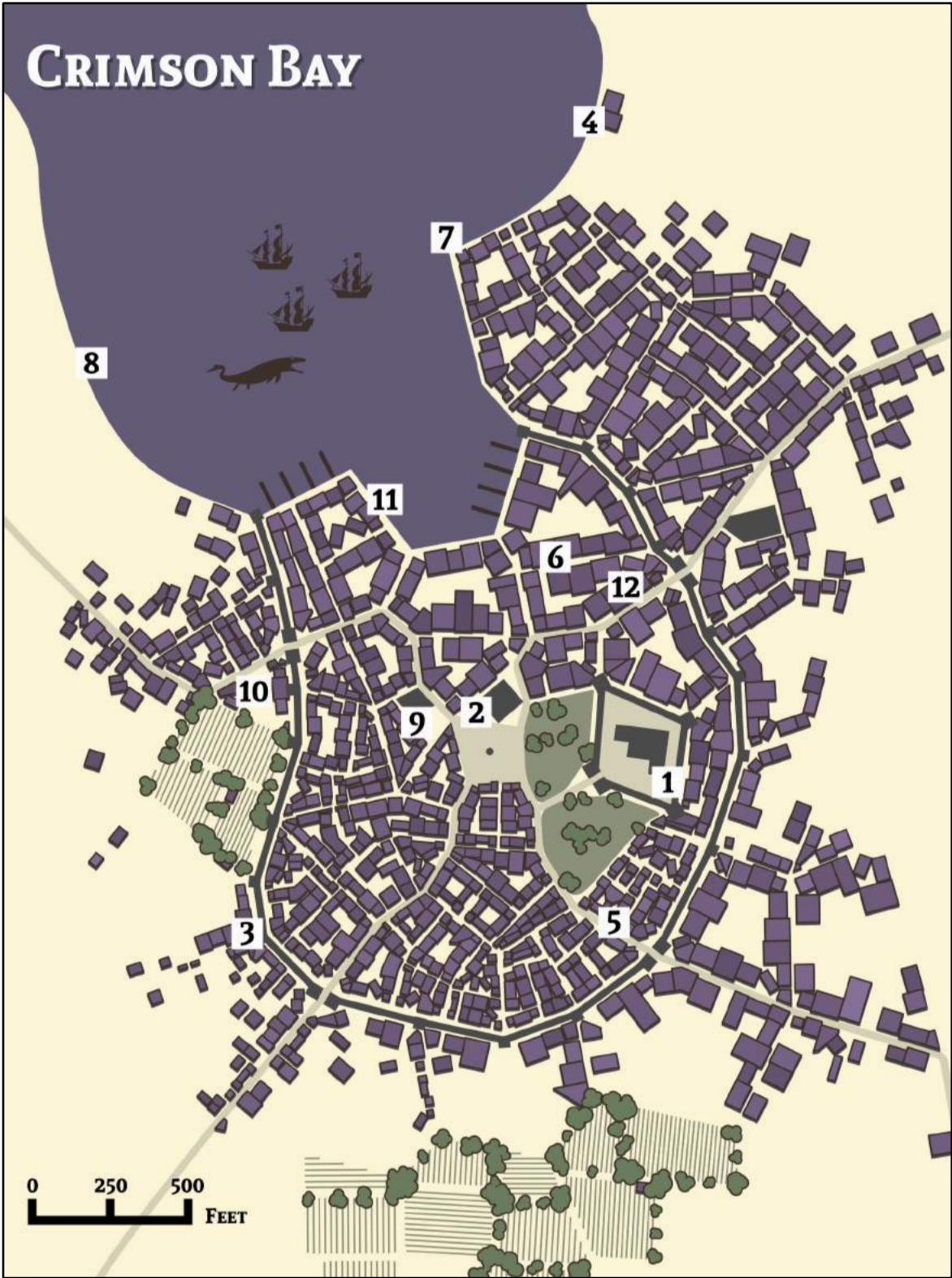
Basic Information

Population: 7,300

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

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

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



Notable Locations

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

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

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

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

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

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

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

Boisterous laughter and brawls are common.

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

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

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

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

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

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

Notable Organizations

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

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

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

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

Notable NPCs

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

Lighthouse Intrigue. Silas Gray needs

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

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

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

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

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

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

Random Encounters

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

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

Darklake

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

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

Basic Information

Population: 3,700

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

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

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



Notable Locations

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

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

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

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

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

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

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

patrons with tales of the sea.

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Darklake are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Darklake.

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

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

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

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

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

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

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

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Everdusk Hollow

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

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

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

Basic Information

Population: 4,500

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

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

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

EVERDUSK HOLLOW



Notable Locations

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

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

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

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

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

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

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

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

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

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

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

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

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

Notable Organizations

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

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

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

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

Notable NPCs

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

Maris Lightfoot, the innkeeper.

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

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

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

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

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

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

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

Senna Silvervoice, the bartender.

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

Selene Starwatcher, the astronomer.

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

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

Eamon Greycloud, the caretaker.

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

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

Vera Nightbloom, the herbalist.

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

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

Adventure Hooks

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

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

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

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

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

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

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

Greenthumb's Plight. Orrin

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

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

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

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

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

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

Random Encounters

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

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

Goldenfields

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

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

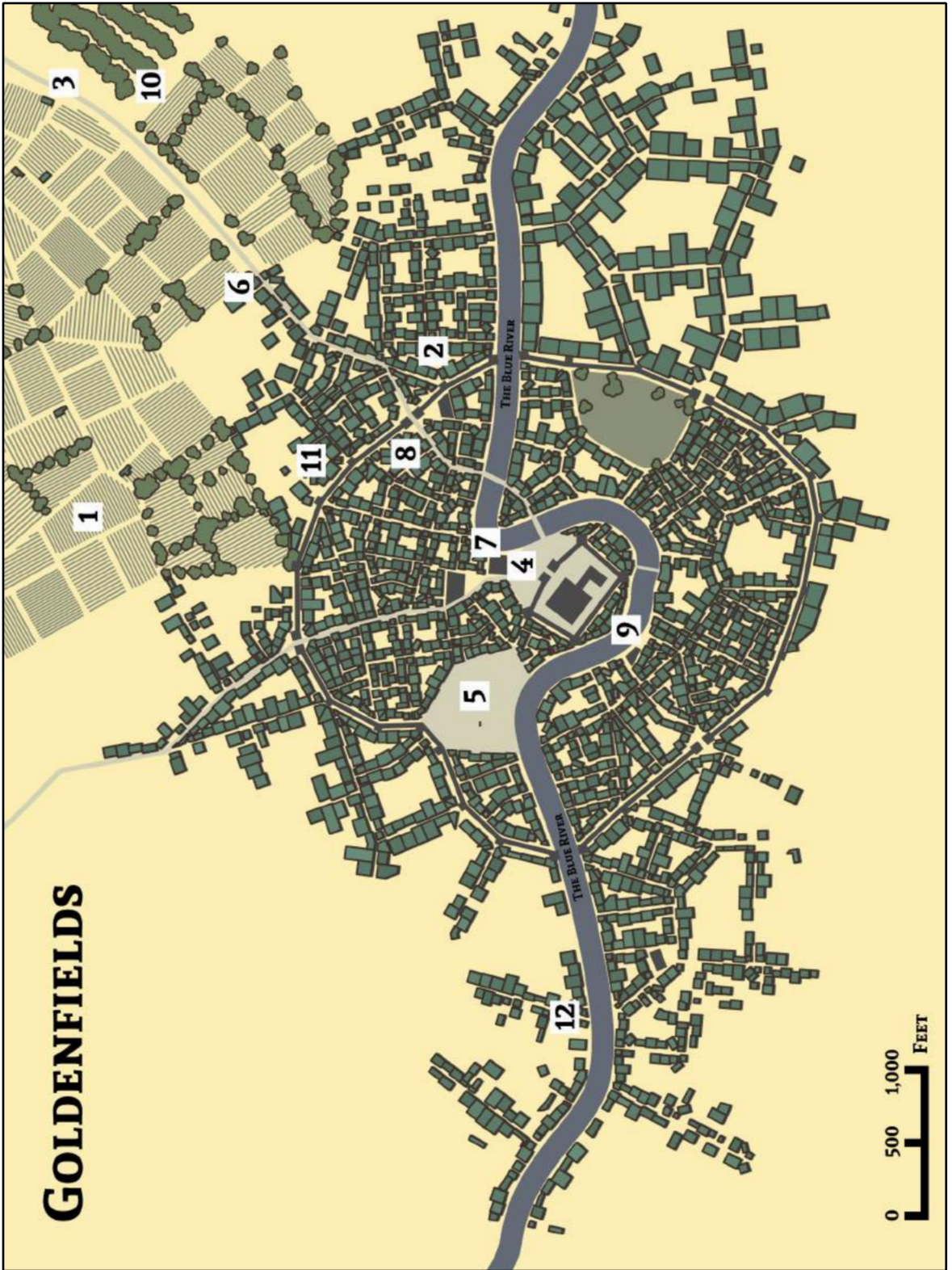
Basic Information

Population: 12,500

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

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

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



Notable Locations

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Goldenfields are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Goldenfields.

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

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

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

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

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

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

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

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Greenhaven

As you approach the town of Greenhaven, you are struck by the peaceful and idyllic atmosphere of the surrounding forests. The quaint wooden houses and shops of the town are nestled amongst the trees, and the sounds of birds chirping and leaves rustling in the wind fill the air. However, as you get closer to the town, you begin to sense a subtle aura of magic that permeates the area. The townsfolk appear to be busy with their daily routines, but there is an underlying sense of unease that you can't quite put your finger on. You hear rumors of strange and dangerous magical anomalies that are occurring throughout the town, and the townsfolk appear to be in desperate need of help. It seems that your arrival in Greenhaven has come just in time to potentially save the town from a looming catastrophe.

Greenhaven, a mid-sized town surrounded by dense forests, is known for its skilled craftsmen and enchanters. However, the people here have been acting strangely lately, displaying greedy and selfish behavior that seems out of character. The magical energy field that powers the town is weakening, causing dangerous magical anomalies that make the situation even worse. Objects move on their own, uncontrolled magic bursts out, and some even claim to have seen apparitions and heard strange whispers. The townsfolk urgently need adventurers to help them solve the mystery behind these strange occurrences before it's too late.

Basic Information

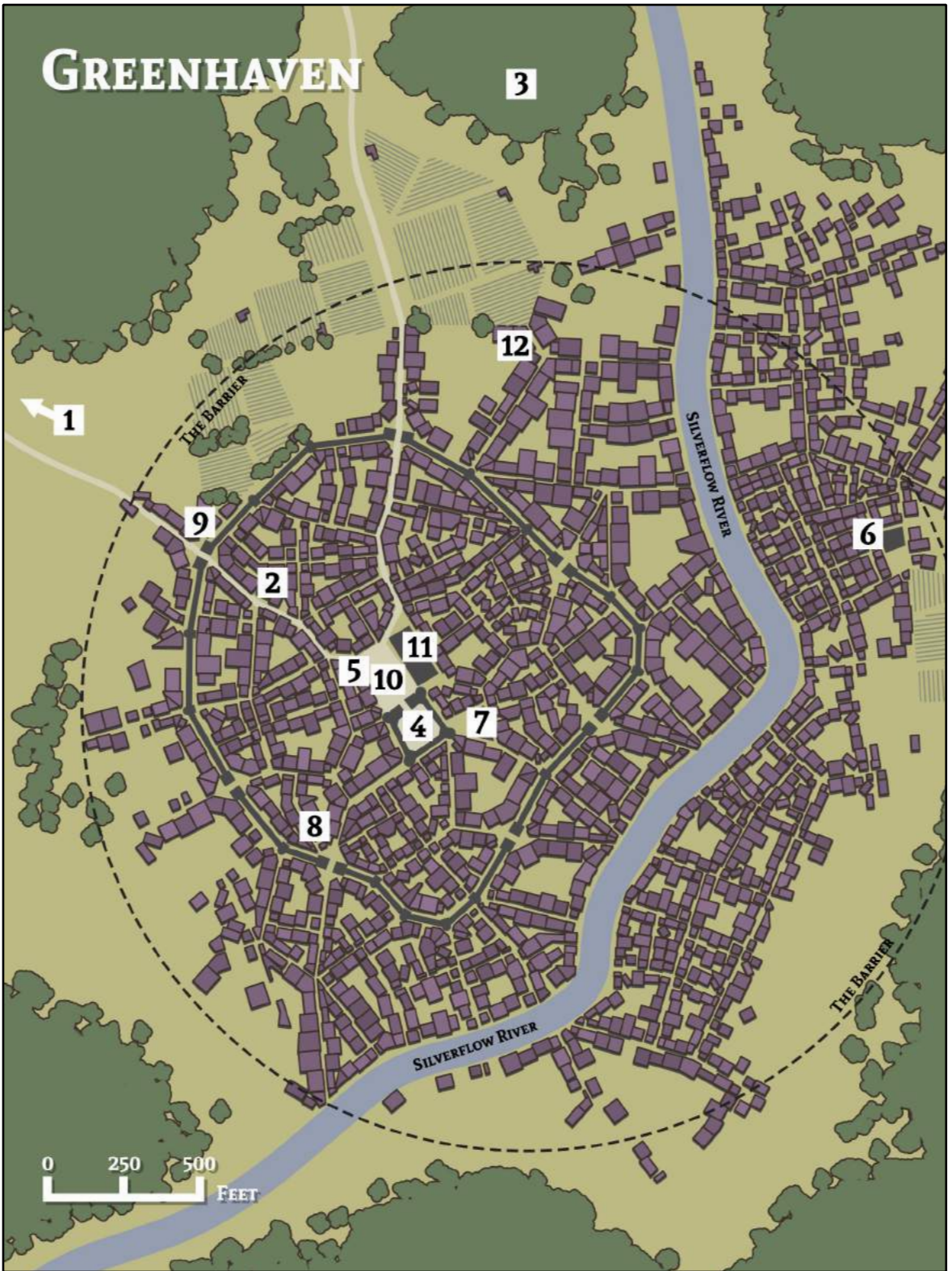
Population: 12,500

Government: The government of

Greenhaven is a council of five elected officials, led by the town's mayor, Nessa Grayson. The council is responsible for the day-to-day operations of the town and for ensuring that the magical energy field that powers the town is functioning properly. Other important NPCs involved in the government include the town's chief magical researcher, Mistress Isadora Frost, and the head of the town guard, Captain Adira Nightshade.

Defense: The defense of Greenhaven is primarily handled by the town guard, led by Captain Adira Nightshade. The Greenhaven Guard is responsible for patrolling the town and protecting it from any external threats, including the dangerous magical creatures that inhabit the surrounding forests. In addition, the town has several magical barriers that are maintained by the town's chief magical researcher, Mistress Isadora Frost, which help to keep out unwanted intruders.

Commerce: Greenhaven's primary commerce revolves around the harvesting and trade of magical herbs and plants that grow in the surrounding forests. The town's economy is also heavily reliant on the sale of magical artifacts and enchanted items, which are created and sold by the town's skilled craftsmen and enchanters. The town's most prominent merchants include Master Caleb Stone, a skilled enchanter and magical artifact dealer, and Madame Astrid Woods, a respected herbalist and expert on the town's flora and fauna.



Notable Locations

The following locations are keyed to the map of Greenhaven as seen on page 31.

1 - The Crystal Caverns. This deep mine is where the magical crystal that powers the town is extracted. Foreman Heinrich oversees the workers here and ensures the safety of the mine while overseeing the production of the town's primary power source.

2 - The Enchanter's Emporium. This guild hall is where enchanters gather to practice their craft and sell magical artifacts. Guildmaster Greta is a respected and skilled enchanter who runs the guild with a keen eye for quality control and a passion for creating truly unique items.

3 - The Druid's Grove. A serene and magical grove, here is where druids and nature enthusiasts gather to connect with nature. Druid Adalwolfa is the guardian of the grove and offers guidance to those who seek it, serving as a knowledgeable and caring mentor.

4 - The Arcane Archives. The Arcane Archives is a grand library dedicated to the study of magic and its history. Librarian Theodoric is a knowledgeable and respected mage who oversees the library, offering research assistance and providing access to rare and valuable tomes.

5 - The Alchemist's Apothecary. This lively shop sells various potions, salves, and ointments. Apothecary Isolde is a skilled herbalist and potion maker who runs the shop, providing the townspeople with remedies for a variety of ailments.

6 - The Forgemaster's Forge. Greenhaven's skilled smiths craft weapons and armor here at the forge. Forgemaster Tomas is a respected craftsman who runs the

forge, using his years of experience to create high-quality gear for the town's defenders.

7 - The Mayor's Office. Mayor Grayson handles the day-to-day operations of the town from this office, working tirelessly to maintain the delicate balance between the town's magical energy and the surrounding forests.

8 - The Magical Menagerie. The Magical Menagerie is a shop that sells magical creatures as familiars and companions. Shopkeeper Ingrid is the mysterious and eccentric woman who runs the shop.

9 - The Gilded Stein. Greenhaven's most popular watering hole, the Stein is a lively tavern where the townsfolk gather to drink and socialize. Innkeeper Jakob is the friendly and welcoming host who runs the tavern, offering a wide selection of local brews and a warm atmosphere for relaxation and fun.

10 - The Town Square. A bustling square in the center of the town, this is where vendors sell their wares and performers entertain the crowds. Here, various merchants and entertainers offer their wares and talents to the townspeople, making it a hub of activity and excitement.

11 - The Temple of Magic. A temple dedicated to the goddess of magic, worshippers come from all over to pay their respects and seek guidance. High Priestess Lina presides over the temple and is a source of counsel for those who seek it.

12 - The Watchtower. This tall tower overlooks the village, serving as a lookout for any threats to Greenhaven. Watchman Henrik is responsible for keeping an eye out for danger and sounds the alarm if he spots anything suspicious, making him a vital part of the town's defense.

Notable Organizations

The three most important organizations in Greenhaven are detailed below.

The Council of Elders. This council of respected and influential citizens advise Mayor Grayson on important matters affecting the town. Led by Elder Ulrich, a wise and experienced advisor, the council is responsible for making important decisions regarding the town's policies and governance. The council members are chosen by Mayor Grayson for their wisdom and integrity, and they play a crucial role in shaping the future of Greenhaven.

The Mage's Circle. This secretive organization of powerful mages keep a close watch on the magical energies that power the town. Led by Mistress Isadora Frost, the Circle is responsible for monitoring the magical anomalies that have been occurring and devising ways to maintain the delicate balance between the magical energy and the surrounding forests. The members of the Circle are some of the most knowledgeable and skilled mages in the land, making them a valuable resource for the town.

The Greenhaven Guard. The Greenhaven Guard is the town's primary defense force, tasked with protecting the town from external threats and maintaining order within its borders. Led by Captain Adira Nightshade, a stern and experienced warrior, the Guard is composed of skilled fighters and defenders who undergo rigorous training to prepare them for the dangers they may face. The Guard is responsible for maintaining the town's safety and upholding the law, making them a crucial part of Greenhaven's politics and governance.

Notable NPCs

The following NPCs are important and influential people in Greenhaven.

Heinrich, the mine foreman. Heinrich oversees the Crystal Caverns and ensures the safety of the mine while producing the town's primary power source. However, Heinrich is the one responsible for stealing the crystals that power the magical field surrounding the town.

Greta, the guildmaster. Greta is a respected and skilled enchanter with a keen eye for quality control who runs the Enchanter's Emporium. She's been purchasing crystals from Heinrich to amplify her magical ability.

Adalwolfa, the druid. Ada is the guardian of the Druid's Grove and offers guidance to those who seek it. Unbeknownst to others, she has a pact with a powerful nature spirit that sometimes causes her to act erratically.

Theodoric, the librarian. Theo oversees the Arcane Archives, a grand library dedicated to the study of magic and its history. He's been secretly collecting and studying dangerous and forbidden tomes.

Isolde, the apothecary. Isolde runs the Alchemist's Apothecary. Like others in town, she's been secretly purchasing magical crystals from Heinrich, using them to make her potions more effective.

Tomas, the blacksmith. Tomas runs the Forgemaster's Forge, where Greenhaven's skilled smiths craft weapons and armor. He has been secretly selling inferior gear to the town's defenders to make a profit. Recently, a shoddy shield caused a close friend of his to become gravely injured in combat.

Nessa Grayson, the mayor. Mayor Grayson works to maintain the delicate balance between the town's magical energy and the surrounding forests. She has been embezzling town funds to pay off a debt to a criminal organization in the nearest city.

Ingrid, the shopkeeper. Ingrid runs the Magical Menagerie, a shop that sells magical creatures as familiars and companions. She's been smuggling dangerous and illegal creatures into the shop.

Jakob, the innkeeper. Jakob runs the Gilded Stein, Greenhaven's most popular watering hole. His secret is that he's been serving watered-down drinks to patrons to increase his profits.

The Amazing Amalia, the bard. A world-renowned magician and performer, Amalia has traveled across the continent and performed in some of the most prestigious venues. Despite her success, she's never forgotten her roots and enjoys performing for the people of Greenhaven. However, her magic tricks are just a cover for her true talent: pickpocketing. Amalia has honed her thieving skills over the years and has amassed a considerable fortune through her illicit activities.

Lina, the high priestess. Lina presides over the Temple of Magic, a temple dedicated to the goddess of magic. A few months ago, Lina purchased an artifact from a friend. However, the artifact is cursed, and it's been affecting the people of Greenhaven, making them greedy and selfish.

Henrik, the watchman. Henrik is responsible for keeping an eye out for danger at the Watchtower and sounding the alarm if he spots anything suspicious. Lately, he's been selling information about the town's defenses.

Adventure Hooks

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

Crystal Thief. Heinrich has been stealing the crystals that power the magical field around Greenhaven. The adventurers are hired by the mayor to investigate and bring him to justice.

Low on Funds. Greta has been purchasing crystals from Heinrich to amplify her magical ability, but she's running low on funds. She hires the adventurers to retrieve a rare and valuable item for her from a dangerous location in exchange for a significant amount of crystals.

The Archfey. Ada's erratic behavior is causing concern among the townspeople. The adventurers are asked by the druid to help her find and remove the source of the spirit's influence.

Destroy Forbidden Tomes. Theodoric has been collecting and studying dangerous and forbidden tomes that should be destroyed. The adventurers are tasked by the Council of Elders to retrieve and dispose of the tomes before they fall into the wrong hands.

Isolde's Potions. Isolde has been secretly using magical crystals to make her potions more potent. A rival apothecary has discovered her secret and hires the adventurers to sabotage Isolde's business.

Bad Armor. Tomas' shoddy equipment has caused injuries to several defenders. The adventurers are hired by one of the injured to confront the forger about his inferior products.

Nessa's Corruption. Nessa's embezzlement of town funds has been discovered. The adventurers are hired by the mayor's political opponents to investigate and expose her wrongdoing.

Basement Critters. Ingrid's smuggling of dangerous creatures has caused havoc in the town. The adventurers are hired by the town council to confiscate the illegal creatures and bring the shopkeeper to justice.

Light Beer. Jakob's watering down of drinks has angered his patrons. The adventurers are hired by the thirsty locals to confront the innkeeper and put a stop to his deceitful practices.

Not-So-Amazing. The Amazing Amalia has been stealing from the town's merchants. The adventurers are hired to investigate her suspicious activities and bring her to justice.

The Throne of Greed. Lina's cursed artifact has been causing chaos in Greenhaven. The adventurers are hired by the mayor to retrieve and destroy the artifact before it causes further damage.

Henrik the Traitor. Henrik's selling of information about the town's defenses has been discovered. The adventurers are hired by the mayor to find and capture him before he can cause any further harm to the town.

Random Encounters

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

d12	Encounter
1	A group of children taunt the characters and demand money.
2	A merchant offers a rare and expensive magical trinket to the characters. Upon closer examination, the trinket is a fraud.
3	The townspeople glare at the characters suspiciously as they walk by.
4	Mayor Grayson stops the characters and demands to know their business. She looks stressed.
5	A townspeople offers to sell the characters a magical crystal.
6	The town crier announces that a reward is being offered for information on a missing person.
7	A drunken patron at the Gilded Stein picks a fight with the characters, claiming that the characters stole their coin purse.
8	The characters overhear a group of townsfolk whispering about them.
9	A group of wealthy merchants mock the characters' appearance and clothing.
10	The characters witness a street performer stealing from the crowd.
11	A beggar approaches the characters and begs for food or money. If the characters refuse, they spit and curse at the characters.
12	The characters notice a group of townsfolk stealing from a nearby store.

Ironcliff

As you approach Ironcliff, you see a town built on the side of a massive mountain, with a network of winding streets that climb ever upward. The air is filled with the sounds of pickaxes striking stone and the creaking of pulleys as miners move goods and equipment. The buildings are made of dark stone and wood, with narrow windows and sturdy wooden doors. The people you see are rugged and hardworking, with calloused hands and determined expressions. The mountain itself is imposing and craggy, with rocky outcroppings and sheer cliffs that seem to defy gravity. Despite the hard work and danger, there is a sense of community and pride in Ironcliff.

Ironcliff is a town built atop a massive underground mine that is said to be haunted by the ghosts of miners who once worked there. The surrounding terrain is steep and rocky, with the town situated on the side of a mountain. Recently, a series of cave-ins has occurred in the mine beneath the town, trapping several miners and causing widespread damage to the mine's infrastructure. Despite these dangers, Ironcliff remains a hub of commerce, with trade in minerals and metals fueling the town's economy.

Ironcliff is also known for its unique architecture, with buildings constructed from the very stone and ore mined from the mountain. Many of the structures feature intricate carvings and embellishments, showcasing the craftsmanship of the town's skilled artisans.

Basic Information

Population: 8,000

Government: Ironcliff is ruled by a council of five individuals, known as the Council of Iron. The members of the council are elected by the town's citizens and serve for a period of five years. The council is chaired by a woman named Celeste, who is known for her charisma and her ability to bring people together. Each member of the council is responsible for a different aspect of the town's governance, such as trade, defense, or the mining operations.

Defense: Ironcliff's defense is mostly comprised of the town's militia, which is led by the Captain of the Guard, a grizzled veteran named Lucien. The militia is made up of volunteers from among the town's able-bodied population, and they are trained in both conventional warfare and underground combat techniques. In addition to the militia, Ironcliff also maintains a small standing army of elite soldiers known as the Ironclad, who are responsible for the defense of the town's most critical areas, such as the mine and the town hall. These soldiers are heavily armored and skilled in both melee and ranged combat.

Commerce: Ironcliff's primary commerce is mining and metalworking. The town's location on the side of a mountain has given it access to rich mineral deposits, which are extracted from the mine beneath the town and then refined into metal goods such as tools, weapons, and armor. Ironcliff's metal goods are highly valued by traders and adventurers alike, and the town's blacksmiths are renowned for their skill in crafting intricate and durable pieces.



Notable Locations

The following locations are keyed to the map of Ironcliff as seen on page 37.

1 - The Ironcliff Mine. The lifeblood of the town, this mine is said to be haunted by the ghosts of dead miners. The foreman, Jacques, is a tough but fair leader who demands a high level of safety and productivity from his workers.

2 - The Blackened Forge. This shop is run by a skilled blacksmith named Gaston, who creates some of the finest weapons and armor in the land. Gaston is a gruff but friendly man who takes pride in his work and is always willing to share his knowledge with others. There are spare rooms at the rear of the Forge where Gaston's apprentices can live while they learn.

3 - The Mountain's Peak. The highest point in the town, the peak offers a stunning view of the surrounding landscape. The only way to the top is via a narrow road that few dare traverse. The hermit who lives there, known only as The Watcher, is a mysterious figure who rarely interacts with others.

4 - The Silver Vein. This small mine is home to the town's most valuable silver deposits. The mine owner, Madeline, is a shrewd businesswoman who is always looking for ways to expand her profits.

5 - The Silver Keep. The seat of government in Ironcliff, the Silver Keep is where important decisions are made and disputes are settled by the Council of Iron. It also serves as a redoubt for Ironcliff's citizens in case of attacks.

6 - The Rose Garden. A beautiful and tranquil spot near the town's walls, the Rose Garden is tended by a gentle and kind mute woman named Colette. Passersby can often hear her practicing her viol.

7 - The Ironclad Barracks. Home to the town's elite soldiers, the Ironclad Barracks is where the Ironclad train and prepare for their duties. The commander, Captain Jacques Dubois, is a tough but respected leader who demands the best from his troops. The Ironclad train day and night, the sound of steel meeting steel ringing for blocks around.

8 - The Rust Monster. A popular tavern and inn for travelers and locals alike, the Rust Monster is run by a friendly and outgoing woman named Isabelle. Isabelle is known for her delicious food and her warm hospitality. A stuffed version of the inn's namesake hangs above the bar.

9 - The Library of the Ancients. This impressive library is home to rare and ancient tomes, many of which are said to contain powerful magic. The librarian, Celeste, is a knowledgeable and helpful guide to the library's treasures.

10 - The Dwarven District. Home to Ironcliff's large dwarven population, the district is a hub of mining and metalworking activity. The leader of the district, Thibault, is a respected dwarf who is known for his wisdom and fair judgement.

11 - The Iron Market. A bustling hub of commerce, the Iron Market is where traders and merchants come to sell their wares. The market master, Pierre, is a shrewd businessman who is always looking for ways to attract more customers.

12 - The Chapel of Iron. This ascetic chapel is dedicated to the god of the forge and mining. The priest, Father Louis, is a wise and kind man who is always willing to offer advice and guidance to those in need.

Notable Organizations

The three most important organizations in Ironcliff are detailed below.

The Ironclad. The Ironclad are responsible for the defense of the town's most critical areas, such as the mine and the town hall. Their leader, Captain Jacques Dubois, is a grizzled veteran who has served Ironcliff for over thirty years. The Ironclad are instrumental in maintaining order in Ironcliff and their presence serves as a constant reminder of the dangers that lurk in the mine and the surrounding mountains.

The Dwarven Miner's Guild. The Dwarven Miner's Guild is the most powerful organization in Ironcliff, controlling the vast mineral wealth that the town produces. The guild's leader, Pierre Leclerc, is a shrewd and cunning dwarf who is feared and respected by all who do business in Ironcliff. He has been known to use his influence to control the price of ore and to manipulate the town's politics for his own gain. Unsurprisingly, the Dwarven Miner's Guild has a reputation for being ruthless and uncompromising.

The Ironcliff Merchant's Association. The Ironcliff Merchant's Association is a group of wealthy merchants who control the town's trade routes and commerce. Their leader, Genevieve Moreau, is a charismatic and persuasive woman who is highly respected in Ironcliff. She is known for her business acumen and her ability to negotiate profitable deals for the town. The Ironcliff Merchant's Association is instrumental in maintaining the town's economy and their influence reaches far beyond the borders of Ironcliff. However, some in Ironcliff view them as greedy and selfish.

Notable NPCs

The following NPCs are important and influential people in Ironcliff.

Jacques, the foreman. The foreman of the Ironcliff Mine, Jacques is a tough but fair leader who demands a high level of safety and productivity from his workers. He is known to secretly harbor a love for yodeling.

Gaston, the blacksmith. The owner of the Blackened Forge, Gaston is a gruff but friendly man who takes pride in his work and is always willing to share his knowledge with others. He secretly suffers from stage fright and has a fear of public speaking.

The Watcher, the hermit. The hermit who lives at the top of the Mountain's Peak is a mysterious figure who rarely interacts with others. It is said that he has the ability to communicate with animals and possesses knowledge of a secret entrance to the mines beneath Ironcliff.

Madeline, the mine owner. The owner of the Silver Vein mine, Madeline is a shrewd businesswoman who is always looking for ways to expand her profits. She has a secret interest in the occult and has been known to collect trinkets related to dark magic.

Genevieve Moreau, the guildmaster. The leader of the Ironcliff Merchant's Association, Genevieve is a charismatic and persuasive woman who is highly respected in Ironcliff. She is known for her business acumen and her ability to negotiate profitable deals for the town.

Jacques Dubois, the veteran. The commander of the Ironclad Barracks, Captain Dubois is a tough but respected leader who demands the best from his troops. He has a secret love for gardening

and often spends his free time working near Colette in the Rose Garden.

Isabelle, the tavernkeeper. The owner of the Rust Monster tavern and inn, Isabelle is a friendly and outgoing woman known for her delicious food and warm hospitality. She secretly dreams of one day traveling the world as an adventurer.

Celeste, the librarian. The proprietor of the Library of the Ancients, Celeste is a knowledgeable and helpful guide to the library's treasures. She is also a skilled archer and often spends her free time practicing in the nearby hills.

Thibault, the advocate. The leader of the Dwarven District, Thibault is a respected dwarf who is known for his wisdom and fair judgement. He has a secret love for the arts and often spends his free time painting and sculpting.

Pierre, the merchant. The market master of the Iron Market, Pierre is a shrewd businessman who is always looking for ways to attract more customers. He secretly suffers from claustrophobia and has a fear of enclosed spaces.

Father Louis, the priest. The priest of the Chapel of Iron, Father Louis is a wise and kind man who is always willing to offer advice and guidance to those in need. He's starting to suffer from dementia, which is affecting his relationship with the townsfolk.

Annette, the noble. A prominent member of the Ironcliff community, Annette is a wealthy patron of the arts and often hosts lavish parties and events at her estate. However, she has a secret addiction to gambling and has lost vast sums of money to her addiction over the years.

Adventure Hooks

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

Ghosts in the Mine Jacques is willing to pay a group of adventurers to investigate strange noises coming from deep within the mine, which may be related to the ghosts said to haunt the mine.

Bandit Ambush. Gaston asks the party for help in delivering an important shipment of weapons and armor to a client outside of town, but things quickly go awry when they are ambushed by bandits.

What the Deer Know. The Watcher has information on a secret entrance to the mines, but will only share it with the party if they help him with a task related to his connection with animals.

Saboteurs. Madeline hires the party to retrieve a valuable artifact hidden deep within the mine. But they soon discover that Madeline only wants to frame the characters for sabotaging the mine.

Suspicious. Genevieve asks the party to investigate a rival merchant's business practices and find evidence of their illegal activities.

Jacques Jr. Captain Dubois enlists the party's help in defending the town from a group of invading orcs, but things become complicated when the orcs turn out to be led by his estranged son.

Adventuring Party. Isabelle asks the party to help her locate a missing shipment of her famous ale, which was stolen by a group of bandits who are known to hide out

in the nearby mountains. Isabelle insists that she tag along.

The Book of Bad. Celeste hires the party to retrieve a rare and valuable tome that was stolen from the library, but they soon discover that the book has dangerous magical properties. It turns out that the book was stolen by Madeline, owner of the town's silver mine.

The Unseen Cult. Father Louis asks the party to help him locate a missing relic of the church that was stolen by a group of cultists who have been causing trouble in the town. It turns out that Louis only imagined the cultists due to his dementia.

Trouble in Dwarfstown. Thibault needs the party's help in investigating a series of strange accidents that have been happening in the Dwarven District, which may be related to a group of smugglers.

Trapped. Pierre hires the party to escort him on a dangerous journey through treacherous mountain passes to secure a valuable trade deal. Things become difficult when Pierre refuses to go through a tunnel through the mountain due to his claustrophobia.

Annette's Got Debt. Annette hires the party to help her clear her debts at a high-stakes gambling den, but they soon discover that the den is run by a notorious criminal organization.

Random Encounters

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

d12	Encounter
1	The characters witness a group of dwarves performing a traditional dance in the center of town.
2	A swarm of bats descends on the town, causing chaos and confusion.
3	A sudden snowstorm hits Ironcliff, causing travel and communication disruptions.
4	The characters are approached by a stranger who claims to have information about the ghosts haunting the mine.
5	A local artist creates a controversial piece of art that causes a stir among the town's nobility.
6	The characters encounter a band of thieves attempting to steal valuable ore from the Ironcliff Mine.
7	A sudden earthquake shakes the town, causing damage to buildings and infrastructure.
8	The characters discover a hidden grotto filled with glowing crystals on the outskirts of town.
9	A group of Ironclad soldiers patrol the streets, searching for a dangerous fugitive.
10	The characters witness a heated argument between two Ironcliff Merchants over a rare shipment of goods.
11	A drunken brawl breaks out near the characters.
12	A pack of wild dogs, rumored to have been abandoned by miners, roam the streets of Ironcliff.

Marrowdale

As you approach the town of Marrowdale, you can't help but notice a certain tension in the air. The townspeople go about their business with a sense of urgency, their eyes darting around warily as if expecting trouble. A group of soldiers passes by, their weapons at the ready, and you catch a glimpse of worry etched on their faces. Something is definitely amiss in this town, but as to what it is or who or what is causing it, you have no way of knowing just yet. Nonetheless, you steel yourselves for whatever dangers may lie ahead as you enter the gates of Marrowdale.

Marrowdale is a charming town situated in the foothills of a massive mountain range. Led by Lord Alderich, the town is renowned throughout the region for its skilled craftsmen and artisans, who produce high-quality weapons, armor, and other goods. However, Marrowdale is currently facing a major threat from a group of orcs who have established a stronghold in the nearby mountains, raiding nearby villages and posing a serious danger to the town. Adding to the danger is the persistent rumor of an ancient dragon that lives in the underground caverns beneath the mountains, attracting adventurers seeking to uncover its lair. Despite these challenges, the people of Marrowdale remain stalwart and resilient, with the leadership under Lord Alderich providing guidance and protection in these troubling times.

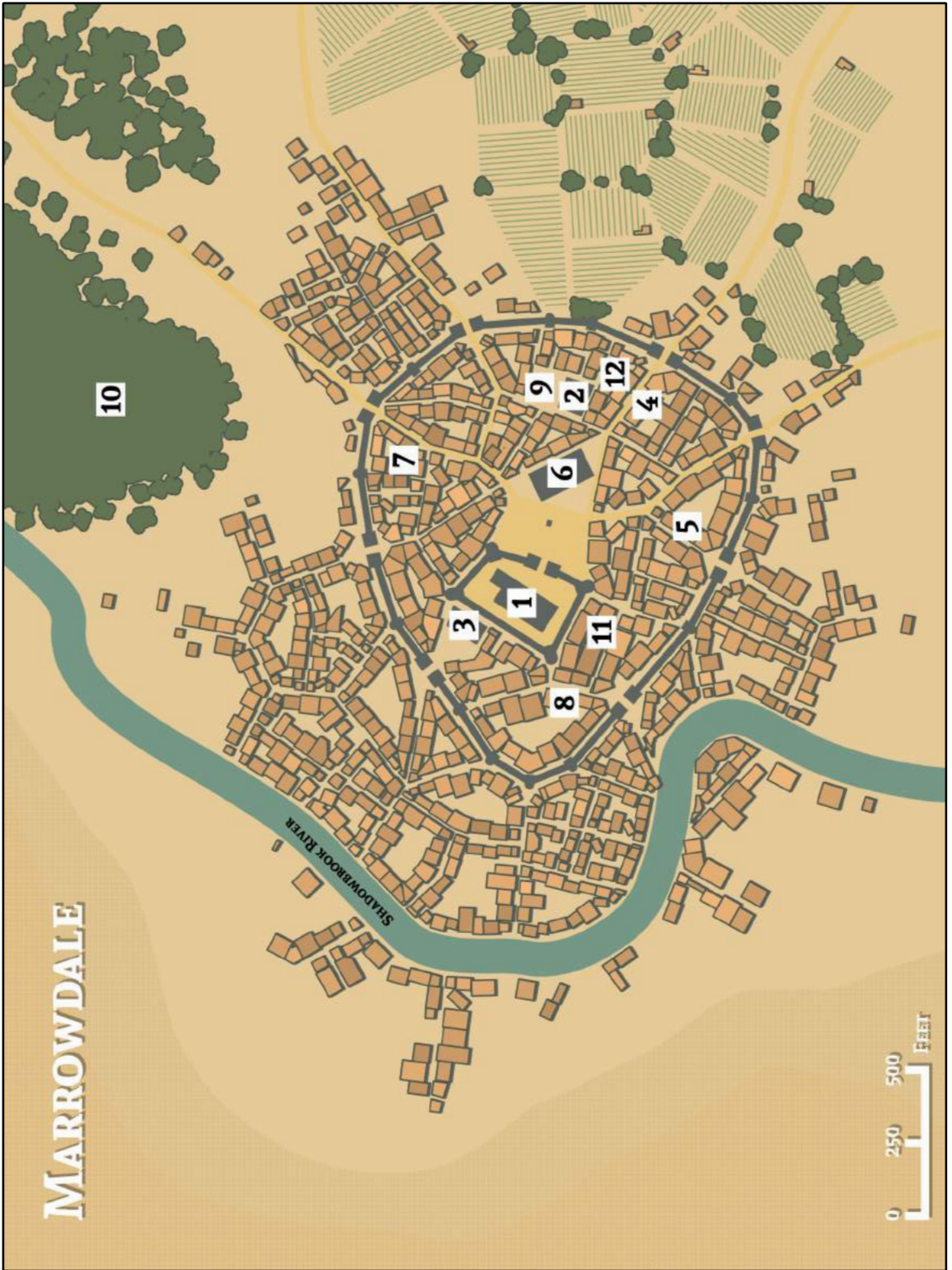
Basic Information

Population: 5,100

Government: The current ruler of Marrowdale is Lord Alderich, a stern and just man who is respected by his subjects. He is advised by a small council of trusted advisors, including Sir Reynald, the captain of the guard, and Lady Vanora, a skilled diplomat and strategist. The council oversees the day-to-day running of the town, including matters of justice, trade, and defense.

Defense: Marrowdale's defense is primarily handled by a small, well-trained militia led by Sir Reynald, the captain of the guard. The militia is equipped with high-quality weapons and armor produced by the town's skilled craftsmen and is ready to defend the town from any threats that may arise. Additionally, the town is built in the foothills of a mountain range, providing natural defenses against attackers.

Commerce: Marrowdale's primary commerce is centered around its skilled craftsmen and artisans, who produce high-quality weapons, armor, and other goods. The town is known for its fine metalwork and skilled blacksmiths, who create swords, axes, and other weapons sought after by adventurers and warriors passing through the region. In addition to weapons and armor, Marrowdale's craftsmen also produce a variety of other goods, including furniture, pottery, and textiles. The town's location at the foot of the mountains also makes it an important hub for trade with other towns and cities in the region, as it is situated along several major trade routes.



Notable Locations

The following locations are keyed to the map of Marrowdale as seen on page 43.

1 - Alderich Keep. The imposing keep at the heart of Marrowdale is home to Lord Alderich and his trusted advisor, Lady vanora. The keep serves as the center of power and politics in the town, where the ruling council gathers to make important decisions.

2 - Ironclad Guildhall. The bustling Ironclad Guildhall is a center of commerce and trade, where merchants and craftsmen sell their wares to locals and travelers alike. The gruff but fair guildmaster, Aric Ironclad, oversees the guildhall with a sharp eye.

3 - Marrowdale Guard Barracks. Sir Reynald leads the Marrowdale Guard from the sturdy stone barracks, where soldiers can be seen drilling and patrolling the town. The barracks is a hub of activity for the town's defenders.

4 - The Hammer and Anvil. Keth, the talented but irascible blacksmith, runs the sprawling Hammer and Anvil complex. The shop produces some of the finest weapons and armor in the region and is a popular destination for adventurers seeking gear.

5 - The Dragon's Hoard. Drog, the gregarious and knowledgeable proprietor, runs the Dragon's Hoard, a shop specializing in equipment and supplies for adventurers looking to explore the nearby underground caverns.

6 - The Temple of the Three. High Priestess Marcella leads the worshipers of the three gods of the region from the grand Temple of the Three. The temple is a hub of faith and spiritual guidance in Marrowdale.

7 - The Silver Tankard. The welcoming and hospitable tavernkeep, Horace, runs The Silver Tankard, a popular tavern known for its hearty meals and fine ale. The tavern is a gathering place for locals and travelers alike.

8 - The Dancing Goat Inn. The kind and attentive innkeeper, Gretchen, runs the cozy and comfortable Dancing Goat Inn, offering travelers a warm and welcoming place to rest their heads.

9 - The Market Square. The bustling Market Square is a hub of commerce and trade, where vendors and merchants sell their wares to the crowds of locals and travelers that gather there. The shrewd and calculating merchant, Jarek, oversees the square with a sharp eye.

10 - The Whispering Woods. The mysterious and enchanting Whispering Woods lie outside the town, a place of secrets and magic. The woods are said to be haunted by ghosts and other strange creatures, but also contain a wealth of natural resources and hidden treasures. The wise and reclusive druid, Eadric, is a protector of the woods and its secrets.

11 - The House of Knowledge. The House of Knowledge is a grand library and repository of knowledge overseen by the scholarly and eccentric librarian, Master Roderick. The library houses a vast collection of tomes and manuscripts on subjects ranging from history to magic.

12 - The Weaver's Guildhall. The Weaver's Guildhall is the center of the town's thriving textile industry, where skilled weavers and seamstresses create intricate garments and textiles for sale. The guildhall is overseen by the savvy and well-connected guildmaster, Miriam.

Notable Organizations

The three most important organizations in Marrowdale are detailed below.

The Ironclad Guild. Led by the shrewd and influential guildmaster, Aric Ironclad, the Ironclad Guild is a powerful organization that controls much of the town's commerce and trade. Its members have a strong grip on the town's economy and politics, and are known for their connections and business acumen. The guild often collaborates with Lady Vanora and the town's ruling council to shape policies that benefit its members and the town as a whole. Too distracted by the constant orc raids, Lord Alderich hasn't noticed how powerful the Ironclad Guild has become.

The Marrowdale Guard. Headed by the seasoned and skilled Sir Reynald, the Marrowdale Guard is the town's primary defense force. The guard has an important role to play in Marrowdale's politics, as it serves as a key tool of the ruling council in maintaining order and enforcing its laws. The guard also plays a role in shaping public opinion, and is seen as a symbol of the town's strength and security.

The Temple of the Three. High Priestess Marcella leads the Temple of the Three, a center of faith and spiritual guidance in Marrowdale. The temple is an important player in the town's politics, as it represents the interests of the town's faithful and can sway public opinion on matters of religion and morality. The temple is often called upon to advise the town's ruling council on matters of faith and tradition, and is seen as a symbol of the town's spiritual and cultural identity.

Notable NPCs

The following NPCs are important and influential people in Marrowdale.

Lord Alderich, the ruler. The powerful and influential lord of Marrowdale is known for his stern demeanor and strict leadership style. However, few know that he harbors a deep and abiding love for the arts, and is a patron of local poets and musicians.

Lady vanora, the advisor. The beautiful and intelligent advisor to Lord Alderich, Lady Vanora is a key player in Marrowdale's political scene. But she keeps a dark secret: she is haunted by the loss of her brother, who died fighting orcs.

Aric Ironclad, the guildmaster. The shrewd and influential guildmaster of the Ironclad Guild, Aric Ironclad is a master of diplomacy and negotiation. However, few know that he is plagued by nightmares of a dark and sinister force that threatens to consume him.

Sir Reynald, the veteran. The seasoned and skilled leader of the Marrowdale Guard, Sir Reynald is respected and admired by his men. However, he has a secret weakness: he is deeply afraid of spiders, and will do anything to avoid them.

Keth, the blacksmith. The talented and irascible blacksmith who runs the Hammer and Anvil complex, Keth is known for his fiery temper and sharp tongue. However, he secretly harbors a love for poetry and has written several volumes of romantic verse.

Drog, the shopkeeper. The gregarious and knowledgeable proprietor of the Dragon's Hoard, Drog is a master of underground lore and a skilled guide for adventurers. A few years ago, he lost a friend who went adventuring in the caverns below the mountain.

Marcella, the high priestess. The wise and compassionate leader of the Temple of the Three, High Priestess Marcella is a source of spiritual guidance and comfort for the faithful. However, she is plagued by doubts and fears about the future of her faith.

Horace, the tavernkeeper. The jovial and welcoming tavernkeep of The Silver Tankard, Horace is a master of hospitality and good cheer. However, he has a secret addiction to gambling, and has been known to lose large sums of money on games of chance.

Gretchen, the innkeeper. The kind and hospitable innkeeper of The Dancing Goat Inn, Gretchen is beloved by travelers for her warm and welcoming nature. However, she keeps a dark secret: she is haunted by the memory of her child, who was lost to the plague

Jarek, the merchant king. The shrewd and calculating merchant who oversees the bustling Market Square, Jarek is a master of commerce and trade. Jarek has a secret obsession with collecting rare and exotic weapons, and has a private armory hidden beneath his shop.

Eadric, the druid. The wise and reclusive druid who protects the Whispering Woods, Eadric is a powerful force of nature and magic. However, he keeps a dark secret: he has made a pact with a dangerous spirit, and is slowly losing control of his powers.

Master Roderick, the sage. The scholarly and eccentric librarian who oversees the House of Knowledge, Master Roderick is a font of knowledge and wisdom. Roderick has spent years searching for a way to bring his lost husband back from the dead.

Adventure Hooks

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

Diplomat Escort. Lord Alderich needs the characters to escort a group of diplomats to a nearby kingdom, but they will have to pass through dangerous orc territory.

The Cult. Lady Vanora hires the characters to investigate a series of strange disappearances in Marrowdale, which seem to be linked to a dark cult called the Disciples of the Black Sun.

Enter the Mountain. Aric Ironclad wants the characters to retrieve a valuable gem from a dangerous underground cavern, but they will have to avoid the dragon that is rumored to dwell there.

Orc Plague. Sir Reynald needs the characters to investigate a mysterious illness that is affecting the citizens of Marrowdale, which seems to be spreading from the nearby orc encampment.

Dragonsbane. Keth hires the characters to create a powerful magical weapon that can be used to defeat the dragon, but they will need to find rare and dangerous materials to craft it.

To Catch a Thief. Drog hires the characters to investigate a rash of thefts that have been occurring in the Dragon's Hoard, which seem to be linked to a mysterious stranger who has been seen in the area. The stranger was last seen perusing books at the House of Knowledge.

The Celestial Ring. High Priestess Marcella needs the characters to find a lost

holy relic called the Celestial Ring that has been stolen by the orcs. The ring is said to have the power to heal any illness.

Cursed Tavern. Horace hires the characters to investigate a series of strange occurrences at The Silver Tankard, which seem to be linked to a powerful curse. The occurrences always occur right near midnight.

Protect the Refugees. Gretchen needs the characters to escort a group of refugees to safety, but they will have to avoid the dragon that has been spotted in the area.

Gnollbloom. Jarek wants the characters to find a rare and valuable herb called gnollbloom that can be used to cure a deadly disease, but they will have to travel to the orc-held territories to find it.

Stop the Poachers. Eadric hires the characters to help him stop a group of poachers who are hunting endangered creatures in the Whispering Woods, which are vital to the ecosystem. One the poachers turns out to be Aric Ironclad.

Suspicious Patrons. Master Roderick hires the characters to investigate a group of shadowy figures that have been seen lurking around the House of Knowledge. He believes they may be after a powerful ancient tome that he has been studying, and fears that they will use its knowledge for evil purposes.

Random Encounters

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

d12	Encounter
1	A group of children playing hide-and-seek, who challenge the characters to find them.
2	A street performer juggling flaming torches, who offers to teach the characters his secrets.
3	The characters witness a group of merchants arguing over prices in the busy market square of Marrowdale.
4	A thief attempts to pickpocket one of the characters while they are traveling through Marrowdale.
5	The characters encounter a lost dog who follows them, wagging its tail as it looks for its owner.
6	A group of peasants protests against a new tax imposed by Lord Alderich.
7	The characters encounter a mysterious woman who offers to sell them a strange magical potion of unknown origin.
8	The characters witness a group of local farmers celebrating the harvest with a festive parade through Marrowdale.
9	The characters come across a friendly blacksmith who offers to craft a custom weapon for one of them.
10	The characters spot a pickpocket attempting to steal from one of the other NPCs in Marrowdale.
11	A flock of birds suddenly takes flight, signaling the approach of a thunderstorm.
12	The characters come across a group of travelers telling stories around a campfire, who invite them to join in on the fun.

Moonstone

As you enter the town of Moonstone, you're greeted by the sight of charming buildings nestled among gentle, rolling hills. Below, a verdant valley stretches out as far as the eye can see. The town's centerpiece, a massive, glowing moonstone, emanates a soft, magical light that casts an enchanting aura over the entire area. You can feel the mystical energy emanating from the stone, which is said to be imbued with great power.

The streets are bustling with activity as townspeople and visitors alike gather in the thriving market. Stalls are laden with beautifully crafted moonstone jewelry, magical trinkets, and fresh produce from the fertile valley. The warm, welcoming atmosphere and serene beauty of Moonstone invite you to explore and discover its many wonders.

Moonstone is a charming town nestled among rolling hills, overlooking a lush, green valley. Known for its massive, glowing moonstone, said to be imbued with magical powers, the town attracts mystics, artisans, and traders alike. The Moonstone not only serves as the town's centerpiece but is also a source of wonder and pride for the townspeople. However, this prized possession has made Moonstone a target for thieves and adventurers seeking its power.

The town's architecture is a blend of rustic and magical, with buildings adorned by enchanting moonstone decorations. The bustling market offers a wide array of goods, including finely crafted moonstone jewelry, magical trinkets, and fresh produce from the fertile valley below.

Basic Information

Population: 8,600

Government: The government of Moonstone is a council of elected representatives called the Moonstone Council. This group of seven individuals, known as Councilors, is responsible for making decisions on the town's behalf, ensuring the safety of the Moonstone, and maintaining peace and order within the community. The head of the council is the experienced and respected Councilor Mirana, who has a background in magical studies and diplomacy.

Defense: Moonstone's defense is primarily handled by the Moonstone Guard, a well-trained militia led by Captain Eamon. This force of dedicated guardsmen is tasked with protecting the town and its inhabitants, as well as safeguarding the treasured Moonstone. Additionally, magical wards and barriers have been set up around the Moonstone by skilled mages to deter potential thieves and add an extra layer of protection to the town's most prized possession.

Commerce: Marrowdale's primary commerce is centered around its skilled craftsmen and artisans, who produce high-quality weapons, armor, and other goods. The town is known for its fine metalwork and skilled blacksmiths, who create swords, axes, and other weapons sought after by adventurers and warriors passing through the region. In addition to weapons and armor, Marrowdale's craftsmen also produce a variety of other goods, including furniture, pottery, and textiles. The town's location at the foot of the mountains also makes it an important hub for trade with other towns and cities.



Notable Locations

The following locations are keyed to the map of Moonstone as seen on page 49.

1 - The Moonstone Spire. A towering, luminous structure at the heart of the town, the spire houses the fabled Moonstone and attracts mystics and researchers. Archmage Selene diligently oversees the Moonstone's protection and studies its magical properties. Deep within the Moonstone Spire, there is a secret chamber accessible only to Archmage Selene and a few select members of the Order of the Moonstone. This chamber contains ancient relics and powerful artifacts connected to the Moonstone's mysterious origins, which the Order studies in hopes of unlocking greater powers.

2 - Moonlit Market. This bustling marketplace in the town center is filled with merchants and artisans selling a variety of goods, from enchanting trinkets to fresh produce from the surrounding valley. Master Trader Elara manages the market and ensures fair trade practices.

3 - Crescent Library. This massive building is an extensive repository of knowledge containing countless books and scrolls on various subjects, including magic, history, and the natural world. The meticulous Librarian Orrin maintains the vast collection and assists visitors in their research.

4 - Starfall Tavern. A popular gathering spot for locals and travelers alike, the Starfall offers warm meals, refreshing drinks, and lively entertainment. The jovial tavern owner, Barkeep Nolan, ensures that everyone feels welcome and enjoys their stay.

5 - Moonstone Academy. The Academy is a prestigious institution dedicated to teaching magic, alchemy, and other arcane

arts. Headmaster Alaric leads the Academy and is always seeking talented students to join its ranks.

6 - Celestial Gardens. This tranquil park is filled with rare, magical plants and beautiful, shimmering flowers. The skilled botanist, Flora, tends to the gardens.

7 - Lunar Forge. This unassuming shop is actually a renowned blacksmith's shop where weapons and armor are crafted with great skill and infused with the Moonstone's magic. Master Blacksmith Valeria forges exceptional equipment for adventurers.

8 - Moondust Apothecary. An enchanting store selling potions, elixirs, and magical remedies, the Moondust Apothecary run by the talented alchemist, Ambrose, who creates custom concoctions for those in need.

9 - Silver Serenade Inn. This cozy, welcoming inn provides comfortable lodging and warm hospitality to weary travelers. The owner, Myra, ensures guests enjoy a pleasant stay in Moonstone.

10 - Moonbeam Observatory. Looking a bit like a fortress, this stargazing facility is where astronomers study celestial bodies and unravel the mysteries of the cosmos. Astronomer Gideon leads the research and shares his discoveries with curious visitors.

11 - Whispering Woods. A mystical forest on the outskirts of the town, the Whispering Wood is filled with ancient trees and magical creatures. Ranger Lila patrols the woods, protecting both the townspeople and the forest's inhabitants.

12 - Moonstone Guard Barracks. The barracks are the base of operations for Moonstone's dedicated militia, led by Captain Eamon, who works tirelessly to protect the Moonstone.

Notable Organizations

The three most important organizations in Moonstone are detailed below.

Order of the Moonstone. This secretive group of mages and scholars, led by the wise Archmage Selene, focuses on studying, preserving, and uncovering the secrets of the Moonstone's magical powers. Working closely with the town's government, the Order offers counsel on magical and security matters and takes responsibility for protecting the Moonstone from falling into the wrong hands. Members can often be found at the Moonstone Spire, conducting research or discussing their findings.

Moonstone Guard. A well-trained militia led by the stalwart Captain Eamon, the Moonstone Guard defends the town and its inhabitants from external threats and safeguards the Moonstone from potential theft. They maintain a strong presence throughout the town, providing a sense of security and order. The Guard collaborates with the Order of the Moonstone to ensure the town's most prized possession remains safe and contained.

Moonstone Artisans' Guild. This collective of skilled craftsmen, artists, and merchants, overseen by the astute Master Trader Elara, ensures fair trade practices and promotes the town's magical crafts and produce. Contributing significantly to Moonstone's thriving economy, the Guild helps its members hone their skills, establish their businesses, and fosters unity among artisans. They also organize events and festivals showcasing Moonstone's unique offerings, attracting visitors from far and wide to experience the town's enchanting atmosphere.

Notable NPCs

The following NPCs are important and influential people in Moonstone.

Selene, the archmage. The wise and enigmatic leader of the Order of the Moonstone, she is dedicated to unraveling the secrets of the Moonstone and ensuring its power is used for good. Unbeknownst to most, Selene harbors a dark secret: she once accidentally unleashed a dangerous magical entity that still lurks nearby.

Eamon, the guard captain. A brave and resolute leader of the Moonstone Guard, he is responsible for maintaining the town's security and defending the Moonstone from potential thieves. He once allowed a notorious thief to escape in exchange for information about his long-lost sibling.

Elara, the trader. The astute overseer of the Moonstone Artisans' Guild, she promotes fair trade practices and the town's magical crafts. She has a hidden stash of illicit, cursed artifacts which she occasionally sells to unscrupulous collectors.

Lorcan, the innkeeper. A warm and welcoming proprietor of the Glimmering Rest, Lorcan provides cozy accommodations for weary travelers. Unknown to most, he was once a skilled assassin who left that life behind for a peaceful existence.

Mara, the healer. A skilled herbalist and healer, Mara runs the Moonstone Apothecary and provides remedies for various ailments. Mara sometimes uses a rare, dangerous plant to create a highly addictive and potent painkiller, which she sells under the table.

Finn, the blacksmith. A talented blacksmith who crafts exceptional weapons and armor at the Lunar Forge. Unbeknownst to the town, Finn was once a member of a

thieves' guild and still maintains covert connections. Many of his old connections hope to gain access to the Moonstone.

Iris, the barmaid. A friendly and talkative barmaid at the Glimmering Rest, Iris always has a story to share. Her secret is that she's an informant for a rival thieves' guild, gathering information on potential targets in Moonstone.

Arden, the scholar. A knowledgeable scholar in the Order of the Moonstone, Arden is dedicated to studying the Moonstone's history. He secretly suspects that the Moonstone's power may come from an ancient, malevolent source.

Seren, the gemcutter. An expert gemcutter who runs the Shimmering Gems workshop, Seren creates stunning jewelry from the local moonstones. She occasionally enchants her creations to spy on customers or manipulate their emotions.

Cassia, the town crier. A lively and charismatic town crier who spreads news and gossip throughout Moonstone. Cassia is also a skilled forger, creating fake documents and passports for a price.

Bran, the fishmonger. A grizzled old fisherman who knows the waters around Moonstone better than anyone. Years ago, he discovered a hidden underwater cave, rumored to house a powerful artifact, but has never shared its location. He's trying to save enough silver to hire an adventuring group to help him clear it.

Nadia, the baker. A kind-hearted baker who runs the Moonlit Bakery, known for her delicious pastries. She is part of a secret society that gathers under the full moon to perform mysterious rituals to attract the attention of a lycanthropic spirit.

Adventure Hooks

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

Moonstone Heist. Selene recruits the party to help prevent a notorious band of thieves from stealing the Moonstone, using their unique skills to safeguard the precious gem.

Ghostly Entity. Eamon asks the adventurers to investigate a mysterious and dangerous magical entity that has been haunting the town. Little does he know that it's connected to Selene's dark past.

Cursed Artifacts. Elara accidentally sells a cursed artifact to an unsuspecting customer, and the party must track it down and break the curse before it causes irreversible harm.

Assassin's Redemption. Lorcan enlists the characters' aid in confronting his past as an assassin when a former rival resurfaces, threatening the peaceful life he has built in Moonstone.

Addictive Remedy. Mara's potent painkiller begins causing addiction among the townspeople, and the party must discover the source of the drug and put an end to its production.

Stolen Secrets. Finn's former thieves' guild contacts him for help, blackmailing him with his past. They want access to the Moonstone. The party must assist Finn in breaking free from his former life.

Rival Spies. Iris is discovered to be an informant for a rival thieves' guild, and the adventurers must decide whether to help her

or turn her in to the Moonstone Guard.

Ancient Origins. Arden uncovers evidence that the Moonstone's power may come from a malevolent source, and he needs the party's help to investigate and uncover the truth.

Enchanted Jewelry. Seren's enchanted jewelry starts causing chaos around town, and the adventurers must find the source of the enchantment and put a stop to it.

Forged Secrets. Cassia's forgery skills draw the attention of a powerful and dangerous criminal organization. The party must protect her and help dismantle the organization's operations.

Hidden Treasure. Bran reveals the location of a hidden underwater cave to the adventurers, promising them a share of the powerful artifact rumored to reside within if they can retrieve it.

Moonlit Rituals. The party stumbles upon Nadia and her secret society performing mysterious rituals under the full moon, and they must decide whether to confront or join the enigmatic group. If they do, they learn that the ritual is used to call upon a powerful lycanthropic spirit that chooses one person each full moon to join the ranks of its moon-children.

Random Encounters

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

d12	Encounter
1	A sudden gust of wind blows a stall's goods away, causing chaos in the market.
2	A group of children playfully chase a magical, glowing butterfly through the streets.
3	A heated argument between two townsfolk over a valuable artifact draws a crowd.
4	A street performer amazes passersby with dazzling displays of moonlight-themed magic tricks.
5	A wandering bard tells a captivating tale of the Moonstone's origin, captivating listeners.
6	A lost and frightened dog searches for its owner, whimpering and approaching strangers.
7	A mysterious stranger in a cloak buys a round of drinks at the local tavern, sparking rumors.
8	A sudden downpour drenches the town, forcing people to take cover and share shelter.
9	A group of acrobats performs a breathtaking show in the town square, delighting onlookers.
10	An elderly woman asks for help carrying her heavy basket up the hill to her home.
11	A fortune teller reads a character's palm, revealing a cryptic prophecy about their future.
12	A couple's romantic moonlit dance in the streets captures the attention of passersby.

Port Haven

As you enter the town of Port Haven, the salty sea air fills your lungs and the sound of gulls fills your ears. The town's vibrant, diverse population is immediately apparent as you pass by a group of merfolk, a pod of dolphinfolk, and a few water genasi. Even some humanoid residents seem to have taken on aquatic features, with webbed hands or scales. Colorful banners and flags bearing the emblems of various trades and guilds flutter in the breeze, giving the town a lively atmosphere. The sound of hammers on anvils can be heard from the nearby shipyards and the local fishmongers proudly display their catches of the day. It's clear that the sea is the lifeblood of this town.

Port Haven is a bustling partially-submerged coastal town with a diverse population of humans, merfolk, and other aquatic creatures. The town is known for its skilled shipwrights, who craft sturdy and seaworthy vessels that are prized by sailors and traders throughout the region. The harbor is always busy, with ships coming and going at all hours of the day and night.

Despite its prosperity, Port Haven is not without its problems. Recently, a gang of kobolds stole an experimental ship called *The Kraken's Bane* out of the harbor. The ship was equipped with advanced technology and was intended to be used to explore uncharted waters. The kobolds, however, have other plans for the ship and its valuable cargo, and the citizens of Port Haven are concerned about what might happen if the ship falls into the wrong hands.

Basic Information

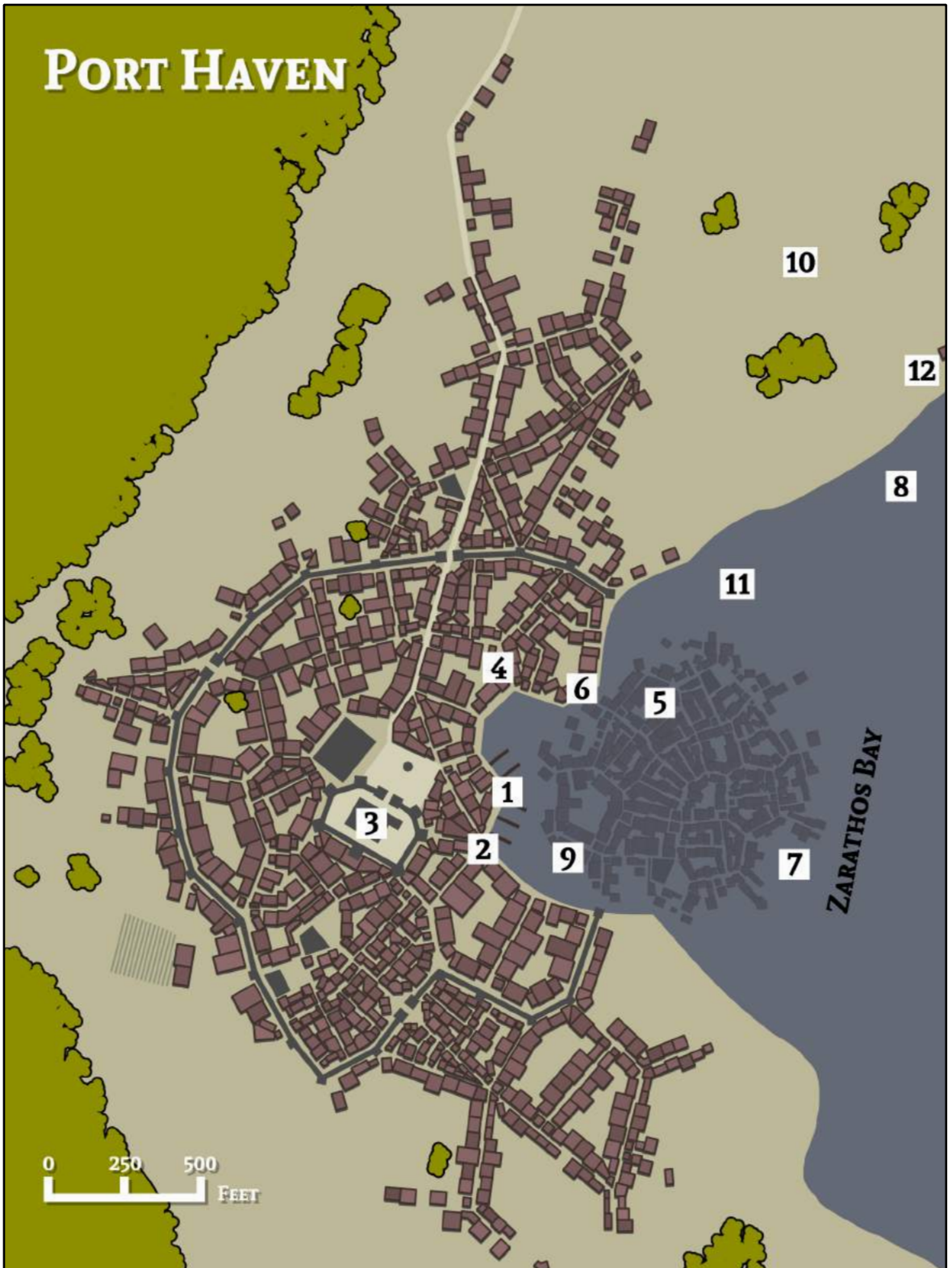
Population: 4,500

Government: In Port Haven, the government is a council of powerful sea creatures who have lived in the nearby waters for centuries. These creatures include merfolk, sahuagin, tritons, and even a dragon turtle who serves as the council's leader. The council is known as the Aquatic Assembly, and they are responsible for overseeing the town's affairs and protecting it from threats that come from the sea.

Defense: Port Haven's defenses include a sturdy wall that surrounds the town and protects it from raiders and threats from the land. The wall is lined with towers and cannons that are manned by the town guard. The town also has a small militia that is trained in both land and sea combat, capable of repelling any attacks on the town from either direction. The most prominent feature of Port Haven's defenses is its navy, which is composed of a fleet of specially designed ships that are capable of withstanding the harsh conditions of the open sea. The navy is commanded by Admiral Nera, a seasoned sahuagin veteran who is feared by enemies and respected by her subordinates.

Commerce: Port Haven's primary commerce is maritime trade. The town is a major hub for sea trade in the region, with ships coming in and out of the harbor carrying all kinds of goods. The local fishermen also bring in a bountiful catch of fish and other sea creatures, which are sold in the markets and shipped to other towns.

PORT HAVEN



Notable Locations

The following locations are keyed to the map of Port Haven as seen on page 55.

1 - Port Haven Docks. The busiest section in Port Haven, the docks are where ships from all over the world come to trade. The dockmaster, Captain Rina, is a seasoned sailor who knows every ship that enters and exits the harbor.

2 - The Tinkertorium. The birthplace of *The Kraken's Bane*, the experimental ship that was stolen by kobolds, this laboratory is run by the eccentric inventor, Professor Tinker. He spends most of his time tinkering with new inventions and rarely leaves the lab. After the theft of *The Kraken's Bane*, many have started to question Tinker's involvement in the caper, believing that he was working as an "inside man."

3 - Aquatic Assembly Hall. The center of Port Haven's government, the Assembly Hall is where the Aquatic Council meets to discuss matters of state. The council leader, High Priestess Mara, is a wise and just leader who is respected by all the aquatic and amphibious creatures in Port Haven.

4 - The Red Kelp Inn. A popular inn located on the waterfront, the Red Kelp Inn is run by the jovial innkeeper, Grog. He is known for his delicious seafood chowder and is always happy to share a story or two with his patrons.

5 - The Sunken Temple. A mysterious temple located on the ocean floor, the Sunken Temple is rumored to hold great power and knowledge. The temple guardian, Nami, is a fierce protector who guards the temple's secrets with her life.

6 - The Fish Market. A bustling market located in the heart of Port Haven, the Fish Market is where fishermen (and fishmen)

bring their catch to be sold. The most prominent fishmonger, Scales, is known for his exotic and rare catches from the deep sea.

7 - The Coral Gardens. This beautiful underwater garden is filled with colorful coral and exotic sea creatures. The caretaker, Fae, spends her days tending to the garden and keeping it safe from harm.

8 - The Crystal Caves. This series of underwater caves is filled with glittering crystals and hidden treasures. The cave explorer, Finn, is an expert in navigating the treacherous caves and is always searching for his next big find.

9 - The Octopus's Garden. This underwater tavern is run by the stoic awakened octopus, Ink. The tavern is a popular spot for amphibious and sea creatures, and Ink is known for his delicious octopus stew.

10 - The Tidal Pools. A series of shallow pools located on the beach, the Tidal Pools are a popular spot for children to play and explore. The caretaker, Pearl, keeps a watchful eye on the children and ensures their safety.

11 - The Seaweed Farm. A unique farm located just outside of Port Haven, the Seaweed Farm is where the town's supply of seaweed is grown and harvested. The farmer, Kelp, takes great pride in his work and is always experimenting with new varieties of seaweed.

12 - Big Brighty. A tall lighthouse located on a cliff overlooking the ocean, Big Brighty is used to guide ships safely into the harbor. The lighthouse keeper, Orion the Human, is a solitary man who spends his days watching the sea and maintaining the lighthouse.

Notable Organizations

The three most important organizations in Port Haven are detailed below.

The Aquatic Assembly. The ruling body of Port Haven, the Aquatic Assembly is composed of representatives from each of the town's underwater communities, as well as a number of air-breathing creatures who have been granted the right to participate in local governance. The current Assembly Leader is High Priestess Mara, a wise and just mermaid who has long been a champion of equal rights for all citizens of Port Haven. The Assembly is responsible for setting policy on everything from commerce to defense, and its decisions have a profound impact on life in the town.

The Port Authority. The Port Authority is responsible for the safe and efficient operation of Port Haven's bustling harbor. The Authority's Director is Captain Rina, a seasoned sailor who knows the ins and outs of the shipping business better than anyone else in town. Rina is responsible for ensuring that all ships that enter and leave Port Haven's harbor are properly inspected and registered, and she works closely with the Aquatic Assembly to ensure that the town's economic interests are well served.

The Deep Dwellers. A faction of aquatic creatures who have rejected the ways of the air-breathers and have retreated to the depths of the ocean. Led by a fierce merrow warrior, Kaela, they view themselves as the true inheritors of Port Haven and seek to overthrow the Aquatic Assembly. The Deep Dwellers are seen as dangerous radicals by many in Port Haven, but there are some who sympathize with their cause and fear the potential consequences of their wrath.

Notable NPCs

The following NPCs are important and influential people in Port Haven.

Rina, the dockmaster. The dockmaster of Port Haven, Captain Rina is a seasoned sailor who ensures that all ships that enter and exit the harbor are properly inspected and registered. Rina has a soft spot for a local pirate captain and has been known to let him slip past the harbor's inspections.

Tinker, the inventor. The eccentric creator of *The Kraken's Bane*, Professor Tinker is known for his intelligence and creativity. His laboratory, the Tinkertorium, is a hub of innovation in Port Haven. Tinker secretly sold information to the kobolds who stole *The Kraken's Bane*.

Mara, the leader. The mermaid leader of the Aquatic Council and the Aquatic Assembly, High Priestess Mara is a wise and just leader. Mara is affected by an embarrassing curse—if her scales dry out, she transforms into a human.

Grog, the innkeeper. The jovial innkeeper of the Red Kelp Inn, Grog is known for his delicious seafood chowder and his warm hospitality. Grog is secretly a member of a powerful smuggling ring that operates out of Port Haven.

Nami, the protector. The fierce guardian of the Sunken Temple, Nami is a skilled fighter who is fiercely protective of the temple's secrets. She has been known to take extreme measures to prevent the temple from falling into the wrong hands.

Scales, the fishmonger. The most prominent fishmonger at the Fish Market, the lizardfolk Scales is known for his exotic and rare catches from the deep sea. Scales is secretly hoarding a rare and valuable pearl that he found on one of his fishing

expeditions.

Fae, the caretaker. The caretaker of the Coral Gardens, Fae spends her days tending to the beautiful underwater garden and keeping it safe from harm. Fae is secretly a member of the Deep Dwellers and is in love with Kaela, their leader.

Finn, the spelunker. A cave explorer who specializes in navigating the treacherous Crystal Caves, Finn is always searching for his next big find. Ironically, Finn has a debilitating fear of tight spaces and is often forced to turn back during his explorations.

Kaela, the rebel. The fierce merrow warrior who leads The Deep Dwellers, Kaela has rejected the ways of the air-breathers and seeks to overthrow the Aquatic Assembly. She is a powerful leader who is feared by many in Port Haven. Kaela is secretly in love with Fae, and is using Fae to push the Dwellers' agenda forward.

Kelp, the farmer. The farmer who runs the Seaweed Farm, Kelp is always experimenting with new varieties of seaweed and takes great pride in his work. However, he secretly struggles with a rare illness that makes it difficult for him to work long hours.

Orion, the lighthouse keeper. Orion the Human is a solitary man who spends his days watching the sea and maintaining the lighthouse. However, he is also a retired pirate who has a stash of stolen treasure hidden somewhere in the lighthouse.

Ink, the octopus. Ink is a jovial octopus who runs the Octopus' Garden. Most of Port Haven's underwater citizens love him. However, Ink isn't really an octopus at all, but a shape-shifter who has taken the form of an octopus to blend in with the other sea creatures in Port Haven.

Adventure Hooks

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

No-Good Pirates! The dockmaster has received reports of pirate activity in the waters around Port Haven. She hires the adventurers to track down the pirates and bring them to justice.

Tinker's Tracker. The eccentric inventor reaches out to the characters and shares that he knows the location of The Kraken's Bane thanks to a tracking device he installed. He offers to give it to the characters if they don't tell anyone he is involved with its theft.

The Sharkmen Cometh. The Aquatic Council has received reports of rogue sahuagin activity near the town's borders. The council leader hires the adventurers to investigate and stop the sahuagin threat.

Grog's Dilemma. Grog claims that a group of harpies destroyed a ship containing ingredients to his seafood chowder. In actuality, the ship contained smuggled merchandise. He asks the characters to track down the harpies and retrieve the stolen goods.

Big Baby. Nami, the temple guardian, is tasked with raising a reckless young dragon turtle. She asks the characters to help her keep an eye on it.

Bring Back My Fish. The fishmonger's prized catch, a rare and exotic fish, has been stolen by a group of thieves. He hires the adventurers to track down the thieves and recover his fish.

Sea Hag Trouble. The caretaker of the

Coral Gardens has noticed that the garden is being slowly destroyed by a group of sea hags. She hires the adventurers to stop the hags and protect the garden.

Tight Spot. The cave explorer has discovered a treasure map that leads to a hidden treasure within the Crystal Caves. That section of the caves is pretty claustrophobic, so he hires the adventurers to help him navigate the treacherous caves and find the treasure.

Join the Resistance. Kaela is looking for mercenaries to aid her in her fight against the air-breathers and the Aquatic Assembly. She offers to pay the characters handsomely to help.

Signs of Light. The lighthouse keeper has noticed strange lights on the horizon that he believes are signaling to pirate ships. He hires the adventurers to investigate and stop the pirates before they attack.

Aquabligh. The seaweed farmer's crops have been infested by a strange and dangerous plant. He hires the adventurers to investigate and find a way to destroy the plant before it destroys his livelihood.

Breathe Easy. Ink has heard rumor of a potion that permanently allows an air-breather to breathe water and vice versa. He believes it is located in the lair of a powerful, cantankerous dragon turtle.

Random Encounters

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

d12	Encounter
1	A dockworker drops a crate of crabs on their foot, causing a commotion.
2	A group of goblin merchants haggle over prices with a fishmonger.
3	A harpy steals a fish from a vendor in the market and flies off.
4	A group of sahuagin mercenaries arrive at the docks, looking for work.
5	A merfolk bard performs a beautiful song on the shore, drawing a crowd of locals and tourists.
6	A group of drunken sailors challenge the party to a drinking contest.
7	The party overhears a group of cultists planning a ritual to summon a sea demon.
8	The sound of a haunting, otherworldly melody echoes over the water.
9	A group of halfling fishermen try to catch a giant octopus for Ink's famous calamari.
10	A gnome inventor demonstrates a new underwater breathing device.
11	A sea hag offers to trade magical items with the party, but the cost is steep.
12	A mysterious cloaked figure approaches the players, offering them a chance to earn some easy gold by retrieving a valuable item from the Sunken Temple.

Shadowmoor

As you approach Shadowmoor, you notice a thick, unrelenting fog that blankets the town like a heavy shroud. The mists seem to have a life of their own, constantly swirling and shifting in the damp air. Despite the oppressive atmosphere, the town seems to be bustling with activity. You hear the sound of hammers and saws in the distance, and the smell of smoke wafts through the fog. As you draw closer, you see that the town is built on the edge of a massive, dark swamp, filled with dangerous creatures and deadly mists. The townspeople move quickly and quietly, casting wary glances in your direction as they go about their business. The sense of paranoia and hostility is palpable. You feel as if you are being watched from every shadow and corner. Whatever curse has settled over this place has turned the people against outsiders, making it clear that you are not welcome here.

Shadowmoor is a cursed town that lies on the edge of a vast and ominous swamp. It is perpetually shrouded in an eerie fog, making it difficult to navigate and adding to its ominous atmosphere. The townspeople are incredibly paranoid and hostile toward outsiders, making it difficult for strangers to enter the town without being met with suspicion and hostility. The reason for this fear is the dark curse that hangs over the town, causing its inhabitants to act in strange and dangerous ways. Shadowmoor is a place of danger, as the swamp is filled with deadly creatures, and the town itself is in a constant state of turmoil due to the curse.

Basic Information

Population: 9,900

Government: Shadowmoor is ruled by a reclusive council of elders, who rarely emerge from their stronghold in the center of town. The council is led by High Elder Faustus, a stern and secretive figure who has been in power for decades. The council governs the town with an iron fist, using a network of spies and informants to root out any dissent. Few dare to challenge their authority, as the consequences can be dire.

Defense: The defense of Shadowmoor primarily consists of the town guard, which is made up of highly trained warriors skilled in fighting in the dense fog and treacherous swamp. They are led by Captain Alder, a grizzled veteran who has served the town for over 20 years. In addition, there is a group of powerful wizards known as the Fog Wardens, who specialize in manipulating the town's constant fog to confuse and disorient any attackers. The Fog Wardens are led by High Wizardess Myra, a powerful and enigmatic figure who keeps her true motivations close to her chest.

Commerce: Shadowmoor's primary commerce revolves around the harvesting and trade of rare herbs and plants that grow in the surrounding swamp. Many alchemists and herbalists come to Shadowmoor to purchase these unique ingredients, making it a hub of trade for those seeking exotic and powerful potions and remedies. Additionally, some fishermen brave the treacherous swamp waters to catch and sell rare and exotic fish.

SHADOWMOOR



Notable Locations

The following locations are keyed to the map of Shadowmoor as seen on page 61.

1 - The Elder's Stronghold. The imposing fortress at the center of town is where High Elder Faustus resides. His guards patrol the ramparts, and his advisors plot and scheme in his shadowy chambers. Strange lights and loud screams can sometimes be heard coming from the stronghold late at night.

2 - The Festering Apothecary. Run by healer and herbalist Gwendolyn, the shop is known for its potent elixirs and salves, which are made using ingredients found only in the surrounding swamp. Gwendolyn keeps a pet alligator here—its name is Gwendolyn II.

3 - The Shadow Market. Located in a dingy alley, this black market is run by the enigmatic and shadowy figure known only as "the Broker." Here, one can buy and sell anything, from magical artifacts to information to the services of an assassin.

4 - The Fog Warden's Tower. The Fog Wardens, led by High Wizardess Myra, keep watch over the town's magical wards, which protect it from the dangerous mists that surround it.

5 - The Graveyard. The eerie and overgrown cemetery on the edge of town is rumored to be haunted. Undertaker Jonas runs the graveyard. He's often heard shouting at the undead that frequently pull themselves out of their graves.

6 - The Foggy Alehouse. This dimly lit tavern is a popular haunt for Shadowmoor's locals, who gather to drown their sorrows and share rumors of the town's troubles. The owner, Caleb, has an ear for gossip—but only one. He lost the other ear in a knife fight.

7 - The Tannery. Master Tanner Darian is the best in the business, and his leathers are sought after throughout the region. However, some say he's been using strange and dangerous materials to tan his hides.

8 - The Swamp Watch. This outpost on the edge of the swamp is manned by a group of tough and grizzled soldiers led by Captain Marcus. They keep a vigilant eye out for threats from the dangerous swamp.

9 - The Shadow Tower. This dark and foreboding structure is said to have once been a wizard's tower, but it's been abandoned for years. The people of Shadowmoor have seen the High Elder going in and out of the tower on occasion.

10 - The Weaver's Workshop. Master Weaver Zoost creates intricate and beautiful fabrics using the rare and exotic plants found in the surrounding swamp. Her creations are highly prized by the town's elite.

11 - The Shadowmoor Library. The library is run by Librarian Elena, a stern and no-nonsense woman who is fiercely protective of her books. The library contains a wealth of information about the town's cursed history. There is a monolith at the center of the library called the Whispering Stone, which speaks to Elena and a few others who frequent the library.

12 - The Shadowmoor Bazaar. This bustling market is a hub of activity and commerce, with vendors selling everything from exotic spices to handmade crafts. The bazaar is run by Merchant Prince Xavier, a shrewd and cunning businessman who always gets what he wants. He never goes anywhere without his two giant hyenas, Zeke and Zak.

Notable Organizations

The three most important organizations in Shadowmoor are detailed below.

The Fog Wardens. Led by High Wizardess Myra, the Fog Wardens are responsible for maintaining the magical barriers that keep the fog at bay and protect the town from the dangers of the swamp. Myra is a powerful mage who is deeply respected by her fellow Wardens and the people of Shadowmoor. She is known for her unwavering commitment to her duties and her fierce determination to protect the town at all costs.

The Singed Hand. This secretive group of assassins and spies operate in the shadows of Shadowmoor. They are led by the enigmatic Shadow Master. He is known for his ability to manipulate events to his advantage and for his ruthless efficiency when it comes to eliminating his targets. The Singed Hand is feared and respected by many in Shadowmoor for their effectiveness and their unwavering loyalty to the town's interests.

The Shadowmoor Elders. Shadowmoor is ruled by a council of reclusive elders, who seldom emerge from their stronghold in the town's center. Their influence extends to all aspects of Shadowmoor's politics, from commerce to defense. Few dare to challenge their authority, as the consequences can be dire. The council is known for its harsh laws and brutal punishments, which include public shaming and banishment to the surrounding swamp. This has led to a climate of fear and suspicion among the townsfolk, who often keep to themselves and avoid drawing the council's attention.

Notable NPCs

The following NPCs are important and influential people in Shadowmoor.

Faustus, the high elder. Ruler of Shadowmoor, Faustus leads the reclusive council of elders that governs the town. Faustus has been in power for decades and is feared by many. Unknown to most, he's made a pact with a dark entity to keep his position.

Gwendolyn, the healer. Gwendolyn is the owner of the Festering Apothecary. She creates powerful elixirs using ingredients found only in the swamp. She also keeps a pet alligator named Gwendolyn II and uses its scales in some of her potions.

The Broker, the merchant. Mysterious owner of the Shadow Market, this shadowy figure deals in forbidden goods and services. The Broker is actually a member of Shadowmoor's Elders named Lord Rufus.

Myra, the high wizardess. Leader of the Fog Wardens, Myra is responsible for maintaining the magical wards that protect Shadowmoor from the deadly mists of the swamp. She's been communicating with a dark wizard from the other side of the world, and is plotting to overthrow Faustus.

Jonas, the undertaker. Jonas runs the eerie graveyard on the outskirts of town. A former necromancer, he's been conducting experiments on the undead that rise from their graves, trying to find a way to control them.

Caleb, the barkeep. Owner of the Foggy Alehouse, Caleb is the town's biggest gossip and a reputation for pouring strong drinks. Jonas, the undertaker, stole Caleb's missing ear and uses it as a clairvoyance device in the graveyard. Caleb is not aware of this.

Darian, the master tanner. Darian runs the tannery and is the best in the business. He's been using the skins of fey creatures he catches in the forest to make his leathers, putting the town in danger of magical retaliation.

Marcus, the protector. Marcus leads the Swamp Watch, a group of soldiers stationed at the outpost on the edge of the swamp. Marcus has been communicating with a gang of orcs stationed in an old fort just outside of town. The orcs are planning a raid.

The Shadow Master, the ruse. The Shadow Master is the enigmatic leader of the Singed Hand, a secretive group of assassins and spies who operate in the shadows. Few have seen his face, and even fewer have lived to tell the tale. People whisper that he is a master strategist who is always several steps ahead of his enemies. The truth is: the Shadow Master isn't real. He was created by the Singed Hand to confuse their enemies.

Zoost, the master weaver. Owner of the Weaver's Workshop, Zoost creates beautiful fabrics using rare and exotic plants found in the swamp. Some of the plants she uses possess magical properties, and have made her fabrics spontaneously animate on a few different occasions.

Elena, the librarian. Elena runs the Shadowmoor Library and is fiercely protective of her books. She is afraid to admit it, but she hasn't spoken with the Whispering Stone in over a year.

Xavier, the Merchant Prince. Xavier runs the Shadowmoor Bazaar, a bustling market that sells a variety of goods. He's been secretly working with the council of elders, using his business to gather information and increase their power.

Adventure Hooks

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

The Price of Power. Faustus has made a pact with a dark entity to maintain power, but the entity wants more. Faustus hires the party to track down the entity's demands, sending them into the Shadow Tower.

Missing Croc. Gwendolyn II goes missing, and Gwendolyn begs the party to find her before someone gets hurt by her dangerous venomous bite. It turns out that the undertaker, Jonas, captured Gwendolyn II, hoping to use the crocodile's scales in his experiments.

The Broker. The Broker hires the party for a job but doesn't reveal that it's a setup to test their loyalty. Succeed, and the Broker will share valuable information with the party. The job involves assassinating another member of Shadowmoor's elder council.

Coup D'etat. Myra asks the party to help her overthrow Faustus, but it becomes clear she has her own agenda and isn't above using the party as pawns. If they refuse her offer, she sends her minions after them.

Restless Dead. Jonas seeks the party's help to stop the undead from leaving the graveyard. He sends them to search for a rare herb called gnollbloom, rumored to cure the curse of undeath.

Sorry, Can't Hear You. Caleb hires the party to find out who stole his missing ear. They discover that the ear has been sewn onto the center of the crocodile, Gwendolyn II's head, by the undertaker Jonas.

Fey Invasion. Darian's use of magical hides attracts unwanted attention from fey creatures who seek retribution. The fey launch a raid on the town, killing dozens. The party must protect the town from the creatures' wrath.

Dealing with Orcs. Captain Marcus asks the party to help him finalize the deal with the orcs, but he doesn't reveal the orcs' true intentions. It turns out that the orcs planned to betray Marcus all along.

Getting Rid of Rivals. The Singed Hand hires the party to track down a rival assassin's guild. But the Shadow Master's identity is not what it seems, and their rivals know this. They offer to pay the characters to spread this rumor around Shadowmoor.

Animated Objects. Zoost's animated fabrics escape and wreak havoc in Shadowmoor. The party must find a way to stop them before they cause serious harm.

The End of Whispers. The Whispering Stone goes silent, and Elena fears something terrible has happened to it. The party must find out what's wrong before it's too late.

Steal the Omniopal. Xavier hires the party to steal a powerful artifact called the Omniopal from a rival merchant. But Xavier has his own dark motives for wanting the artifact.

Random Encounters

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

d12	Encounter
1	The sound of distant screaming fills the air. No one else seems to notice or care.
2	A stranger is found dead in the alleyway, with no signs of struggle.
3	The fog rolls into town, bringing with it strange whispers.
4	A group of children claim to have seen a ghostly figure in the cemetery.
5	The Singed Hand leaves a cryptic message for the characters.
6	A mysterious stranger offers the characters a powerful magic item in exchange for a favor.
7	A pack of wild dogs is seen roaming the streets. One of the characters thinks they hear one of the dogs saying their name.
8	A group of adventurers comes to town seeking refuge from dangerous creatures in the swamp.
9	The Fog Wardens ask the characters for help in repairing the town's magical wards.
10	A strange illness sweeps through town, causing people to act strangely.
11	The characters witness a group of townsfolk participating in a dark ritual. When they investigate, the group separates.
12	The characters stumble upon a secret underground lair beneath the streets of Shadowmoor. It seems to lead toward the Shadow Tower.

Silverwood

As you approach the small town of Silverwood, you're struck by the beauty of the surrounding forest. The trees here are tall and ancient, and the air is thick with the scent of pine and cedar. The townsfolk are friendly enough, but you can sense a hint of unease among them. Perhaps it's the fact that they live in the shadow of the forest, a place rumored to be home to ancient fey creatures and other strange beings. You also can't help but notice the large building at the center of town, which seems to be some sort of gathering place for the locals. It's an impressive structure, with tall spires and stained-glass windows. There's a sense of history and mystery here that you can't quite put your finger on.

Silverwood is a small, idyllic town nestled in the heart of an ancient, sprawling forest. The town is known for its grand library that houses a vast collection of books, some of which are rumored to be cursed. However, the peace of the town is threatened by a group of necromancers who have been raising the dead and using them to terrorize nearby settlements. The forest that surrounds the town is also rumored to be home to fey creatures and elves, adding to the town's mystique. Despite the danger lurking in the forest, the people of Silverwood remain resilient and continue to go about their daily business. Adventurers passing through may be drawn in by the lure of the library's forbidden knowledge or be called to aid in the battle against the necromancers.

Basic Information

Population: 7,500

Government: Silverwood is governed by a council of elders known as the Äldsta. Led by the wise and respected Magda, the Äldsta are responsible for maintaining the balance between Silverwood's human and elven inhabitants. They work closely with the elven queen, Eira, to protect the forest and its ancient magic. The Äldsta have been put on high alert due to the recent sightings of necromancers in the forest, and have tasked the skilled ranger, Bjorn Lundgren, with tracking down the source of the threat.

Defense: Silverwood is protected by the Silverwood Guard, led by Captain Henrik Bjornsson. The Guard is made up of highly trained archers and swordsmen, many of whom are former adventurers. They patrol the town's perimeter and the nearby forest, keeping a watchful eye out for any threats. The town also has a network of hidden traps and magical wards, which are maintained by the enigmatic and reclusive druid, Galen. Her powerful nature magic keeps the forest at bay and is a vital part of the town's defense.

Commerce: Silverwood's primary form of commerce is book trade, with a focus on rare and esoteric tomes from across the world. The town's massive library is a major attraction, and many scholars and collectors come to peruse its vast collection. The town is also home to skilled artisans who craft intricate and beautiful objects from materials found in the surrounding forest, such as fine furniture, pottery, and glasswork.



Notable Locations

The following locations are keyed to the map of Silverwood as seen on page 67.

1 - The Library of Scrolls. The town's most impressive landmark, the library is home to thousands of books from all over the world. The Head Librarian, a stern and mysterious figure named Gazanar, is known for her extensive knowledge of the occult and arcane.

2 - The Faerie Ring. This circle of mushrooms deep in the forest is where the fey creatures of Silverwood are said to gather. One of the druidic leaders, a powerful and wise elf named Anin, can often be found communing with the spirits here.

3 - The Silverwood Inn. This cozy and welcoming inn is a popular stop for travelers passing through the forest. The innkeeper, a friendly halfling named Jona, is known for her delicious meals and cheerful disposition.

4 - The Enchanted Glade. The glade is a hidden clearing in the forest that is said to be protected by powerful magic. The guardian of the glade, a fierce and reclusive dryad named Sylvi, will only allow those with pure intentions to enter.

5 - The Necromancer's Lair. A dark and foreboding castle on the outskirts of town, the lair is home to a group of necromancers who have been raising the dead and using them to terrorize nearby settlements. The leader, a mysterious and sinister figure, is known only as the Deathbringer.

6 - The Silverwood Grove. This sacred grove in the heart of the forest is where the druids of Silverwood hold their most important ceremonies. The high druid, a venerable elf named Galen, is respected and

revered by all who know her.

7 - The Feywild Gate. There is a hidden portal in the forest that leads to the mystical realm of the fey. The guardian of the gate, a mischievous and unpredictable sprite named Kupp, loves to play tricks on unsuspecting travelers.

8 - The Starlight Studio. This small and cozy shop is run by a skilled glassblower named Anders, who creates exquisite glass objects that are highly prized by collectors and art enthusiasts.

9 - The Silverwood Market. This bustling market is a hub of activity and commerce, with vendors selling everything from fresh produce to exotic spices. The market is run by a shrewd and cunning merchant named Kari.

10 - The Crystal Forge. This workshop is run by master smith Torbjorn, who uses enchanted crystals purchased from Greenhaven to forge weapons and armor of unparalleled quality. His creations are highly sought after, but he is fiercely protective of his techniques and only takes on the most skilled apprentices.

11 - The Rooster Coop. This seedy tavern on the outskirts of town is rumored to be a haven for thieves and other criminals. The owner, a surly dwarf named Grimgar, is known for his heavy-drinking and quick temper.

12 - The Elven Embassy. A stunning structure made of the finest woods and adorned with intricate carvings, the embassy is home to a group of diplomats from the nearby elven city, who work to maintain peace between the elves and humans. The leader of the embassy is a haughty elf named Lirien, who is known for her icy demeanor and silent stares.

Notable Organizations

The three most important organizations in Silverwood are detailed below.

The Silverwood Guard. The Silverwood Guard is a group of elite warriors and rangers who have sworn to protect the town of Silverwood from all threats, whether they come from within the forest or beyond. The Guard is led by Captain Henrik Bjornsson, who is respected for his wisdom and battle prowess. Captain Bjornsson plays a crucial role in the defense of Silverwood, and his opinions carry great weight in matters of military strategy and tactics.

The Circle of Green. This organization is made up of druids who seek to maintain the balance between the natural world and civilization. The Circle is led by the high druid Galen, a powerful and wise woman who is respected throughout the forest for her knowledge of the natural world. Galen's role in Silverwood's politics is to advise the town's leaders on matters related to the forest and its inhabitants, and to mediate conflicts between the townspeople and the fey creatures who live in the forest.

The Council of Scholars. This group of learned men and women oversees the town's famous library, and is responsible for the acquisition and cataloging of new books. The Council is led by the Head Librarian, Gazanar, who is known for her encyclopedic knowledge of history and literature. Gazanar plays a crucial role in Silverwood's politics by advising the town's leaders on matters of strategy and diplomacy, and by occasionally providing crucial pieces of information that can aid the town in times of crisis.

Notable NPCs

The following NPCs are important and influential people in Silverwood.

Gazanar, the head librarian. A stern and mysterious figure, Gazanar is known for her extensive knowledge of the occult and arcane. She has an unusual tattoo on her left arm that is said to grant her powerful magical abilities.

Anin, the druid. A powerful and wise elf, Anin can often be found communing with the spirits at the Faerie Ring. He is the last surviving member of his tribe and has a deep connection to the forest.

Jona, inkeeper. The friendly halfling, Jona, runs the cozy and welcoming Silverwood Inn. She is known for her delicious meals, cheerful disposition, and her skill at playing the lute. She has an indentical twin named Gordy who sometimes switches places with her.

Sylvi, the dryad. Sylvi is a fierce and reclusive dryad who protects the Enchanted Glade. She has a deep love for all living things and can communicate with animals. The Deathbringer is actually her father.

The Deathbringer, the necromancer. A mysterious and sinister figure, the Deathbringer is the leader of a group of necromancers who raise the dead and use them to terrorize nearby settlements. He is rumored to be searching for an artifact of great power. Sylvi, the dryad, is his daughter.

Galen, the druid. Galen, is a venerable elf who is respected and revered by all who know her. She is the leader of the druids in Silverwood and has a deep connection to the magic of the forest. She is half-fey and half-treefolk, and has already been alive for over 1,000 years.

Kupp, the trickster. Kupp is a mischievous and unpredictable sprite who guards the hidden portal to the mystical realm of the fey. She loves to play tricks on unsuspecting travelers and has a deep hatred for trolls.

Anders, the glassblower. Head glassblower at the Starlight Studio, Anders is a skilled artisan who creates exquisite glass objects that are highly prized by collectors and art enthusiasts. He is secretly in love with Jona, the innkeeper.

Kari, the merchant. Kari is a shrewd and cunning merchant who runs the Silverwood Market. She is rumored to have ties to a powerful criminal organization.

Torbjorn, the blacksmith. Master Smith at the Crystal Forge, Torbjorn uses enchanted crystals from the nearby mines to forge weapons and armor of unparalleled quality. Torbjorn has started to purchase crystal from the town of Greenhaven, believing their crystal is of higher quality.

Grimgar, the bartender. Owner of the Rooster Coop, Grimgar is a surly dwarf who is known for his heavy-drinking and quick temper, but also has a soft spot for lost causes, and frequently works with troubled younglings, trying to improve their lives.

Lirien, the diplomat. Lirien is a haughty elf who leads the group of diplomats from the nearby elven city. She represents Queen Eira's interests in Silverwood. Lirien is known for her icy demeanor and silent stares, but secretly fears for the safety of her people in the face of the growing necromancer threat. Recently, she's started an affair with the tracker, Bjorn Lundgren.

Adventure Hooks

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

Gazanar's Request. Gazanar, the Head Librarian, asks the party to retrieve a cursed book stolen from the Library of Scrolls. It is said to be in the hands of a group of bandits hiding in the forest. Truthfully, she accidentally destroyed the book, and doesn't want to take the blame.

The Druid's Request. Anin, the druid, asks the party to help him investigate the disappearance of several animals from the forest. He suspects a group of poachers, but there may be something more sinister at work.

The Innkeeper's Secret. Jona, the innkeeper, confides in the party that her identical twin sister Gordy has been kidnapped by a group of trolls. She asks for the party's help in rescuing her sister.

The Dryad's Curse. Sylvi, the dryad, is under a curse that prevents her from leaving the Enchanted Glade. She asks the party to retrieve a magical artifact that will break the curse. Meanwhie, her father searches for the same artifact.

The Necromancer's Artifact. The Deathbringer, leader of the necromancers, is searching for a powerful artifact, the Red Comb, hidden in the forest. The party must find it before he does.

The Druid's Trial. Galen, the high druid, tests the party's worthiness by sending them on a quest to retrieve a rare herb that grows deep in the forest.

The Trickster's Game. Kupp, the sprite, challenges the party to a game of riddles. If they win, she will grant them safe passage through the Feywild Gate.

The Glassblower's Rival. Anders, the head glassblower, is in a bitter rivalry with a rival artisan from the town of Greenhaven. He asks the party to sabotage his competition's latest creation.

The Merchant's Deal. Kari, the shrewd merchant, offers the party a job to transport a shipment of exotic spices from Silverwood to Shadowmoor. The spices turn out to be illegal drugs.

The Blacksmith's Discovery. Torbjorn, the master smith, has discovered a new type of crystal in Greenhaven. He asks the party to retrieve a sample for him to experiment with.

The Bartender's Help. Grimgar, the bartender, needs the party's help to find his missing daughter, who has joined a group of thieves operating in the forest. She is one lost cause he can't seem to help.

The Diplomat's Secret. Lirien, the elven diplomat, secretly enlists the party's help to investigate rumors of necromantic activity happening within the Äldsta. She fears for her people's safety and will reward the party handsomely for their help.

Random Encounters

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

d12	Encounter
1	A frantic citizen runs past the party, shouting about a strange mist that's been seen in the forest.
2	A young child approaches the party, begging for help in finding their lost cat.
3	The party overhears a group of merchants discussing the recent rise in prices for enchanted crystals.
4	A local bard is playing a beautiful song in the town square, drawing a large crowd.
5	The party comes across a heated argument between two neighbors over property boundaries.
6	A group of children challenge the party to a game of hide-and-seek in the forest.
7	A group of dwarven diplomats arrive in town, causing a stir among the locals.
8	A sudden rainstorm causes flooding in some parts of town, forcing the party to help with the cleanup.
9	The party is invited to a lavish dinner hosted by a wealthy merchant in town.
10	The town crier announces a curfew due to recent sightings of undead in the area.
11	The party comes across a distraught farmer whose crops have been destroyed by a mysterious blight.
12	A group of hunters enters town, bringing with them a large and dangerous creature they've captured.

Tempest Shore

As you approach the storm-battered town, the fierce winds whip at your clothes, and the waves crash violently against the rocky shoreline. The coastline is rugged, and you can't help but feel a sense of awe at the sight of the town standing defiantly against the elements. You notice the remnants of a recent storm, with several buildings and harbor docks in various states of disrepair.

Entering the town, you observe the locals, their clothes worn by the harsh weather, but their determination evident in their faces. The salty air carries the sounds of hammers striking anvils, saws biting into wood, and the distant cries of seagulls. The town's streets are a blend of practicality and beauty, with sturdy stone buildings adorned with intricate carvings and murals depicting epic battles against raging seas and monstrous creatures.

Tempest Shore, a coastal town on a rugged, stormy coast, is frequently battered by violent winds and waves originating from a mysterious nearby mountain range. The cause of these relentless storms remains unknown. Despite the harsh environment, the resilient residents have adapted, creating a thriving community. A powerful storm recently destroyed much of the town's infrastructure, including several buildings and harbor docks, presenting a significant challenge for the local population. Nestled between the mountains and the unforgiving sea, Tempest Shore is a town defined by its hardworking people, bound together by their shared determination to overcome adversity and harness the untamed forces of nature.

Basic Information

Population: 8,000

Government: The government of Tempest Shore is a council-based system, with representatives from various districts and prominent trade organizations coming together to make decisions for the town. The council is led by a well-respected High Councilor who is elected every four years. The current High Councilor is a stern and fair-minded individual named Elara Brightwind, who is focused on rebuilding the town's infrastructure and discovering the cause of the mysterious storms.

Defense: Tempest Shore's defenses consist of a dedicated town guard, trained to protect the citizens from any potential threats. The guard is led by Captain Aldric Stormwarden, a seasoned veteran with extensive experience in handling various challenges posed by the harsh coastal environment. Additionally, the town's rugged coastline and treacherous weather conditions serve as natural deterrents for potential invaders, making it difficult for hostile forces to approach or launch a surprise attack. Finally, a series of watchtowers and signal fires are strategically placed along the coast, allowing for early detection of incoming threats and swift communication among the town's defenders.

Commerce: Commerce in Tempest Shore revolves primarily around the fishing and shipbuilding industries, with skilled craftsmen producing sturdy vessels designed to withstand the fierce storms. Additionally, the town serves as a trading hub for rare minerals and gemstones harvested from the nearby mountains.



Notable Locations

The following locations are keyed to the map of Tempest Shore as seen on page 73.

1 - Stormwatcher Lighthouse. The Stormwatcher Lighthouse guides ships through treacherous waters, maintained by the dedicated Keeper Isla. Its light has saved countless sailors from certain doom.

2 - Windseeker Inn. The Windseeker Inn provides weary travelers with warm beds and hearty meals, managed by the kind-hearted innkeeper, Marta. The inn's walls are adorned with maritime memorabilia, and locals often share tales of their seafaring adventures.

3 - Harbormaster's Office. The Harbormaster's Office oversees harbor activities and ship traffic, run by the efficient Harbormaster Cedric. He keeps a watchful eye on incoming and outgoing vessels, ensuring the safety and proper management of the bustling harbor.

4 - Tempest Market. The bustling Tempest Market offers a variety of goods from far and wide, presided over by the shrewd market organizer, Lila. It's known for its exotic spices, rare trinkets, and lively atmosphere.

5 - Stormcaller Academy. The Stormcaller Academy trains aspiring mages in elemental magic, led by the enigmatic Archmage Theron. It is rumored to hold secrets about the town's mysterious storms, and its graduates are highly respected within the community.

6 - Wavebreaker Docks. The Wavebreaker Docks are the hub of fishing and shipbuilding, supervised by the tough Dockmaster Kael. The workers here are skilled in crafting storm-resistant vessels, making them highly sought after by mariners

and traders.

7 - Whispering Caverns. The Whispering Caverns are a network of caves along the coast, rumored to be haunted. The daring explorer, Captain Elric, organizes expeditions to uncover their secrets, while locals share stories of strange noises and eerie sightings.

8 - The Gull's Roost. The Gull's Roost is a quaint seaside cafe, known for its delicious pastries and calming ocean views. The friendly owner, Rhea, is always eager to chat, sharing her knowledge of the area and recommending scenic spots to visit.

9 - Storm's Eye Apothecary. The Storm's Eye Apothecary offers various potions and remedies, run by the knowledgeable herbalist, Selena. She is said to possess rare ingredients from the nearby mountains and is often consulted for her expertise in healing and alchemy.

10 - Shattered Mast Tavern. The Shattered Mast Tavern is a rough-and-tumble drinking establishment, frequented by sailors and adventurers. Its boisterous owner, Gruff, organizes nightly arm-wrestling competitions, and the tavern's walls are covered in the spoils of past victories.

11 - Wavewalker Shrine. The Wavewalker Shrine, dedicated to a local sea deity, is tended by the wise and compassionate Priestess Mara. Pilgrims visit seeking protection from the storms, and the shrine serves as a gathering place for spiritual ceremonies and rituals.

12 - Crystal Vein Mine. The Crystal Vein Mine yields precious gems and minerals, overseen by the hardworking Foreman Bram. The mine is a significant source of wealth for the town.

Notable Organizations

The three most important organizations in Tempest Shore are detailed below.

Stormcaller Academy. The Stormcaller Academy is an esteemed institution dedicated to training aspiring mages in the arts of elemental magic. Under the guidance of the enigmatic Archmage Theron, students harness the powers of wind, water, and lightning. The academy also seeks to uncover the cause of the town's mysterious storms and may hold secrets about their origin. Archmage Theron's influence extends beyond the academy, making him a key figure in the town's politics.

Wavebreaker Dockworkers' Guild. The Wavebreaker Dockworkers' Guild is a powerful organization representing the interests of the town's fishermen and shipbuilders. Led by the tenacious Dockmaster Kael, the guild ensures fair wages and working conditions for its members. As a vital part of the town's economy, the guild holds significant sway in local politics and plays a crucial role in the town's reconstruction efforts following the recent storm.

Order of the Wavewalker. The Order of the Wavewalker is a religious organization devoted to the worship of a local sea deity, known for providing protection from the fierce storms. The compassionate Priestess Mara leads the order, offering guidance and support to those in need. With many townsfolk seeking solace and answers from the sea deity, the Order of the Wavewalker plays an influential role in the town's spiritual and political landscape.

Notable NPCs

The following NPCs are important and influential people in Tempest Shore.

Keeper Isla, the lighthouse keeper. Keeper Isla is responsible for maintaining the Stormwatcher Lighthouse and ensuring the safety of ships navigating the treacherous waters. She is known for her extensive knowledge of local legends and maritime lore.

Marta, the innkeeper. Marta runs the Windseeker Inn, welcoming weary travelers with warmth and compassion. She is an excellent cook and storyteller, often sharing tales of the town's history and local gossip with her guests.

Cedric, the harbormaster. Efficient and dedicated, Cedric oversees the activities of the busy harbor at Tempest Shore. He is respected for his commitment to maintaining order and safety in the bustling port.

Lila, the market organizer. Lila manages the vibrant Tempest Market, coordinating merchants and ensuring a fair and diverse selection of goods. She is an expert negotiator and has a keen eye for valuable items.

Theron, the archmage. The enigmatic leader of the Stormcaller Academy, Theron trains aspiring mages in the arts of elemental magic. He is rumored to possess ancient knowledge about the town's mysterious storms.

Kael, the dockmaster. Tough and no-nonsense, Kael supervises the Wavebreaker Docks, ensuring the smooth operation of fishing and shipbuilding activities. His dedication to his workers has earned him the respect and loyalty of the guild.

Captain Elric, the explorer. Daring and adventurous, Captain Elric leads expeditions into the enigmatic Whispering Caverns. His tales of mysterious phenomena and hidden treasures have piqued the curiosity of many in Tempest Shore.

Rhea, the cafe owner. Rhea's warm and friendly demeanor has made her seaside cafe, The Gull's Roost, a favorite among locals and visitors. She has an uncanny ability to brighten even the stormiest of days, leading some to believe she might be part fey.

Selena, the herbalist. As the proprietor of the Storm's Eye Apothecary, Selena is an expert in the art of healing and alchemy. Her vast knowledge of rare ingredients and remedies has saved countless lives in the town.

Gruff, the tavern owner. Gruff runs the Shattered Mast Tavern, a lively establishment frequented by sailors and adventurers. His boisterous nature and passion for competition make him a popular figure among the town's more daring residents.

Mara, the priestess. Wise and compassionate, Mara leads the Order of the Wavewalker, providing spiritual guidance and support to the townsfolk. Her unwavering faith in the sea deity has inspired many to seek solace and protection from the storms.

Bram, the mine foreman. Hardworking and ambitious, Bram oversees the operations of the Crystal Vein Mine. His dedication to the town's prosperity has made the mine a major source of wealth and attracted the interest of powerful trade partners.

Lorekeeper Silas, the historian. A dedicated chronicler of the town's history, Silas can often be found in the Tempest Shore Archives, unearthing long-forgotten stories and secrets.

Adventure Hooks

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

Storm's Secret. Archmage Theron suspects a hidden force behind the town's mysterious storms and seeks adventurers to help investigate the nearby mountain range, promising valuable arcane knowledge as a reward.

Whispering Wonders. Captain Elric needs brave souls to join his expedition into the Whispering Caverns. Rumors of hidden treasure and supernatural phenomena abound, tempting those with a taste for adventure.

Apothecary's Aid. Selena, the herbalist, is in desperate need of a rare plant that only grows in the heart of the storm-battered mountains. She enlists adventurers to retrieve it, offering powerful potions as payment.

Ghost Ship. Harbormaster Cedric reports a ghostly vessel appearing in the harbor during stormy nights. He hires the adventurers to uncover the truth behind this eerie phenomenon and put the spirits to rest.

Dockworker's Dilemma. Dockmaster Kael has been receiving threats from an unknown source, endangering the workers at the Wavebreaker Docks. He seeks protection and assistance in discovering the identity of the perpetrator.

Lost Treasure. Marta, the innkeeper, shares a tale of a shipwreck hidden by the fierce storms, rumored to hold a priceless treasure. She offers the adventurers a map and a chance to claim the sunken riches.

Stormcaller Sabotage. A rival mage has infiltrated the Stormcaller Academy, intending to steal its secrets. Archmage Theron enlists the help of the adventurers to expose the infiltrator and protect the academy's knowledge.

Miner's Mishap. A cave-in at the Crystal Vein Mine has trapped several miners, and Foreman Bram seeks adventurers to help with the rescue effort. In exchange, he offers a share of the mine's valuable gems.

Wavewalker's Warning. Priestess Mara receives a divine vision of an impending catastrophe and asks the adventurers to help prevent it. Success could earn the sea deity's blessing and the gratitude of the town.

Market Mayhem. Lila, the market organizer, discovers a plot to disrupt the Tempest Market and seeks the help of adventurers to protect the merchants and their goods, offering valuables as a reward.

Gull's Roost Riddle. Rhea, the cafe owner, has come across a cryptic message that hints at a hidden treasure. She enlists the adventurers to solve the riddle and uncover the treasure, sharing the spoils with them.

Lighthouse Legends. Keeper Isla believes the Stormwatcher Lighthouse holds a long-forgotten secret and asks the adventurers to explore its hidden depths. Unraveling the mystery could reveal untold rewards and ancient knowledge.

Random Encounters

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

d12	Encounter
1	A sudden gust of wind nearly knocks the party off their feet.
2	A curious seagull snatches an item from a party member.
3	A street performer entertains with a thrilling storm-themed dance.
4	A fisherman brags about a massive catch during the latest storm.
5	A group of children race homemade boats in a flooded street.
6	A bolt of lightning strikes a nearby building, startling everyone.
7	A fierce downpour forces the party to seek shelter.
8	A soggy parchment with a cryptic message washes ashore.
9	A stray dog, soaked and shivering, follows the party.
10	An intense game of dice draws a lively crowd in a tavern.
11	A sailor tells a chilling ghost story of the stormy seas.
12	A mysterious figure is spotted on a cliff, observing the town.

Appendix A: Random Townsfolk

Common Town Professions

The table in the right column lists the most common professions found in a town 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 are listed below. Note that this is by no means a complete list of professions during this period.

Alchemist. Alchemists experiment with chemicals and substances, creating potions and elixirs for various purposes.

Apothecary. Apothecaries prepare and sell medicines, remedies, and herbs to heal ailments and maintain health.

Armorer. Armorers forge and repair protective gear, such as plate mail and shields, for soldiers and adventurers.

Baker. Bakers create bread, pastries, and other baked goods using flour and various ingredients.

Barber. Barbers trim hair, shave beards, and perform minor surgeries, such as bloodletting and tooth extractions.

Blacksmith. Blacksmiths forge metal objects like tools, weapons, and horseshoes, using hammers and anvils.

Bowyer. Bowyers craft bows and crossbows used by archers and hunters for ranged combat.

Brewer. Brewers produce alcoholic beverages like ale, beer, and mead, using fermented grains and yeast.

Butcher. Butchers slaughter animals, process their meat, and sell various cuts to

d100	NPC
1	Alchemist
2	Apothecary
3	Armorer
4–5	Baker
6	Barber
7–8	Blacksmith
9	Bowyer
10–11	Brewer
12	Butcher
13–14	Carpenter
15–16	Chandler
17–18	Cobbler
19–20	Cooper
21	Falconer
22–71	Farmer
72–73	Fisherman
74–75	Fletcher
76–77	Herbalist
78–79	Innkeeper
80–81	Leatherworker
82–83	Mason
84–85	Merchant
86–87	Militia/Guard
88–89	Miller
90–91	Miner
92–93	Potter
94	Scribe
95–96	Tailor
97–98	Tanner
99–00	Weaver

customers.

Carpenter. Carpenters build and repair wooden structures, like houses, furniture, and wagons.

Chandler. Chandlers produce candles, soap, and other household items made from wax or tallow.

Cobbler. Cobblers create and repair footwear, from simple sandals to elaborate boots.

Cooper. Coopers make and repair wooden barrels, casks, and other containers for storing goods.

Falconer. Falconers train birds of prey, like falcons and hawks, for hunting or sport.

Farmer. Farmers cultivate the land, grow crops, and raise livestock to provide food and resources.

Fisherman. Fishermen catch fish and other aquatic creatures using nets, hooks, and other methods.

Fletcher. Fletchers craft arrows and bolts used by archers and crossbowmen in ranged combat.

Herbalist. Herbalists gather and prepare plants, roots, and herbs for medicinal and magical purposes.

Innkeeper. Innkeepers manage inns, providing lodging, food, and drink for travelers and locals.

Leatherworker. Leatherworkers create and repair items made from leather, such as armor, bags, and belts.

Mason. Masons build and repair stone structures, like walls, buildings, and bridges.

Merchant. Merchants buy, sell, and trade goods, often traveling between towns to conduct business.

Militia/Guard. Militia members and guards protect the town and maintain order,

ensuring the safety of its citizens and enforcing local laws.

Miller. Millers grind grains, like wheat and barley, into flour for baking.

Miner. Miners extract valuable minerals and ores from the earth for use in crafting and trade.

Potter. Potters create pottery and ceramic objects, such as dishes, vases, and tiles, using clay and kilns.

Scribe. Scribes copy and produce written documents, including books, letters, and contracts.

Tailor. Tailors create and repair clothing from various fabrics, crafting garments suited to their clients' needs.

Tanner. Tanners process animal hides, turning them into leather for use in crafting.

Weaver. Weavers create cloth and fabric from threads, using looms and other weaving tools.

Townfolk Reactions

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

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 below and on the next page 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.

d100	Personality Quirk
01	Constantly hums a catchy tune.
02	Counts steps while walking.
03	Avoids stepping on cracks.
04	Believes in good luck charms.
05	Always carries a specific keepsake.
06	Sleeps with one eye open.
07	Talks to plants and animals.
08	Laughs loudly at own jokes.
09	Collects buttons from old clothes.
10	Enjoys whittling wood sculptures.
11	Obsessed with personal hygiene.
12	Quotes famous philosophers often.
13	Prefers speaking in rhymes.
14	Has a secret sweet tooth.
15	Always wears mismatched socks.
16	Carries a lucky coin.
17	Stares off into the distance.
18	Whispers instead of speaking.
19	Can't resist a good riddle.
20	Twirls hair when nervous.
21	Has a flair for the dramatic.
22	Always takes the long way.

d100	Personality Quirk
23	Repeats certain phrases often.
24	Speaks in third person.
25	Chews on straws and toothpicks.
26	Obsessed with the weather.
27	Worries about tiny details.
28	Always carries a journal.
29	Distrusts people with beards.
30	Notices small, mundane details.
31	Knits when feeling anxious.
32	Loves the sound of rain.
33	Doodles in margins of books.
34	Winks after making a point.
35	Carries a lucky rabbit's foot.
36	Sings when doing chores.
37	Has a weakness for puns.
38	Doesn't like to wear shoes.
39	Has a fascination with fire.
40	Believes in the power of crystals.
41	Sleeps with a teddy bear.
42	Prefers to eat meals alone.
43	Collects interesting rocks.
44	Always checks for traps.
45	Can't resist petting animals.
46	Can't stop tapping fingers.
47	Enjoys people-watching.
48	Believes they're being watched.

d100	Personality Quirk
49	Hates odd numbers.
50	Never passes up a dare.
51	Loves the smell of old books.
52	Considers bugs to be friends.
53	Has a collection of keys.
54	Has an elaborate bedtime routine.
55	Only eats with their hands.
56	Whistles when feeling tense.
57	Enjoys cloud-watching.
58	Never goes anywhere sans a hat.
59	Counts down to important events.
60	Loves the sound of thunder.
61	Can't stand the color red.
62	Will only drink from a specific cup.
63	Always wears one piece of jewelry.
64	Feels a connection to the moon.
65	Loves the smell of wet earth.
66	Constantly rearranges furniture.
67	Can't stand silence.
68	Reads every sign out loud.
69	Has a lot of hats.
70	Feels uncomfortable indoors.
71	Tries to predict the future.
72	Always carries a small mirror.
73	Loves the taste of lemon.
74	Has a unique laugh.

d100	Personality Quirk
75	Collects foreign coins.
76	Feels more at ease near water.
77	Has a favorite tree.
78	Loves to hear the ocean.
79	Can't sit still for long.
80	Needs to touch everything.
81	Is fascinated by shadows.
82	Always wears a specific perfume.
83	Enjoys making up stories.
84	Constantly fidgets with trinkets.
85	Has a vivid imagination.
86	Always carries a small stone.
87	Can't resist spinning in circles.
88	Counts backwards when stressed.
89	Enjoys listening to whispers.
90	Always wears a certain color.
91	Practices different accents for fun.
92	Feels drawn to mirrors.
93	Hums when deep in thought.
94	Can't resist picking scabs.
95	Enjoys making shadow puppets.
96	Loves the feel of sand.
97	Sniffs books.
98	Fiddles with locks and keys.
99	Insists on walking backward occasionally.
00	Has a fascination with antiques.

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	Maximillian
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

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

Random Town Buildings

This page and the next offers lists of common buildings found in European towns during the Middle Ages, some realistic, others with a bit of fantasy flair.

Descriptions for each location are listed below.

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.

Random Encounters in a Shop or Market

If you need additional goings-ons while the characters are in a town shop or market, use the table below.

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 townsfolk protest a new tax imposed by the lord.

Appendix C: Quick Inn/Tavern

Need a quick inn or tavern (or both)? The next few pages detail a generic tavern/inn that you can easily slot into any village, town, or city of your choice. Use the tables on this page to generate the tavern's name and occupancy level. Then, use the maps and details on pages 87-89 to help give you and your players a better sense of the spot. Finally, there are random drink and encounter tables on page 90 to round it out.

CURRENT OCCUPANCY LEVEL

d6	Occupancy Level
1	Barely occupied. Just a few patrons quietly nursing their drinks.
2	Sparse crowd. A handful of small groups scattered throughout, mostly keeping to themselves.
3	Moderate activity. Several tables are filled, and the ambient noise level is steadily rising.
4	Bustling. The tavern is lively, with most tables occupied and a hum of conversation.
5	Packed. Almost every seat is taken, and the noise level is high, making it difficult to hear individual conversations.
6	Boisterous and rowdy. The tavern is filled to capacity, with patrons spilling into aisles and standing room only. Noise levels are deafening, and raucous laughter and shouting are common.

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

General Features

This page and the next features a layout for a typical inn and tavern. Unless stated otherwise, this inn has the following features.

Architecture. The architecture of this ordinary inn/tavern consists of wooden floors and half-timbered walls, giving it a rustic, traditional appearance typical of the High Middle Ages. The timber framing provides structural support, while the spaces between the wooden beams are filled with plaster or wattle and daub. Ceilings are between 8 to 10 feet in height.

Doors and Windows. The doors and windows are made in a style fitting the High Middle Ages, with wooden doorframes and heavy, iron-studded doors that offer both security and insulation. The windows are adorned with wooden shutters, which can be opened or closed to regulate light and airflow. Some windows may also have simple leaded glass or oiled parchment, allowing some light to filter through while still providing privacy and protection from the elements.

Noise Level. As for the noise level, the inn/tavern is often filled with lively chatter and laughter from patrons, as well as the clinking of tankards and the occasional tune played by a wandering bard or musician.

Keyed Locations

The following locations are keyed to the maps of the inn/tavern as shown on pages 88 and 89.

1 - Front Porch. The wide front porch greets visitors with double doors flanked by benches, providing a comfortable place to relax. Crates filled with dried goods are neatly arranged along the edge, offering a

glimpse of the establishment's wares.

2 - Barroom. A large, well-stocked bar dominates the room, surrounded by numerous tables where patrons can enjoy their drinks and engage in conversation. The atmosphere is warm and inviting.

3 - Stage Area. This space features a few larger tables and a raised stage, providing an area for minstrels to perform and entertain guests with their music and tales.

4 - Private Room. The cozy, well-furnished private room offers seclusion for more intimate gatherings. A secret area is cleverly concealed behind a bookshelf, complete with a trapdoor leading to a hidden basement room.

5 - Kitchen. The bustling kitchen is a hive of activity, with cooks and servers preparing delicious meals and ensuring patrons are well-fed and satisfied.

6 - Bathroom and Privies. Clean and well-maintained, the bathroom and privies provide essential facilities for guests to freshen up during their visit.

7 - Stairs to Basement. A sturdy set of stairs leads down to the basement, where additional storage and perhaps a few secrets await discovery.

8 - Upstairs Common Area. A quiet, comfortable common area is found upstairs, featuring two tables and plush couches for more relaxed, intimate conversations.

9 - Tavern Owner's Bedroom. The owner's personal quarters are well-appointed and comfortable, reflecting their dedication to the establishment and its guests.

10 - Inn Rooms. The inn offers a variety of accommodations, from single beds and bunks to larger queen-sized beds, ensuring a comfortable stay for all guests.





RANDOM TAVERN DRINK NAMES

d20	First Part	Second Part
1	Ambrosial	Ale
2	Celestial	Brandy
3	Crimson	Cider
4	Effervescent	Dragonfruit
5	Enchanted	Elixir
6	Ethereal	Fizz
7	Ephemeral	Grog
8	Frothy	Honeydew
9	Gilded	Infusion
10	Iridescent	Julep
11	Melancholy	Kelpie
12	Mystical	Lager
13	Radiant	Mead
14	Shadowy	Nectar
15	Smoldering	Orchard
16	Sparkling	Porter
17	Twisted	Quencher
18	Vexing	Rum
19	Whimsical	Spritzer
20	Zesty	Tonic

RANDOM TAVERN ENCOUNTERS-

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.

Appendix D: Quick Ship

Need a quick ship or boat? Use the tables below to generate the ship's name and the crew's purpose. Next, check out the map and keyed locations on the following pages. And if you need some crew member names or random encounters, the tables on pages 94 and 95 have you covered.

SHIP'S NAME

d20	Ship's Name
1	Black Kraken
2	Corsair's Doom
3	Crimson Tide
4	Dark Tempest
5	Emerald Marauder
6	Fathom's Revenge
7	Ghostly Cutlass
8	Haunted Maelstrom
9	Iron Serpent
10	Jolly Rogue
11	Leviathan's Grasp
12	Midnight Pearl
13	Neptune's Fury
14	Ocean's Wrath
15	Phantom's Lure
16	Quartermaster's Gambit
17	Sea Banshee
18	Tidebreaker
19	Vicious Voyager
20	Windward Specter

CREW'S PURPOSE

2d6	Crew's Purpose
2	Exploration Crew. A group of sailors and adventurers tasked with mapping uncharted waters, discovering new lands, and documenting their findings.
3	Pirate Crew. A band of pirates focused on plundering other ships and coastal settlements, experienced in fighting, sailing, and subterfuge.
4–5	Merchant Crew. Crew members on a trade vessel responsible for loading, unloading, and protecting valuable cargo during long voyages.
6–8	Fishing Crew. A group of fishermen skilled in casting nets and lines to catch fish, maintaining equipment, and preparing the catch for sale.
9–10	Transport Crew. A crew that ferries passengers and their belongings between ports, providing safety, comfort, and hospitality during the journey.
11	Naval Crew. A military crew serving aboard a warship, trained in combat, discipline, and operating the ship's weapons.
12	Scientific Crew. A team of researchers and scholars conducting marine studies and experiments, collecting samples, and analyzing data while at sea.

General Features

The map on page 93 features a large, multi-decked sailing ship with an impressive silhouette, characterized by its towering masts and expansive, square-rigged sails.

Build. The ship's sturdy, wooden hull is constructed to withstand the harsh conditions of the open ocean, while its sleek design allows for improved speed and maneuverability. The ship is adorned with ornate carvings and figureheads, reflecting its grandeur and prestige.

Ceilings. Below decks, the ship features low ceilings, often no more than 5 to 6 feet high, to maximize storage capacity and create a compact, efficient living space for the crew.

Doors and Windows. The ship's doors are made of reinforced wood, with sturdy hinges and latches to secure them against the elements. Small, round windows, known as portholes, are scattered across the hull, providing limited natural light below decks.

Lighting. Artificial lighting is primarily provided by oil lamps or candles, which are carefully managed to minimize fire risk.

Rigging. On deck, the galleon's rigging is a complex network of ropes and pulleys, used to control the large, square sails that catch the wind and propel the ship forward. The crew expertly navigates this intricate system, climbing the ratlines and working from the crow's nest to maintain the sails and ensure the vessel's smooth journey across the waves.

Armaments. A ship's typical armaments include rows of mounted cannons on each side, known as broadside armament, along with swivel guns and harpoons for closer range targets.

Keyed Locations

The following locations are keyed to the map of the sailing ship on page 93.

1 - Main Deck. The main deck is the bustling central area where the crew performs tasks and manages sails.

2 - Captain's Quarters. This luxurious, private room is for the captain to rest and plan strategies.

3 - Quarterdeck. The elevated platform located at the ship's stern, it's used for navigation and issuing commands.

4 - Forecastle. This raised forward section of the ship is used to get a better vantage of the sea ahead.

5 - Powder Room. This secure and well-ventilated compartment is for storing gunpowder and ammunition.

6 - Lower Deck. This lower level serves as the crew's common area, where they eat and socialize during downtime.

7 - Officer's Quarters. These comfortable living quarters are designated for high-ranking officers and navigators.

8 - Storage. Various compartments and rooms throughout the ship are used for storing supplies and provisions.

9 - Crew Quarters. This small, communal sleeping areas with hammocks is for the majority of the crew.

10 - Cargo Hold. The large, secured area located in the lower part of the ship is for storing goods and cargo.

11 - Brig. This small, locked cell is used to confine unruly crew members or prisoners.

12 - Infirmary. This space is where the ship's surgeon or medic treats illnesses and injuries.



RANDOM CREW NAME GENERATOR

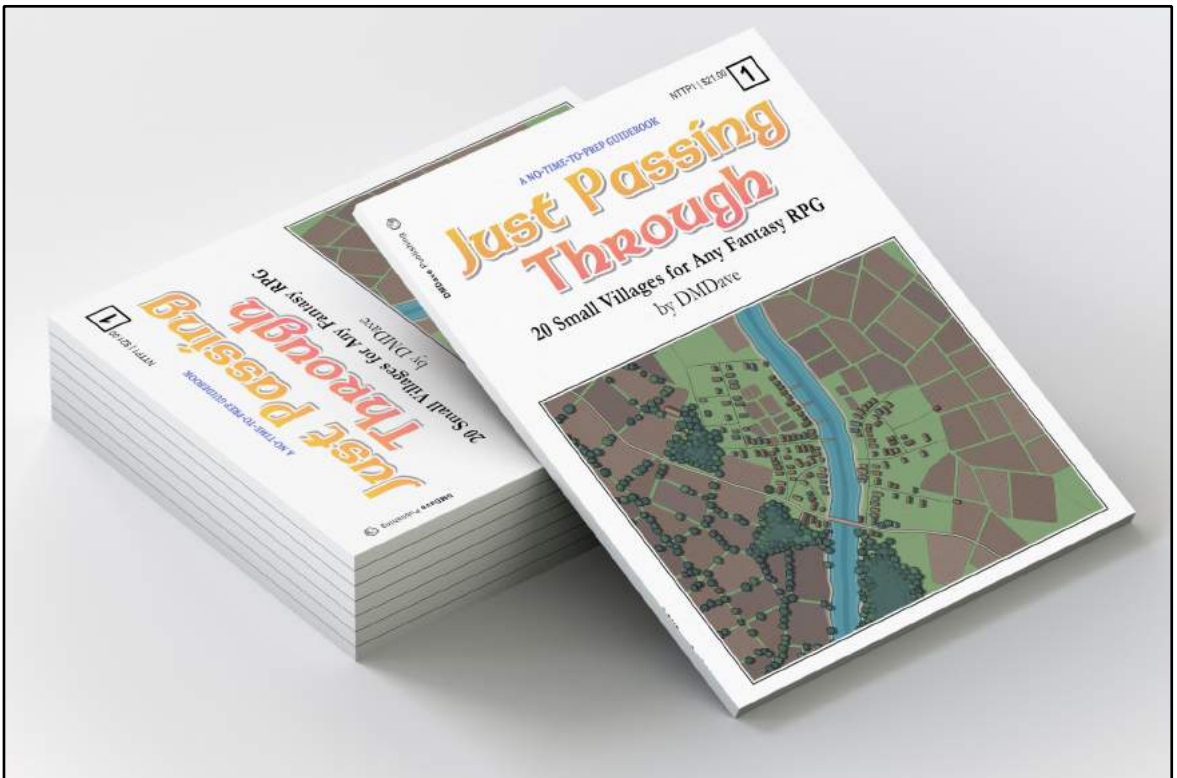
d20	First Part	Second Part
1	Black	Anne
2	Cannonball	Bart
3	Cutthroat	Blackbeard
4	Fearsome	Bonnie
5	Fishhook	Davy
6	Gnarled	Flint
7	Greedy	Grace
8	Iron	Hector
9	Jolly	Isabella
10	Mad	Jack
11	One-Eyed	Jim
12	Peg-Leg	Kidd
13	Quartermaster	Long John
14	Red	Mary
15	Salty	Morgan
16	Scarred	Pete
17	Sea Dog	Rackham
18	Stormy	Teach
19	Swift	Tom
20	Whiskered	William

RANDOM ENCOUNTERS ON A SHIP

d20	Encounter
1	A pod of dolphins swimming playfully alongside the ship.
2	A sudden, intense storm tests the crew's skills and resolve.
3	The characters discover a stowaway hiding among the cargo.
4	A crewmember falls overboard, prompting a rescue effort.
5	A passing merchant ship signals distress, requesting assistance.
6	A giant sea creature surfaces, causing excitement and fear.
7	Pirates attack, forcing the crew to defend the ship.
8	The cook accidentally spoils food rations, leading to hunger.
9	A crewmember becomes violently seasick, requiring medical attention.
10	A message in a bottle is found, containing a mysterious map.
11	Mutiny arises among discontented crewmembers.
12	A dense fog rolls in, hindering navigation and visibility.
13	A sailor spots a legendary ghost ship in the distance.
14	A sudden fire on board threatens the ship and crew.
15	A rival ship appears, challenging the crew to a race.
16	An injured seabird lands on deck, seeking refuge.
17	A sailor claims to have seen mermaids in the water.
18	A crewmember has a prophetic dream, causing unease among the others.
19	A floating wreckage is discovered, sparking a salvage mission.
20	Navigational instruments malfunction, leading to confusion and anxiety.

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