

Ashcroft

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

Basic Information

Population: 250

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

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

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

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

Important NPCs

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

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

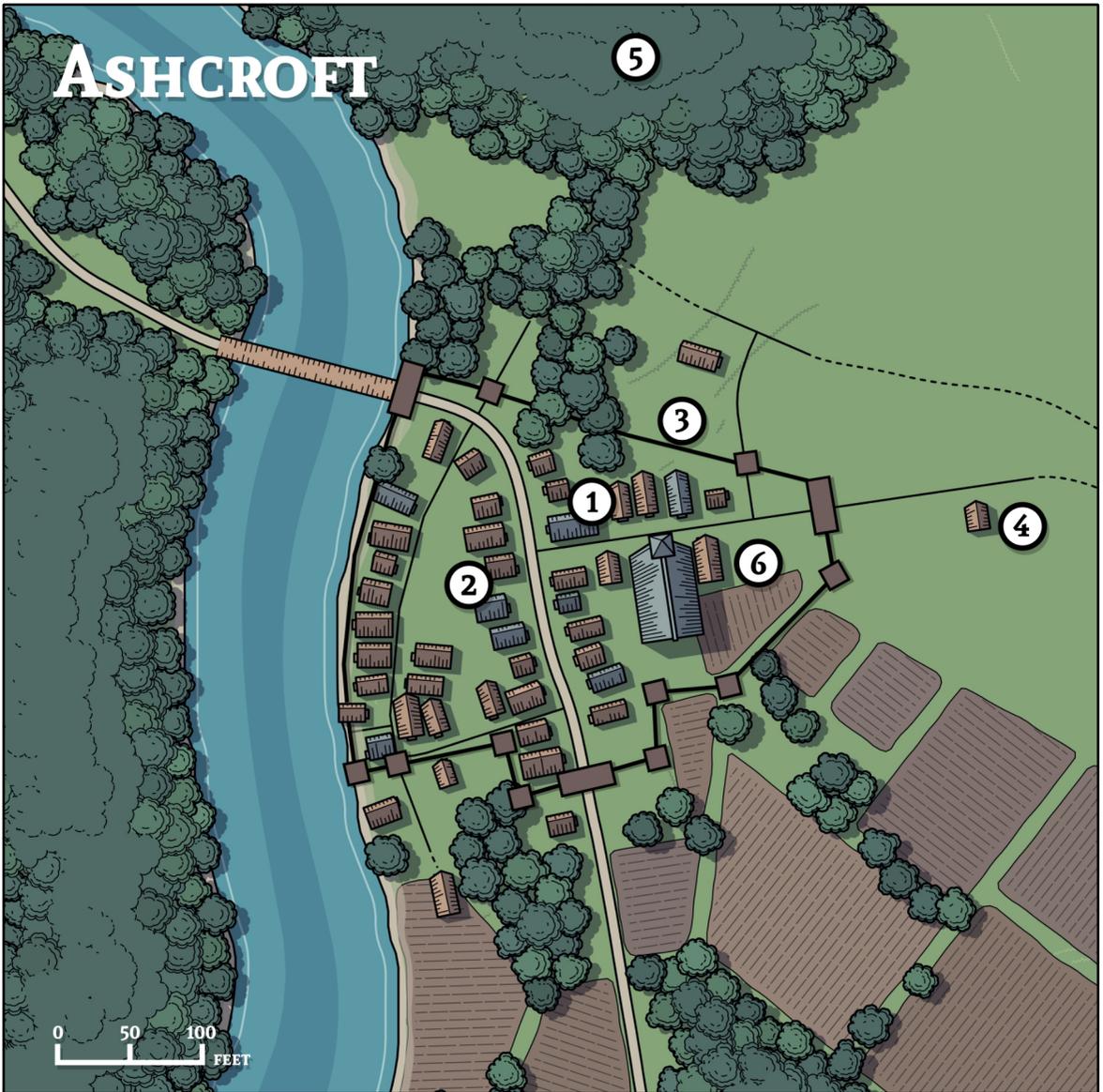
Jakob, the baker. Jakob is a kind and jovial man who is passionate about baking. He is in love with Livia, the innkeeper, but has been too afraid to tell her how he feels.

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

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

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

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



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

Notable Locations

Below are six notable locations in Ashcroft keyed to the map on page [x].

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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

Birchwood

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

Basic Information

Population: 500

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

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

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

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

Important NPCs

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

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

Gareth, the village blacksmith. Gareth is a gruff and stubborn man who takes great pride in his work as a blacksmith. He is secretly in love with Eilidh but he is too proud to admit his feelings and fears that she would never be interested in a man like him.

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

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

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

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

BIRCHWOOD



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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

Blackthorn

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

Basic Information

Population: 300

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

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

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

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

Important NPCs

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

Lady Caroline Deveraux, the matriarch. Lady Caroline is a powerful and intimidating figure, who commands the respect of the villagers through sheer force of will. She is plotting to take control of the nearby silver mine by any means necessary.

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

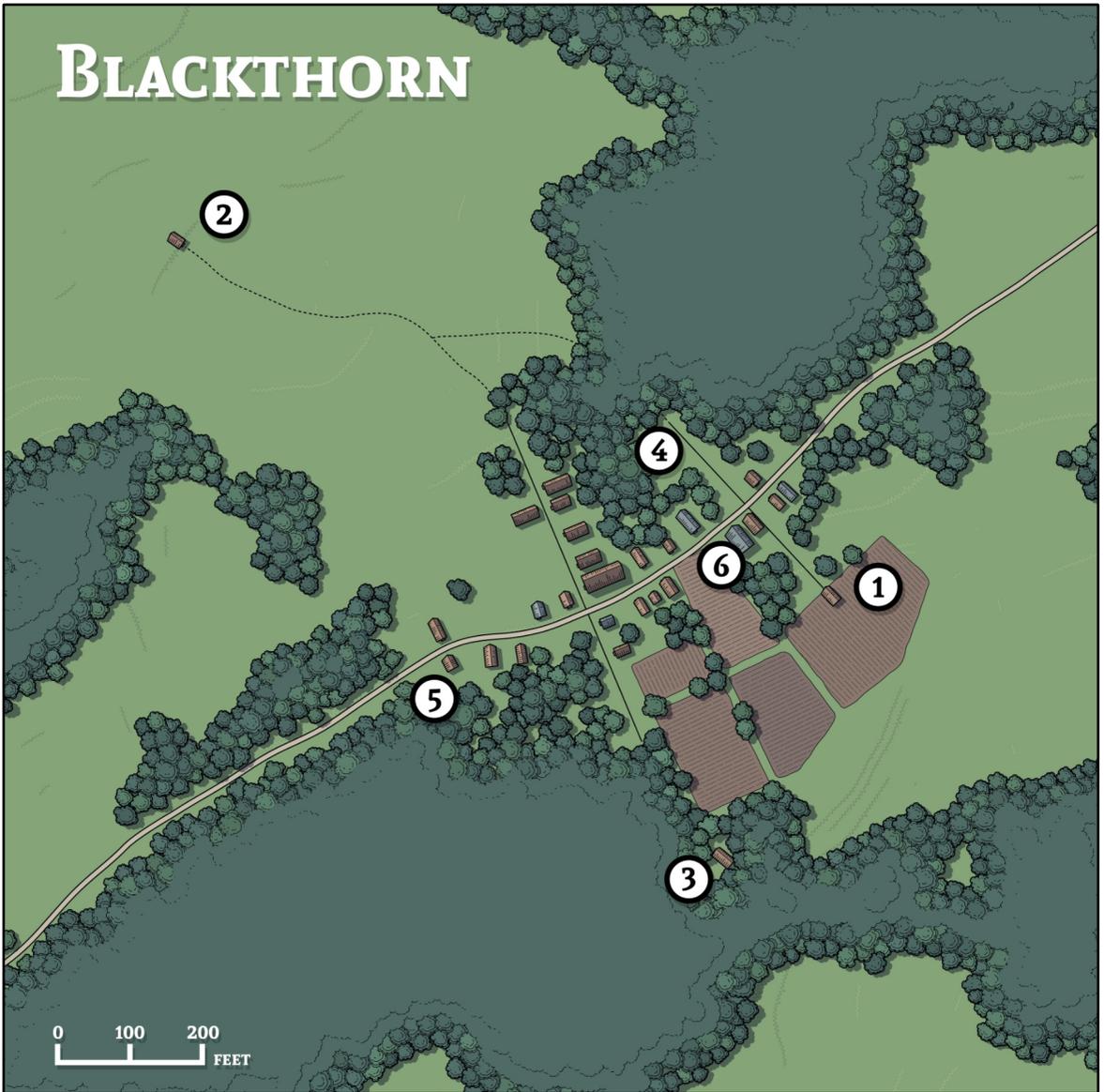
Jacoby Smith, the blacksmith. A former miner who was injured in the mine collapse, Jacoby is now working as a blacksmith in the village. He is friendly and helpful to the characters, but secretly harbors a deep resentment towards the Deveraux family, who he blames for the village's woes.

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

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

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

BLACKTHORN



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

with an interest in controlling the mine.

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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

Cedarvale

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

Basic Information

Population: 200

Government: Cedarvale is governed by a democratically elected mayor and a town council, who are responsible for making decisions and enacting policies on behalf of the villagers. Magnus Stormcaller is Cedarvale's current mayor. Magnus Stormcaller is generally well-liked by the people of Cedarvale, although he is sometimes seen as shrewd politician who isn't afraid to advance his own interests.

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

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

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

Important NPCs

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

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

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

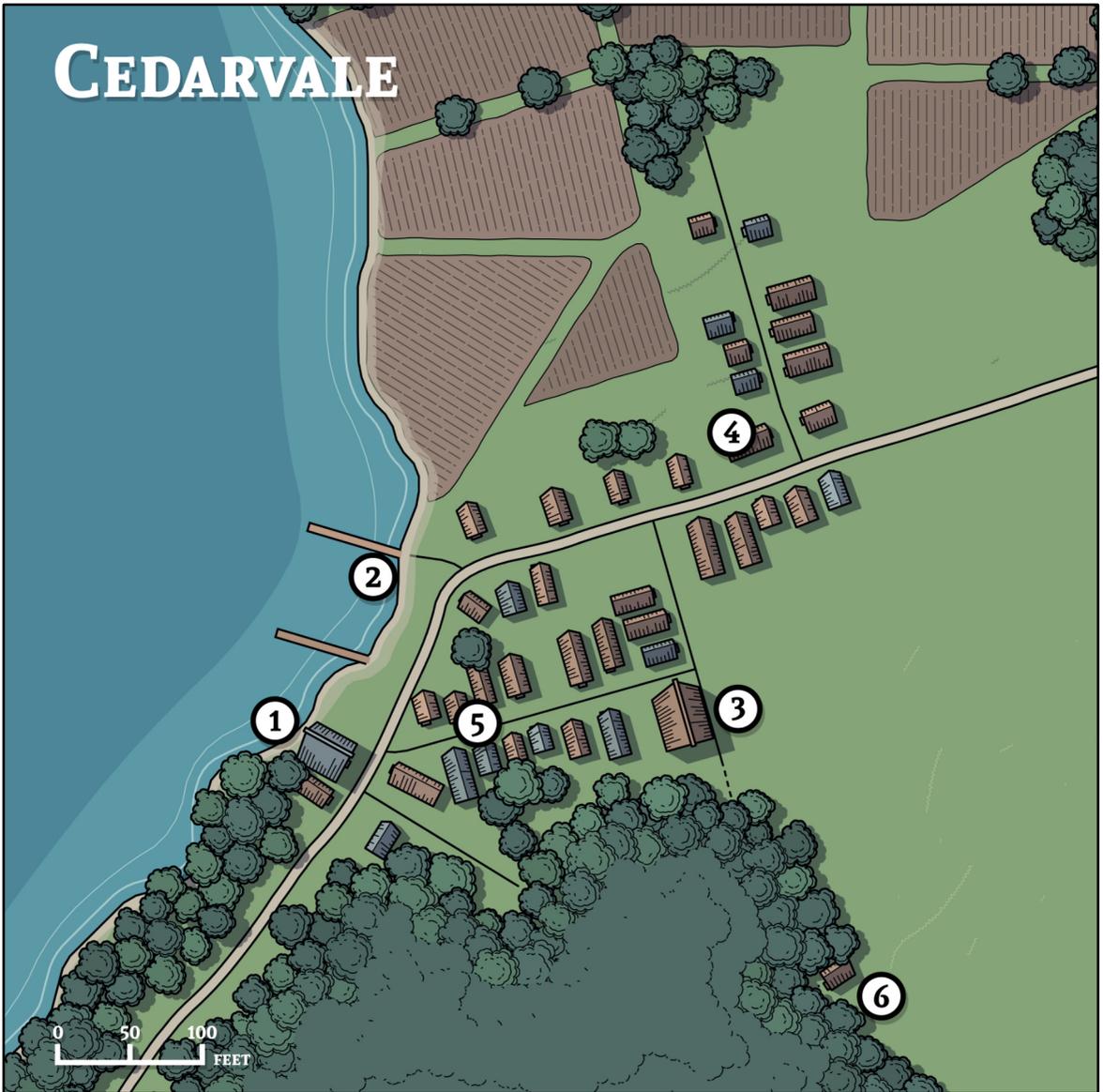
Gwendolyn, the tavernkeeper. Gwen (to her friends), is a warm and welcoming woman who serves the best food and drinks in Cedarvale. However, her business is struggling, and she's on the verge of losing it to the Cedarvale Merchant's Guild.

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

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

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

CEDARVALE



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

providing clean drinking water to the villagers.

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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

Daleton

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

Basic Information

Population: 800

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

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

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

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

Important NPCs

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

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

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

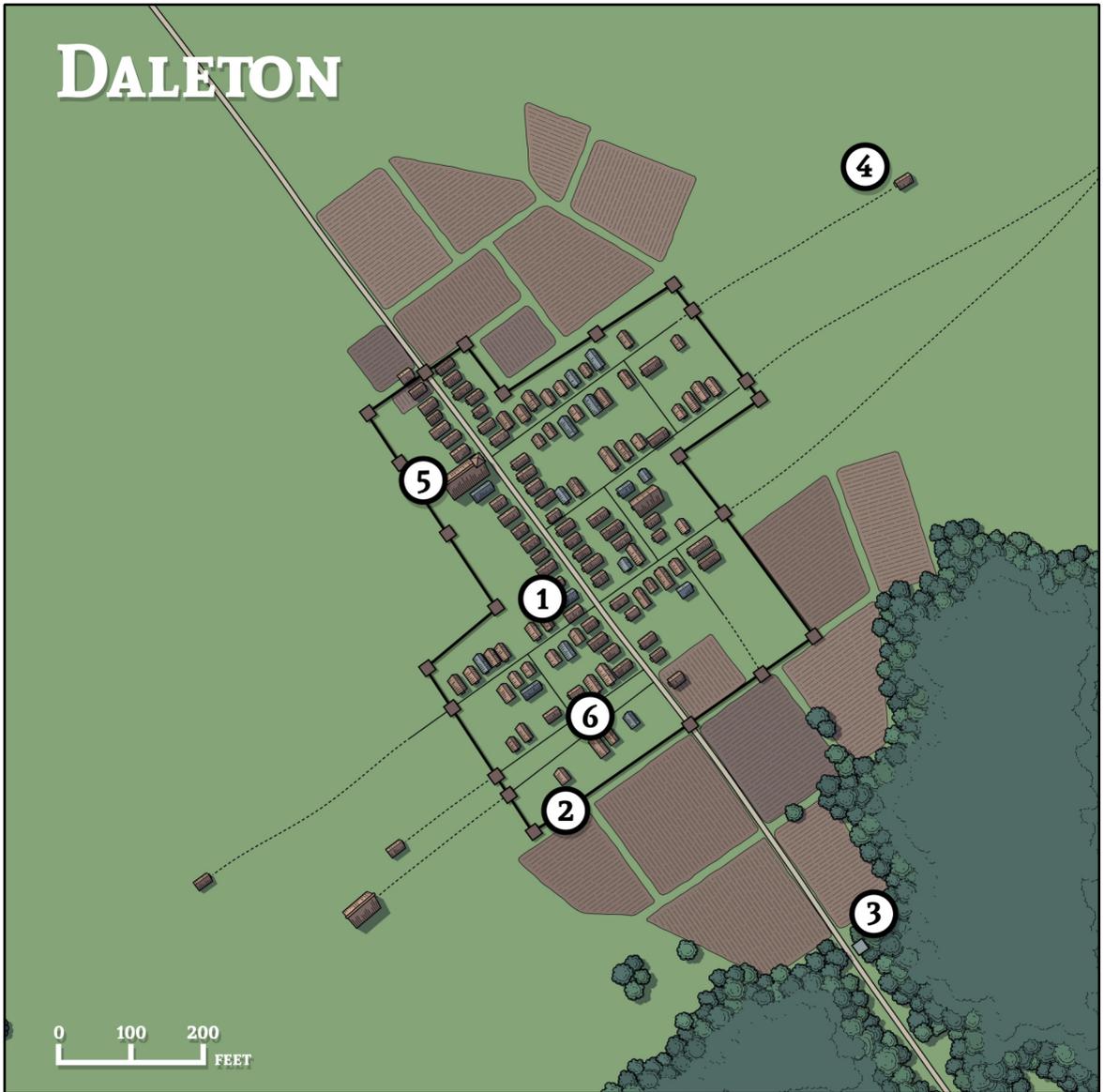
Lydia, the healer. An elderly woman who is the village's only healer, Lydia is kind and motherly to those who come to her seeking help. She has a hidden garden where she grows rare herbs that can cure any ailment, but she guards it jealously.

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

Sister Iliana, the priestess. A stern, no-nonsense cleric who is in charge of the local abbey, Sister Iliana has a reputation for being strict but fair. She has been secretly harboring a young woman who is on the run from her abusive husband, and fears that he will come looking for her.

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

DALETON



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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

Edgewater

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

Basic Information

Population: 500

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

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

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

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

Important NPCs

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

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

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

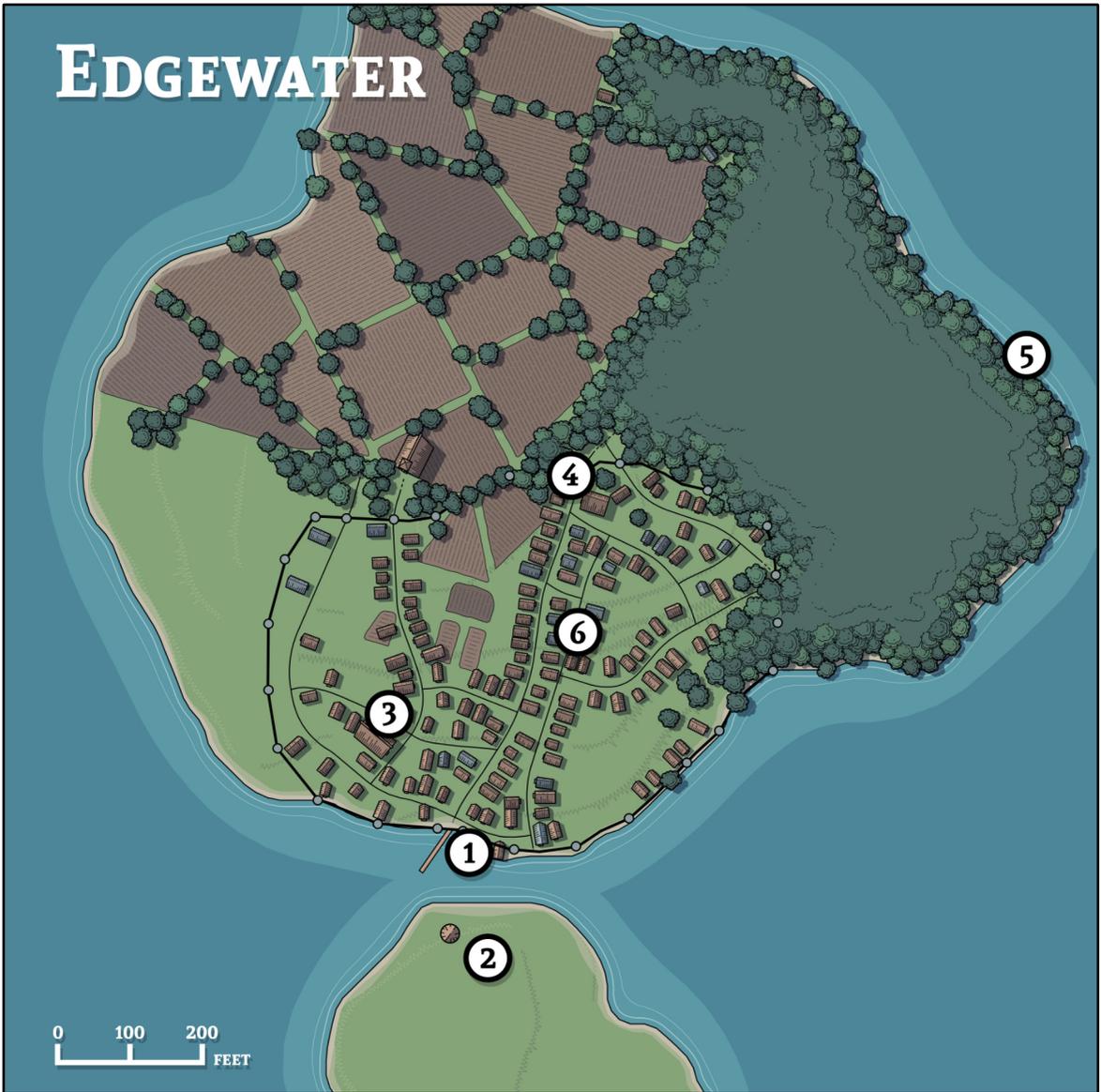
Captain Highwind, the guildmaster. Highwind is a fearless and experienced sea captain who leads the Mariner's Guild. However, he is haunted by the memory of a failed voyage that cost him the life of his wife.

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

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

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

EDGEWATER



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

Need to shake things up a little? Choose or roll d12 to generate a random encounter.

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