

Fairmeadow

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

Basic Information

Population: 800

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

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

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

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

Important NPCs

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

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

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

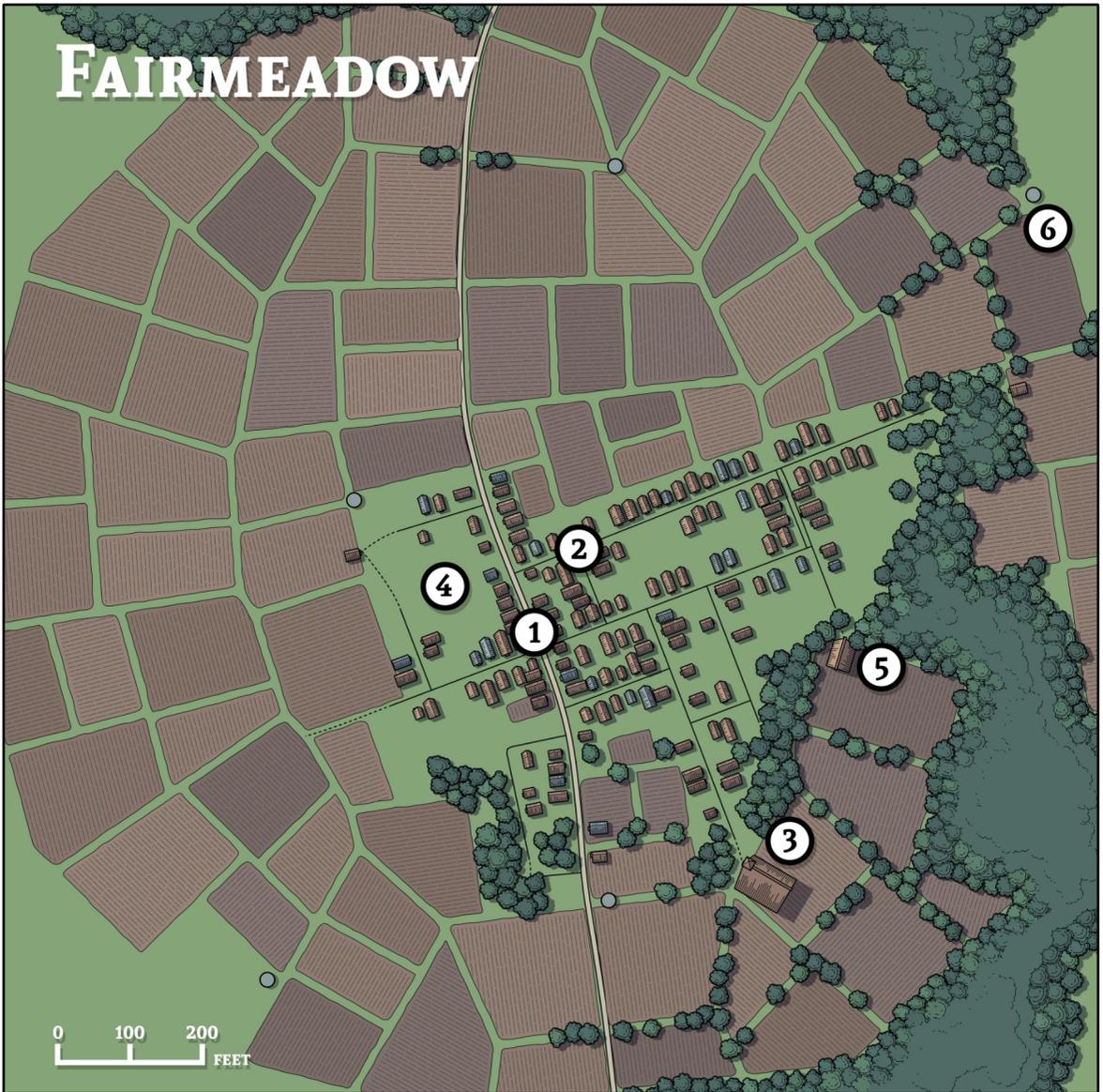
Sable, the blacksmith. A young and ambitious blacksmith, Sable dreams of crafting weapons and armor that will be famous throughout the land. She is in love with the town drunk, Garrick, a hopeless case.

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

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

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

FAIRMEADOW



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Fernwood

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

Basic Information

Population: 1,000

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

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

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

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

Important NPCs

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

Oliver Thornwood, the mayor.

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

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

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

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

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

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



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Greystone

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

Basic Information

Population: 90

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

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

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

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

Important NPCs

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

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

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

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

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

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

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

GREYSTONE



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Havenmoor

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

Basic Information

Population: 300

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

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

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

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

Important NPCs

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

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

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

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

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

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

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

HAVENMOOR



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

Notable Locations

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

1 - Temple of the Whispering Willow.

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

source of water and purify the contaminated supply.

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

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

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

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

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

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

Random Encounters

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

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

Highgate

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

Basic Information

Population: 300

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

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

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

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

Important NPCs

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

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

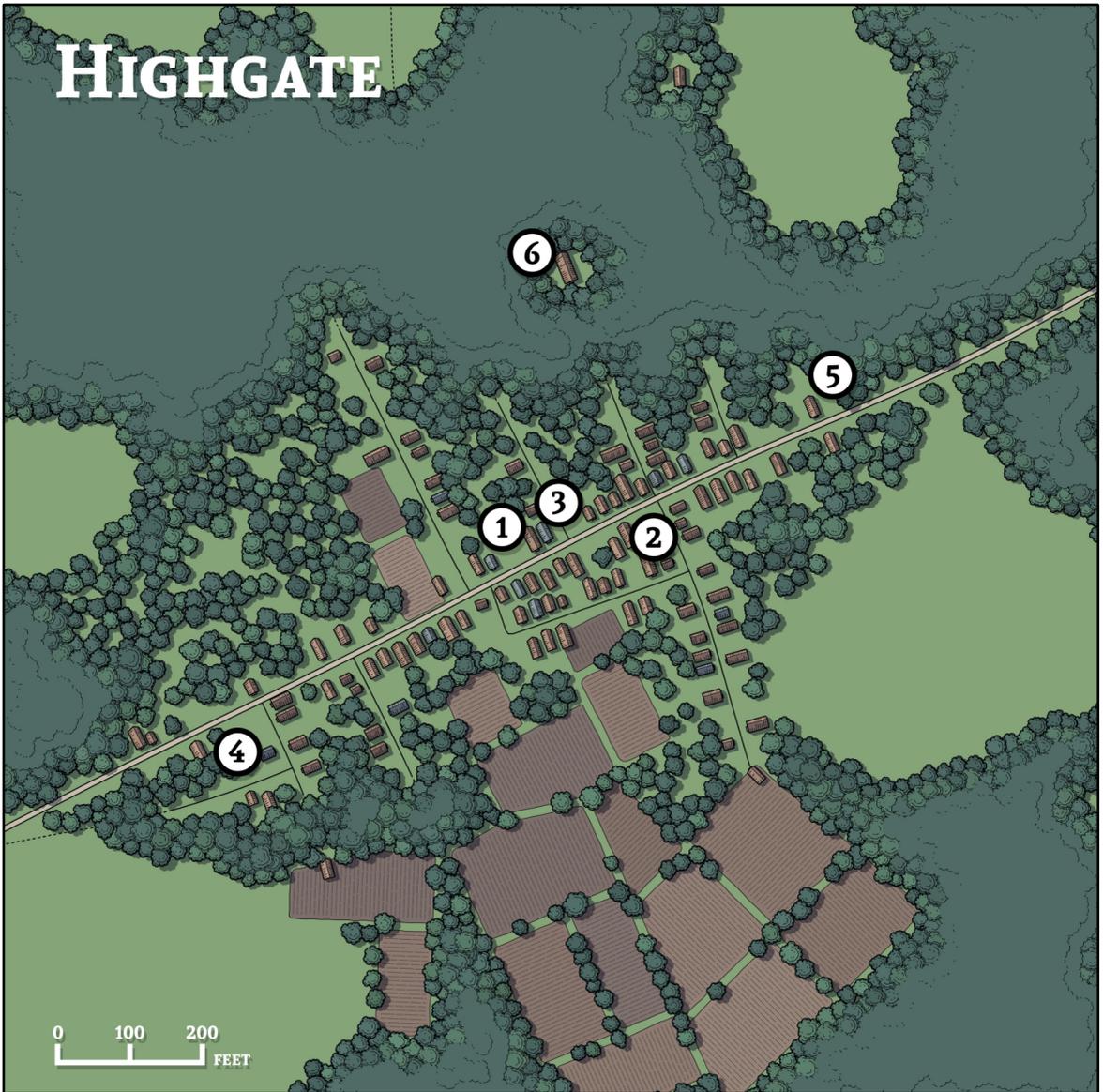
Eliza, the union leader. Charismatic and passionate leader of the Miners' Union, Eliza is deeply in love with one of the miners in the village, but their relationship is strictly forbidden. She continues to meet with him in secret, despite the risk of being caught.

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

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

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

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



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

Notable Locations

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

1 - The Mining Council Chamber.

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Ironwood

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

Basic Information

Population: 500

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

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

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

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

Important NPCs

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

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

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

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

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

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

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

IRONWOOD



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

Notable Locations

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

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

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

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

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

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

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

Current Calamities

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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