

# FANTASY TOWNS

50 Towns and Cities for Tabletop Role-Playing Games

Matt Davids

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50 Towns and Cities for Fantasy  
Tabletop Role-Playing Games





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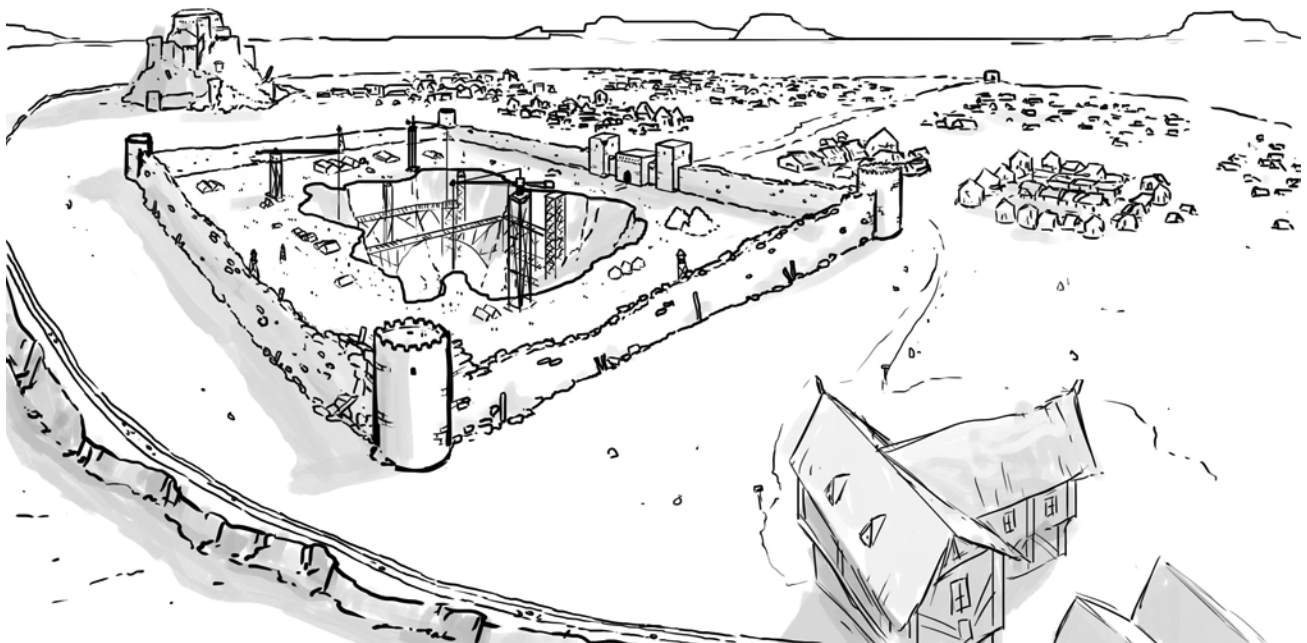
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# How to Use This Book

A tabletop role-playing game gamemaster can never have too many resources at hand. The intention of this book is to provide a range of options for all gamemasters and dungeon masters and to cut down their session prep time.

To that end, this book can be used in a number of ways.

1. The cities, towns, and villages can be simply used as written to fill holes or gaps in any RPG campaign world. Just take them as they are and use them in your game when you need them.
2. Use a city map for an existing city in your campaign and disregard the description in this book.
3. Use a city description but disregard the map or use your own map.
4. Mine a map and the description for useful bits to flesh out cities or towns you've partially created for your campaign.
5. Use all of the cities and towns as a campaign world for your games.
6. Mix and match maps and descriptions as you like.
7. Simply take the adventure ideas and disregard the description and the map.

And, of course, creative gamemasters will find even more ways to use this book.

Each town has a description and several key pieces of information to help you craft your sessions. There is a bit of history, government structure, economy information, imports and exports, population, demographics, businesses, attractions or landmarks, and three adventure ideas.

Equipped with all of these tools, you have everything you need to quickly add a town to your campaign or session.

Be ready when your players leave the beaten track because adventure awaits in every marketplace, alley, inn, and backroom.

**Matt Davids**  
**5/23/2019**





# APULDRAM

Founded as a port to ferry spices around the world, this ancient city is beginning to boom. It is a city of old beauty and stone archways. Back alleys teem with deals and opulent halls feature even more devious transactions.

## Government

Oligarchy, Elective Monarchy - Lord/Lady

## Economy

Due to the growing popularity of the spice trade, the town has recently been seeing significant growth.

## Businesses

The Saffron Trading Company  
The Spice Works Trading Company  
The Blind Beggar Inn  
Radnor Tailor Shop  
Oglesby Arms and Weapons

## Attractions

*The Famed Spice Bazaar* - Stalls filled to the brim with spices and other goods from around the world. The air permeated with a thousand aromas. Shoppers haggle with merchants and porters unload exotic cargos.

*The Statue of Ravinger* - A local hero who improved cultivation of saffron.

*Orman Shrine* - A religious site renowned for its slanting and curving architecture.



## Population

14,000

## Imports

Iron  
Coal  
Gold  
Salt  
Wine  
Coffee  
Dyes

## Demographics

Dwarf 2%  
Elf 8%  
Gnome 3%  
Halfling 6%  
Human 81%

## Exports

Saffron  
Vanilla  
Nutmeg  
Cumin

9330383308

## Adventure Ideas

During repair work, a doorway was discovered at the base of the Statue of Ravinger. The doorway was not mentioned in any documents from the time period the statue was constructed. A group of workmen who decided to explore the tunnels disappeared. Now the town leadership wishes to hire a group of resourceful and expendable adventurers to find the workmen and explore whatever is behind the doorway.

A spice ship's cargo was burglarized while in port. It was a quick clean job. Port authorities are scrambling to find the culprits. They are willing to hire a team of investigators who have no qualms about operating outside of the law.

Tensions between two spice merchant groups are heating up. Town leadership wants to hire a group of arbiters to defuse the situation. The merchant groups are looking to hire outside contractors to settle old scores.



# ASTERLEIGH

Founded centuries ago as a key port for the dwarves to move their goods to other kingdoms. The city is constructed of cyclopean stones that are meant to strike awe into visitors. An ancient conclave of Gnomes have created a center of learning and compilation. The city's human population has been growing slightly in recent years.

## Government

Oligarchy, Monarchy - Chief Clan Leader

## Economy

Shipping metals and stone to other cities and kingdoms keeps the economy strong. However, quarrels among the clans stunt innovation.

## Businesses

Ironfoot Brewery  
Grimtooth Steel Foundry  
Stronghammer Quarry  
The Hammer and Anvil Inn  
Cloven Stone Inn

## Attractions

*Cloven Stone Inn* - An impossibly old inn known throughout the land for its friendly atmosphere and warm honey mead.

*Hammerfist's Anvil* - The enormous anvil used by one of the town's founders. It is now located in one of the city squares.

*The Wreck of the Sheer Lance* - A famous warship that sank not far from the port.

## Population

17,000

## Imports

Wheat  
Beef  
Textiles  
Spices  
Hops

## Demographics

Dwarf 72%  
Elf 4%  
Gnome 10%  
Halfling <1%  
Human 14%

## Exports

Steel  
Iron  
Copper  
Limestone  
Slate  
Beer

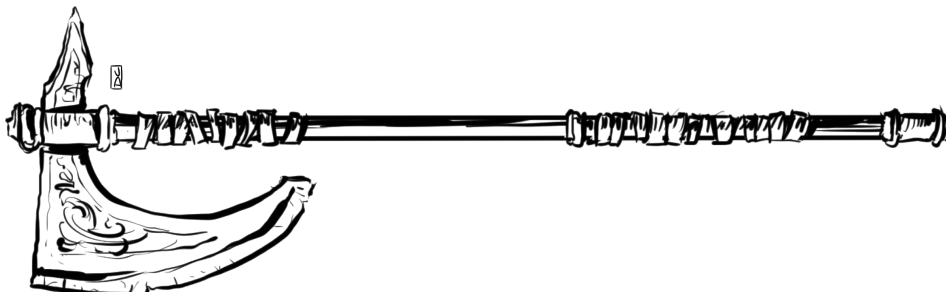
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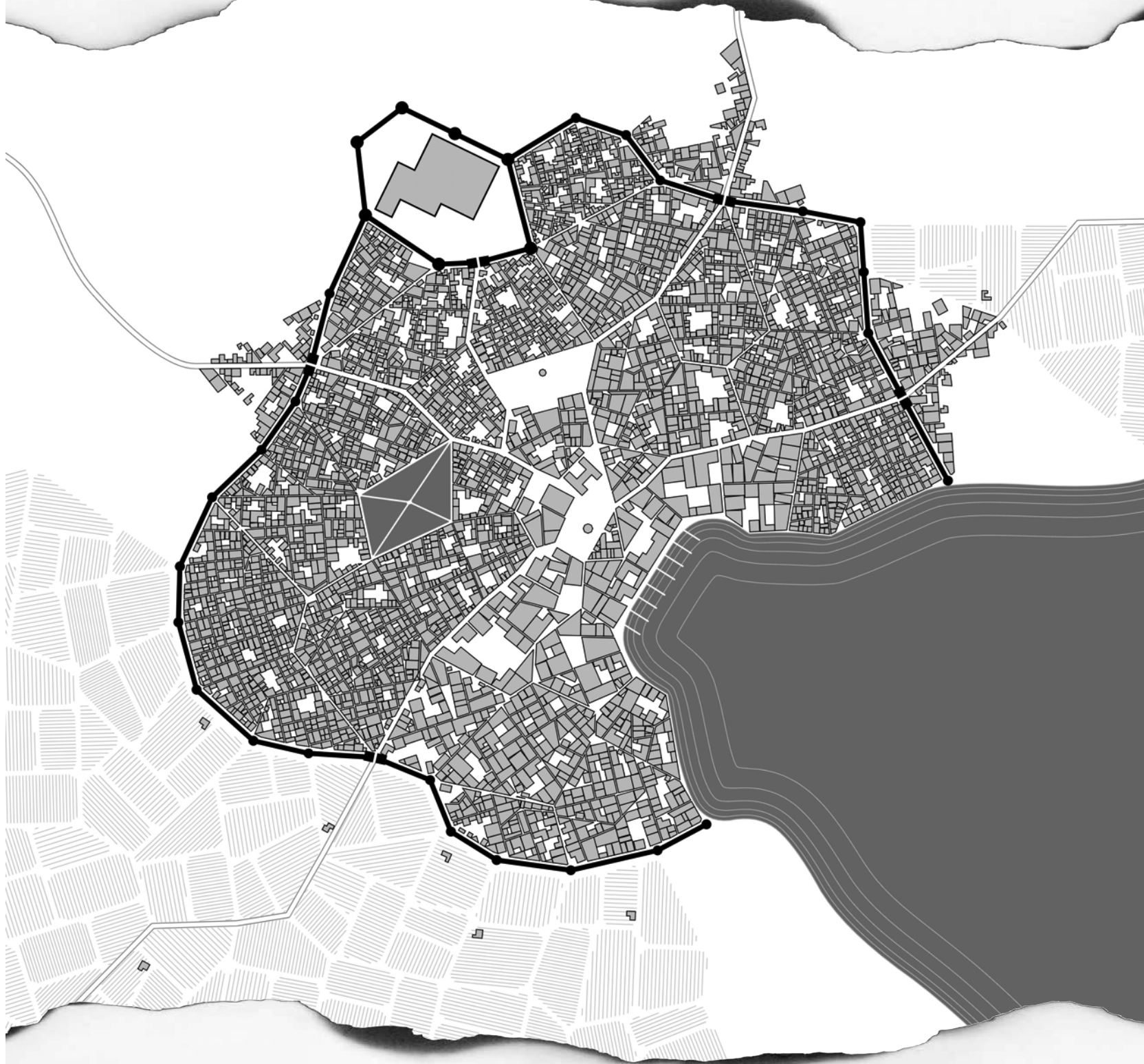
## Adventure Ideas

Treasure hunters always whisper about exploring the wreck of the Sheer Lance. However, the town is not keen on allowing anyone to do so.

A ship captain is looking for some hardy souls to help guard precious cargo as it is offloaded and transported through the city.

A dwarven quarry owner stopped receiving messages from a prospecting team that was scouting hill country some distance from the city. He wishes to hire a party to find out what has happened to them.









# BRIME

Founded as a halfling seaport and trading center seven centuries ago, the town prospered and the people removed power from the monarchy because of abuses. The architecture is simple and homey using wood as the primary building material. The city walls are the only main structure crafted from stone.

## Government

Crowned Republic - King/Queen, Legislative Assembly - Lead Alderman

## Economy

The agriculture-based economy has seen little growth in the past few decades.

## Businesses

Quayside Inn  
Mofton's Mushroom Farm

## Attractions

*The King's Stone* - Located in the town square, this large stone is where the last absolute monarch signed away his power after being abandoned by his few remaining supporters.

*The Everthorn Tree* - An ancient gnarled tree that produces wicked thorns every four months.

## Population

5,000

## Imports

Iron  
Various stones  
Longbottom Leaf  
Cotton  
Tea  
Coffee

## Demographics

Dwarf 9%  
Elf 2%  
Gnome 12%  
Halfling 61%  
Human 16%

## Exports

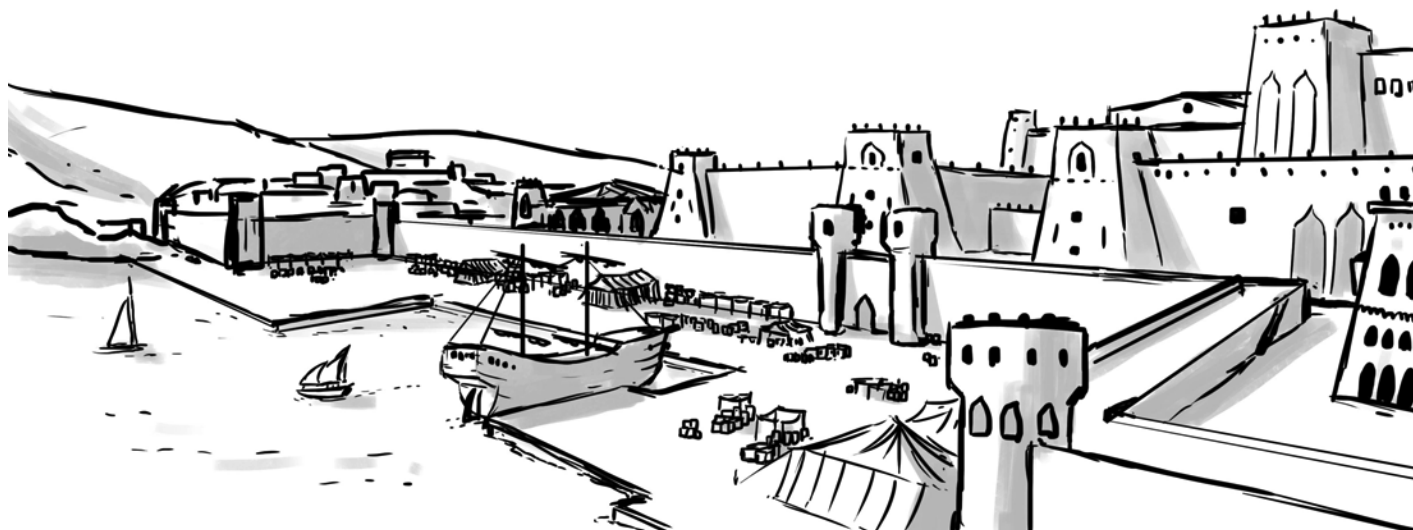
Beef  
Mutton  
Wool  
Mushrooms

## Adventure Ideas

A halfling merchant is hiring guards for a caravan. The caravan is only traveling to the next town and there shouldn't be any trouble, however, none of the locals seem willing to hire on.

A ship is ready to sail and could use some more hands. The plan is to follow the coastline for a few months exploring and trading, then to be back in Brime to winter. Easy money as they say.

Old chalk tunnels were recently discovered. A local businesswoman purchased the property but would like the tunnels explored before she begins mining.



# CHARWELTON

Founded as the personal estate of a wealthy Baron on a hill overlooking a gentle river. The city's buildings resemble farmers cottages with stone foundations. The recent influx of elves is waking up this sleepy country town.

## Government

## City State, Monarchy - Baron/Baroness

## Economy

The once stagnant economy is now growing due to the immigration of elves.

## Businesses

## The Thorn and Branch Inn

## Attractions

*The Statue of Himmelwajf* - A marble statue of the queen who awarded the barony to the founders of the town.



## Adventure Ideas

A bucket sealed with pitch was found in the river. It contained an ancient book written in a language unknown to anyone in the town. The Baroness seeks to hire a trustworthy party to take it to an elven scholar she knows in a distant city.

An elf mint farmer is hiring hands to work the fields during an abundant harvest. Quick money since the harvest only lasts a week.

A group of travelers arrive and report they were robbed on the road into town. The Baron offers a reward for anyone to find the robbers.

## Population

2,000

## Imports

Wine  
Spices  
Tea

## Demographics

Dwarf <1%  
Elf 12%  
Gnome <1%  
Halfling <1%  
Human 87%

## Exports

Coal  
Wheat  
Mint  
Cotton







# COLSTON BASSET

Founded by a band of runaway slaves nearly four centuries ago, the city has often been a haven for those on the run. Cedar, pine, and oak are the main building materials.

## Government

City State, Monarchy - King/Queen

## Economy

For a hundred years the town has served as a hub for the timber and lumber trade.

## Businesses

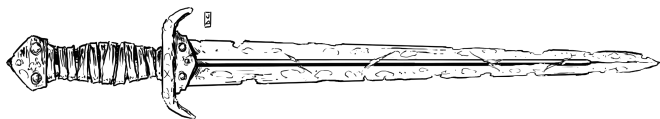
The Browersburg Inn  
Timna's Lumber Company  
The Colston Timber Company  
Grindner's Sawmill

## Attractions

*Freedom Rock* - The rock where the founders' boat landed which has now become a monument.

*Kelvin's Maritime Museum* - A small museum concerning maritime trade and ships. The entry fee is two coppers per person. A guided tour is provided for four coppers.

*The Falcon Throne* - Carved from beautiful dark wood. The throne resembles a giant falcon. The throne was a gift to the king from another town several generations ago.



## Population

8,000

## Imports

Spices  
Iron  
Copper  
Gold

## Demographics

Dwarf 21%  
Elf 7%  
Gnome 1%  
Halfling 17%  
Human 54%

## Exports

Garlic  
Tobacco  
Timber  
Lumber



## Adventure Ideas

Kelvin's Maritime Museum was burglarized. All that was taken was a gold lapel pin with several strange symbols on it. It was worn by a famous sea captain who was well known to the city. Kelvin is offering a reward.

Someone is looking to hire a group with certain skills. All the group needs to do is sneak into the throne room and search the Falcon Throne for a secret compartment. The compartment should be located along the bottom in the back. Then simply bring the contents of the compartment back to the individual who hired them. However, the throne room is the most guarded and protected building in town.

Timna's Lumber Company needs help breaking a logjam upriver. They are hiring at a fair wage. However, this logjam is odd. Several of the workers insist the logs hit something in the river that wasn't there before.



# CRATENDUNE

Built on a hill overlooking a river valley, it seems there has always been a town in this location. An intermingling of stone and wood construction gives the city a haphazard appearance.

## Government

City State, Monarchy - King/Queen

## Economy

Steady but not growing. Mainly based on agriculture.

## Businesses

Talon's Mill  
The Sparrow Mint Co.  
The Lost Key Inn  
The Watchful Owl Inn

## Attractions

*The Pillar of Daralis* - A memorial built to honor a local heroine. Made of imported granite, the pillar stands 28 feet tall and sports an interwoven line pattern carved along the surface. It is located in one of the main city squares.

*The Cave Tomb* - The supposed resting place of the first settlers or the founders of the city. Legends and stories have sprung up over the years concerning the tomb. Once per year a great festival is held in the city which culminates in the laying of flowers at the entrance.

*The Everburning Flame* - In the other main city square is an eternal flame. It is tended by a sect of clerics and monks that hold it sacred. The flame is generally three feet high and about a foot around. A stonework dais and platform have been erected around it.

## Population

15,000

## Imports

Rice  
Gold  
Silver  
Tea

## Demographics

Dwarf 1%  
Elf 10%  
Gnome <1%  
Halfling <1%  
Human 88%

## Exports

Iron  
Wheat  
Tarragon  
Mint



## Adventure Ideas

The Everburning Flame is dying or at least shrinking. At this stage it would be difficult for the casual observer to notice, but the clerics and the monks know. The sect is terrified since a prophecy says the city will fall when the flame goes out. They are secretly looking for a group to investigate the myriad of tunnels beneath the flame's platform.

There was a fire at The Lost Key Inn two nights ago. Fortunately, the blaze was put out quickly and no one was injured. It seems accidental and most folks have moved on. However, the innkeeper suspects arson and is offering a reward for any information.

A worker disappeared while doing some routine stonework near the entrance to the Cave Tomb. Festival begins in less than a week. The town authorities want the matter investigated quietly without starting a panic. Is it possible to hire a group of adventurers who could do the job?





# CUMBRIA

The town of Cumbria has grown up around the Black Lion Inn. Placed on a popular trade and travel route the inn serves a large and constant clientele. The owner of the Inn has become the de facto leader of the town. The Black Lion Inn is the largest building in the town and sports an airy courtyard.

## Government

Plutocracy, Dictatorship - Innkeeper

## Economy

The economy serves the Black Lion Inn and caters to travelers.

## Businesses

The Black Lion Inn

## Attractions

*The Black Lion Inn* - A large four-story wood and stone structure with a beautiful courtyard. Travelers look forward to their stay at The Black Lion Inn where the service is second to none.

*The New Bridge* - Construction was recently completed on a new stone bridge. The bridge now connects the town proper to farms on the other side of the river.



## Population

1,000

## Imports

Sugar  
Timber  
Lumber  
Coffee  
Tea

## Demographics

Dwarf <1%  
Elf <1%  
Gnome <1%  
Halfling 9%  
Human 90%

## Exports

Wheat  
Corn  
Rye  
Pork

2279302003

## Adventure Ideas

The New Bridge cost the ferryman his livelihood. He publicly vowed revenge upon the innkeeper and the bridge builders then disappeared. The innkeeper wants him found before he can cause trouble and is offering a reward.

A mysterious traveler was found dead in his room at the Black Lion Inn last night. It appears like natural causes, but the Innkeeper would still like an investigation to determine his identity so the next of kin can be notified. The Innkeeper is able to pay a willing party a modest fee for any help. The first step is to examine the body and belongings.

A couple of traveling parties were robbed as they approached the town. The Innkeeper cannot have this and is offering a reward for the robbers capture or death.

# DARTMOOR

The city served as a trading center for rich farmlands until diamonds were discovered. The old city is mostly stone buildings and arched colonnades. The new construction is hasty and mainly wooden.

## Government

Aristocracy, Noocracy - Prime Thinker

## Economy

The discovery of diamonds has spurred incredible growth.

## Businesses

Ebba Diamond Exchange  
The Gaines Dairy Farm  
The Babbling Brook Inn  
The Three Coppers Inn

## Attractions

*Various Philosophical Schools* - The old city is a hotbed for philosophers. Great minds attract students and followers, so there are many schools and lecture halls where one can learn the latest schools of thought.

*The Star of Mymor* - To this date the largest diamond near Dartmoor. Cut it is 57.3 carats.

## Population

36,000

## Imports

Beef  
Pork  
Wool  
Spices

## Demographics

Dwarf 1%  
Elf <1%  
Gnome <1%  
Halfling <1%  
Human 98%

## Exports

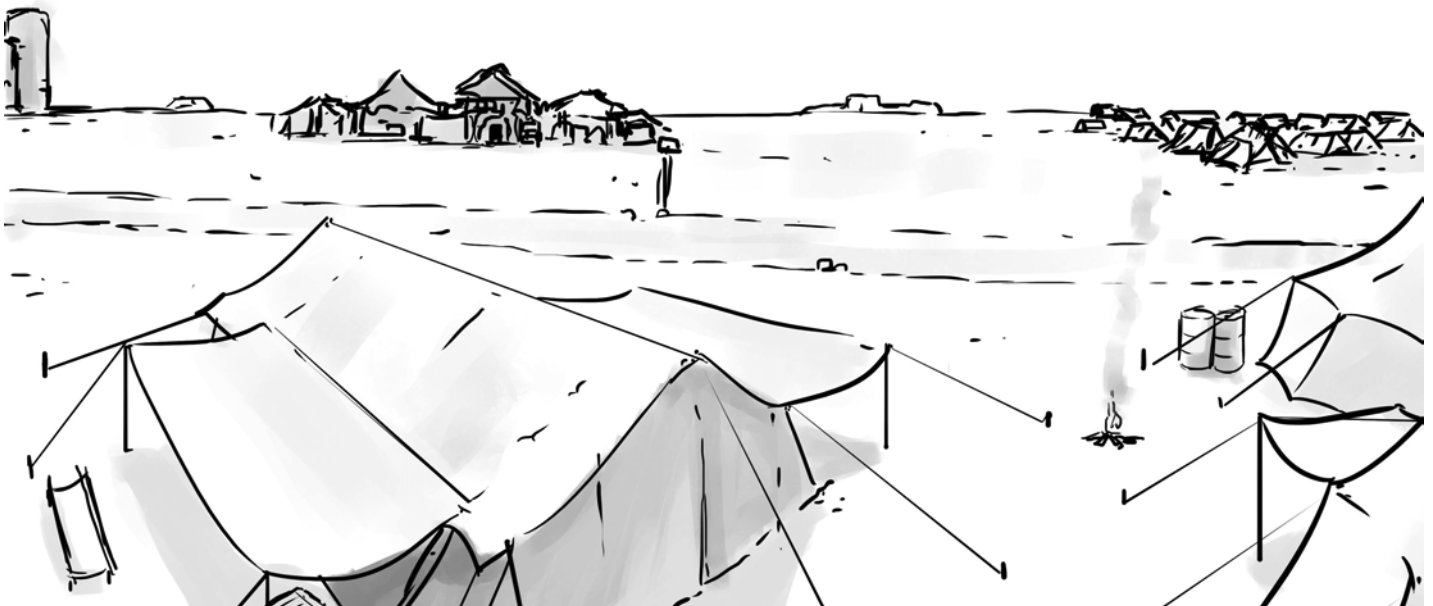
Diamonds  
Wheat  
Oats  
Corn

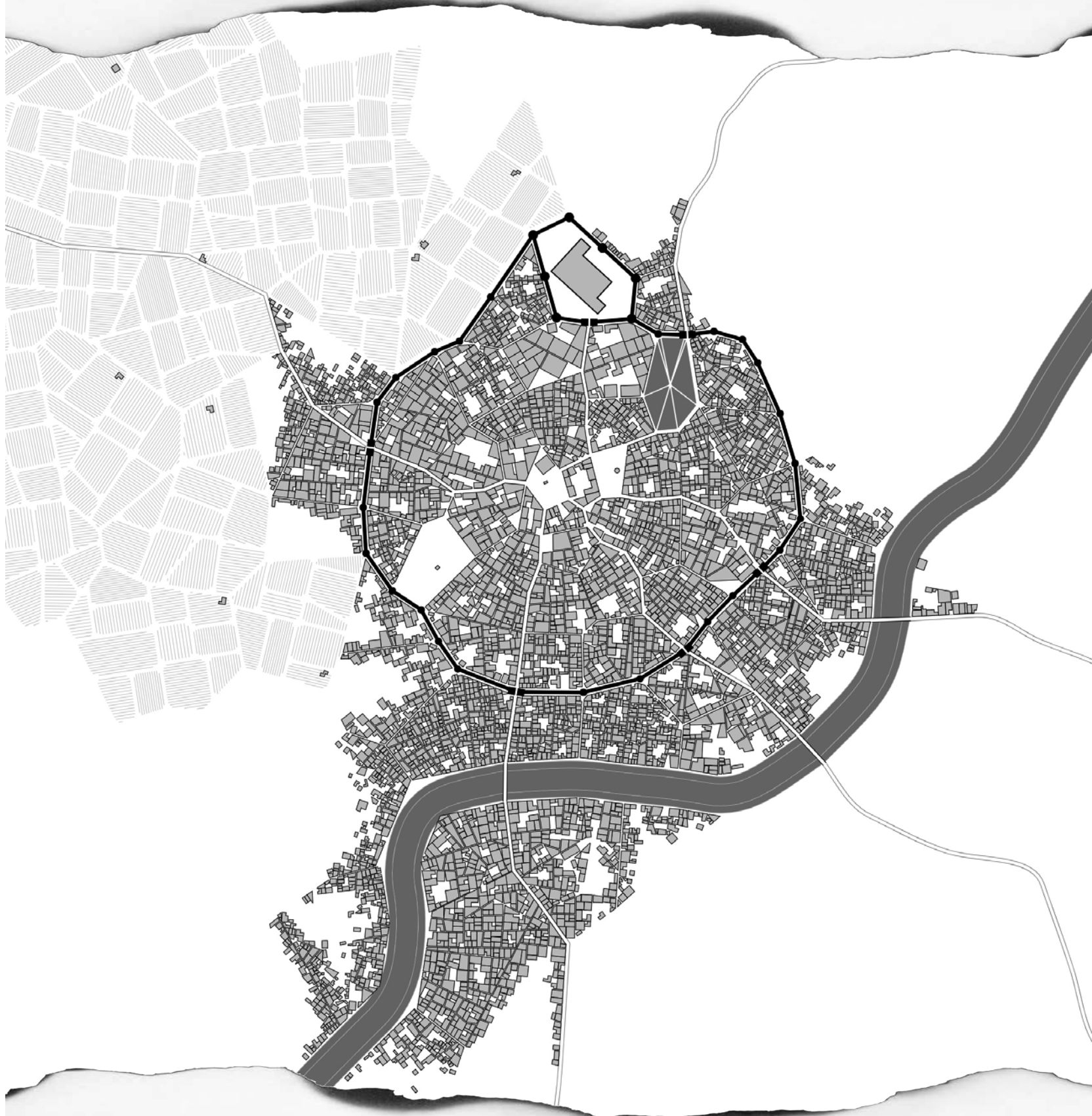
## Adventure Ideas

A diamond prospector is being threatened by claim jumpers and is looking for help.

The Star of Mymor has been stolen. No one is allowed to enter or leave the city walls until the diamond is found. A hefty reward is being offered for the location of the diamond, and the thief or thieves face death.

A small gang is planning a diamond heist. A few extra hands would be a great help. They are targeting a mule caravan as it returns from the diamond fields.









# DRAYCOTT

The elves have had a city here and have cultivated the land since beyond human memory. The curved wooden buildings reflect the elves love of nature and natural shapes.

## Government

City State, Monarchy - King/Queen

## Economy

The economy is agriculturally based and moves at a glacial pace.

## Businesses

The Handsome Inn  
The Leaf and Stream Inn  
Aelothia Winery

## Attractions

*The Draycottian Library* - Over the centuries the elves have compiled an impressive collection of rare and eclectic books. Scholars and wizards often travel here to pour over the ancient books.

*Aelothia Winery* - A marvel of wine production and storage that produces highly prized vintages. There is also a restaurant on site that is renowned for its cuisine.

*Draycott College* - A school of magic arts and the arcane for which the city has become known.

## Population

6,000

## Imports

Gold  
Silver  
Gemstones  
Wheat

## Demographics

Dwarf <1%  
Elf 86%  
Gnome 2%  
Halfling 3%  
Human 9%

## Exports

Wine  
Soybeans  
Savory

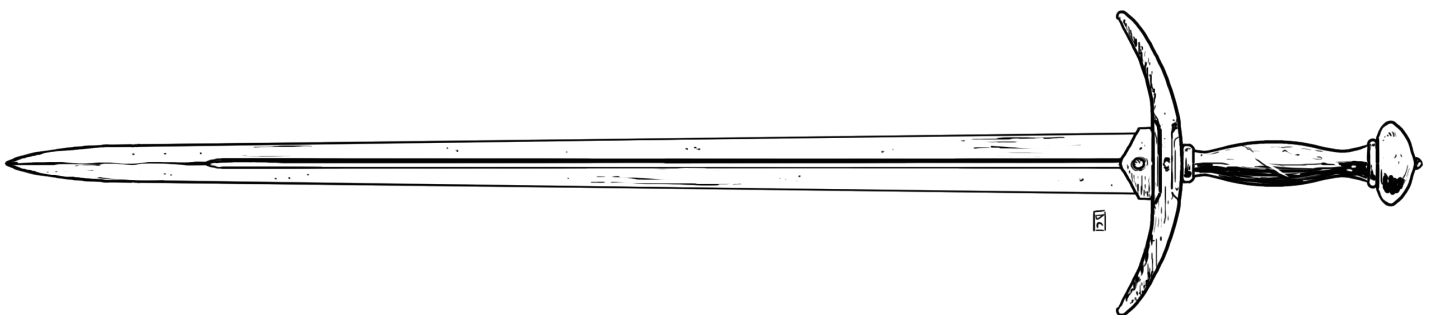
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## Adventure Ideas

A book has been stolen from the library. The Librarians need to hire someone to investigate.

A threat has been made against the owner of the Aelothia Winery, so the winery is hiring more security for an upcoming wine tasting event.

During some renovation work, a tunnel was discovered in the Draycott College basement. The college is seeking a group of adventurers who would be willing to map the tunnels.



# EMBERTON

Emberton was founded by gold traders a couple of centuries ago and has steadily grown as the gold trade has increased. The white stone mansions of the gold merchants dominate the city.

## Government

Kratocracy, Monarchy - Duke/Duchess

## Economy

Gold is the blood that keeps this town growing.

## Businesses

Emberton Gold Company  
Stockard Gold Trading Co.  
The Gold Piece Inn  
Merivale Sunflower Farm

## Attractions

*Museum of the Gold Trade* - A fascinating collection concerning the history of the city as it intertwines with the gold industry.

*The Alden Library* - The private collection of a gold merchant who loves books. The collection boasts an array of fine volumes on a variety of subjects.

*Hardwin's Memorial* - The monument to a gold miner who was killed in a cave-in decades ago. It is said he saved 20 lives that day.

## Population

16,000

## Imports

Spices  
Silver  
Corn  
Wine  
Beer  
Tea  
Coffee

## Demographics

Dwarf 10%  
Elf 8%  
Gnome 4%  
Halfling 3%  
Human 75%

## Exports

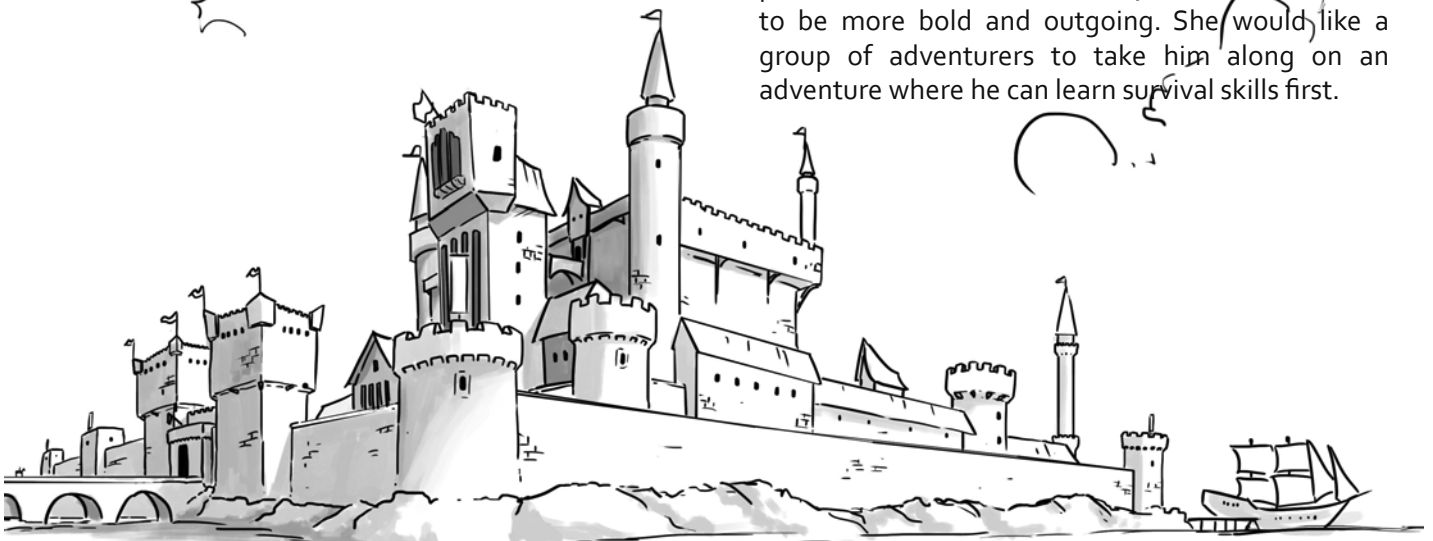
Gold  
Sunflower Seeds  
Safflower Seeds  
Lead  
Beef

## Adventure Ideas

The party needs to see a book in the Alden Library. However, the owner wants something before he allows them access. It seems an old rival stole a special nugget of gold from him years ago. He wants it back, then the party can consult all the books they like.

A gold merchant is hiring security to guard a shipment of gold from her shop to a ship in port. Should be an easy job. A gold shipment hasn't been robbed in a year or so.

The Duchess has a delicate family matter she needs help with. Her son needs a wife and the only problem is that he is an awkward shy boy. She has arranged a series of events where he can meet potential candidates. However, she would like him to be more bold and outgoing. She would like a group of adventurers to take him along on an adventure where he can learn survival skills first.







# ENSTONE

The tar pits and the abundant fishing have attracted many to this location over the centuries. As it stands today, Enstone is a mere 75 years old. The homes and other buildings are made from wood and are sealed with tar.

## Government

City State, Monarchy - King/Queen

## Economy

Tar and fish support moderate growth in the economy.

## Businesses

The Tar Works  
Gladden's Quarry  
The Fish House  
The Deep River Inn

## Attractions

*The Enstone Tar Pits* - Natural tar pits mined for commercial purposes.

*The Deep River Inn* - Renowned for fried fish and a pleasant relaxing atmosphere.

*The Shrine of Kogun* - An ancient shrine that is the main worship center in the area.

## Population

7,000

## Imports

Limestone  
Textiles

## Demographics

Dwarf 38%  
Elf <1%  
Gnome 15%  
Halfling <1%  
Human 46%

## Exports

Tar  
Fish  
Beef  
Granite

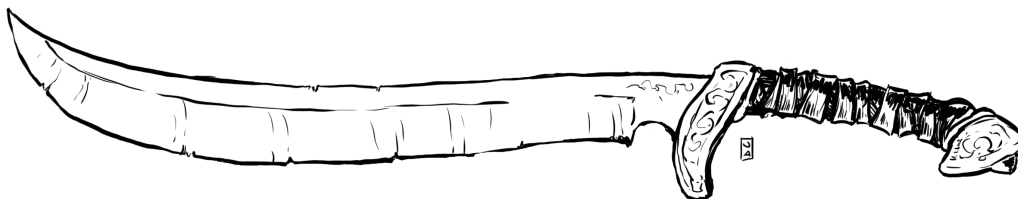
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## Adventure Ideas

A recent widow needs help before her late husband's creditors confiscate her fishing boat and take her home.

A tar pit mining operation needs a few extra hands to prepare a large shipment. It's a dirty job but it pays well.

A small cylinder was found in the tar pits. It was opened and found to contain a map. The owner is offering a reward to anyone who will explore the destination marked on the map.





# FLAUNDEN

Situated on a large hill, the city has enjoyed peace for generations. The marble buildings and streets weave an atmosphere of serenity and contemplation. At almost any time of the day, there is a debate in the great forum.

## Government

City State, Geniocracy - Genius

## Economy

The thriving textile industry is fueling a surge in economic growth.

## Businesses

Unwin's Taylor Shoppe  
Flaunden Textile Company  
Elm Tree Inn  
Rice Exporters Limited

## Attractions

*Various schools and small colleges* - The philosophers and scholars of Flaunden offer lectures and classes on nearly every subject under the sun.

*The Seat of the Genius* - The great marble throne where the currently serving Genius issues judgments.

*The Great Bridge* - Many aspiring engineers and builders come to inspect the construction of the bridge. It was designed and built by a famed builder and former Genius of the town 150 years ago.

*The Forum* - A massive open colonnade structure that serves as the center of public debate and the government of the town. It is also where the Seat of the Genius is located.

## Population

5,000

## Imports

Wheat  
Rye  
Barley  
Beer  
Dyes

## Demographics

Dwarf 5%  
Elf 4%  
Gnome 6%  
Halfling 4%  
Human 81%

## Exports

Rice  
Cotton  
Textiles  
Wool

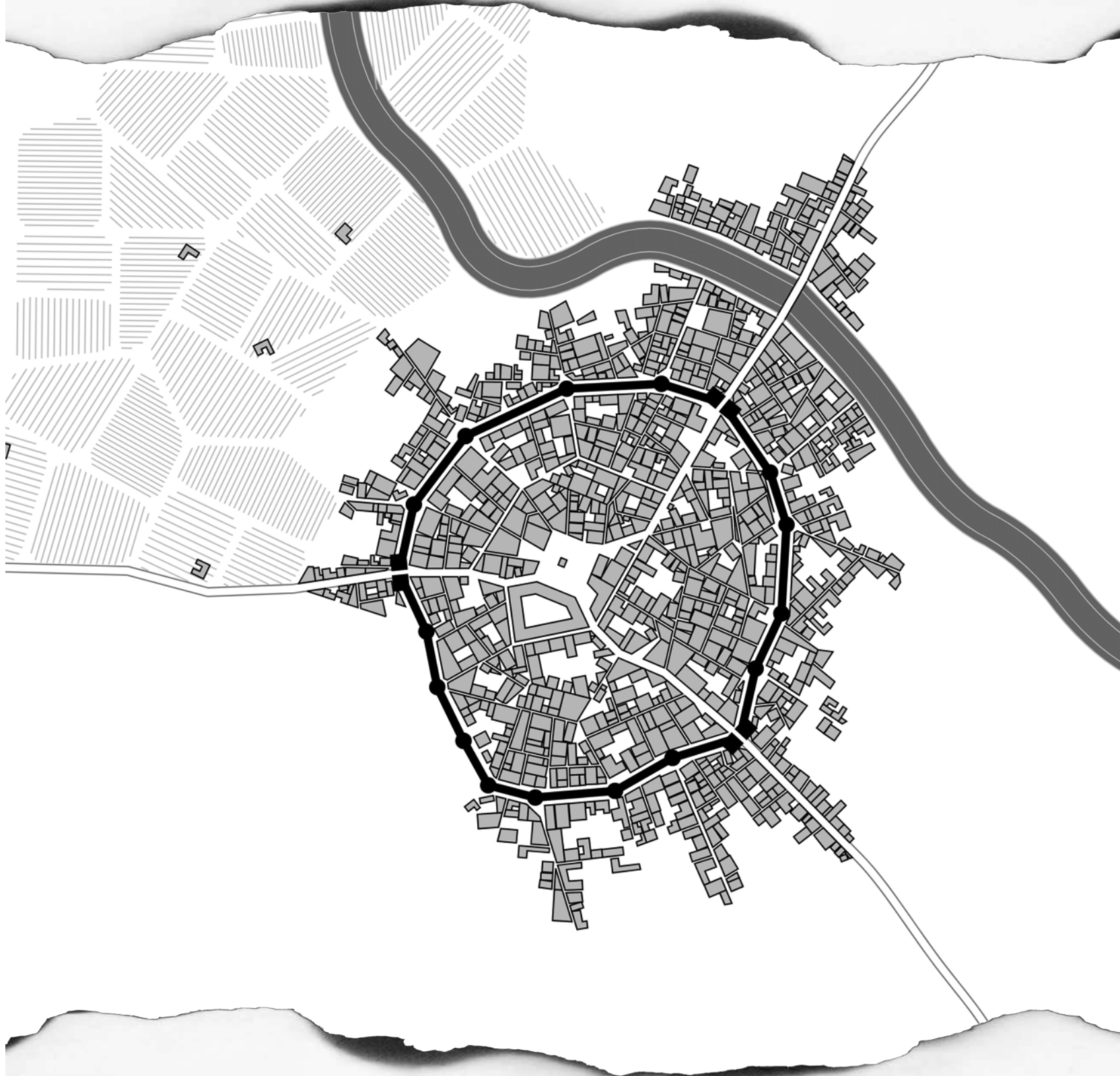


## Adventure Ideas

The party must retrieve a relic to save the life of a young girl. They have to convince the town leadership to allow them to enter the tomb of the first Genius where the relic is located. It will require open debate in the forum and proving they are sincere.

A hatch was discovered on the Great Bridge. No records seem to mention it. The Genius would like an intrepid group to explore it.

A textile merchant needs guards for a caravan. It's an easy run to the next city, but it pays to be careful.





# FLEET MARSTON

The home of gnomes from untold centuries. The Great Hall is where all city business is conducted by the reigning Fixer and their cabinet. The wooden houses painted white, green, and yellow spawn a lovely almost fairylike town nestled in a peaceful river valley.

## Government

City State, Meritocracy - Fixer

## Economy

The inhabitants seem to be happy with a slow-moving economy focused on the crafting of tools and the manufacture of rope.

## Businesses

Buckley's Oddments  
The Roasted Hen Inn  
The Marston Rope Company  
Cornan Tool Company

## Attractions

*The Great Hall* - The place where all town business is conducted. It is a huge building with five stories and a rotunda.

*Various shops and curiosity stores* - Gnomes are known for their toys and little inventions. Shoppers can find all sorts of trinkets and oddities in the many shops.

## Population

6,000

## Imports

Corn  
Peanuts  
Soybeans  
Spices  
Coffee

## Demographics

Dwarf <1%  
Elf <1%  
Gnome 96%  
Halfling 1%  
Human 2%

## Exports

Rope  
Farming Tools  
Leather Goods  
Basil  
Tea

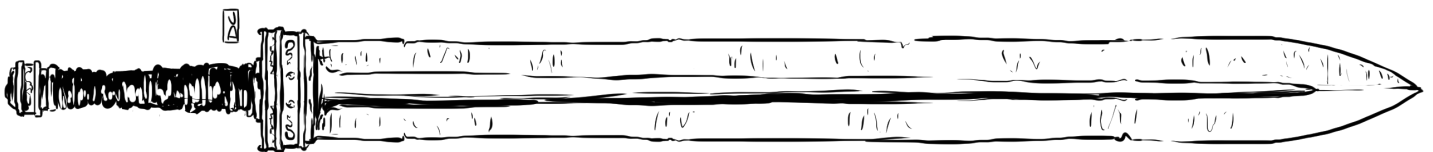
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## Adventure Ideas

The party must find a specific item or trinket. It is said to be located in one of the many oddity shops in town. The problem is that the party doesn't know which shop; it could be in any of the 30 or so shops in town. Additionally, they do not know how much it will cost.

A rash of burglaries plagues the south section of town. The Fixer is offering a reward for the capture of the thief or thieves. Some previous victims may have a few clues.

The Roasted Hen Inn's best milking cow was stolen. The owner just wants the animal returned.



# FREAKE'S GROUND

A family surnamed "Freake" received this plot of land as a reward for service in an ancient war. Or as the Great Freake said, "Purchased with blood." The descendants of the family have ruled here ever since. The town reeks of old age and its stones are starting to crumble.

## Government

City State, Aristocracy - Count/Countess

## Economy

Stagnant. However, some ambitious souls are growing restless.

## Businesses

The Red Boar Inn  
The Whetstone Inn

## Attractions

*The Tomb of the Great Freake* - The ornate tomb has become a sort of a local gathering place. People come to the courtyard to discuss news and happenings in the town.

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## Adventure Ideas

A couple of houses on the outskirts have been ransacked and the families killed in the last week. Evidence points to goblins. The town is near panic. Who will save them from these evil creatures?

A local businessman is looking for help convincing the town leadership to allow him to search for gold. He feels it could be found nearby if only they would grant him permission to dig in several sections of the town. If he finds anything, he'll certainly reward those who help him.

The Red Boar Inn is infested with rats. The owners need help clearing them out. They seem to be flooding out of the basement. It's very strange.

## Population

3,000

## Imports

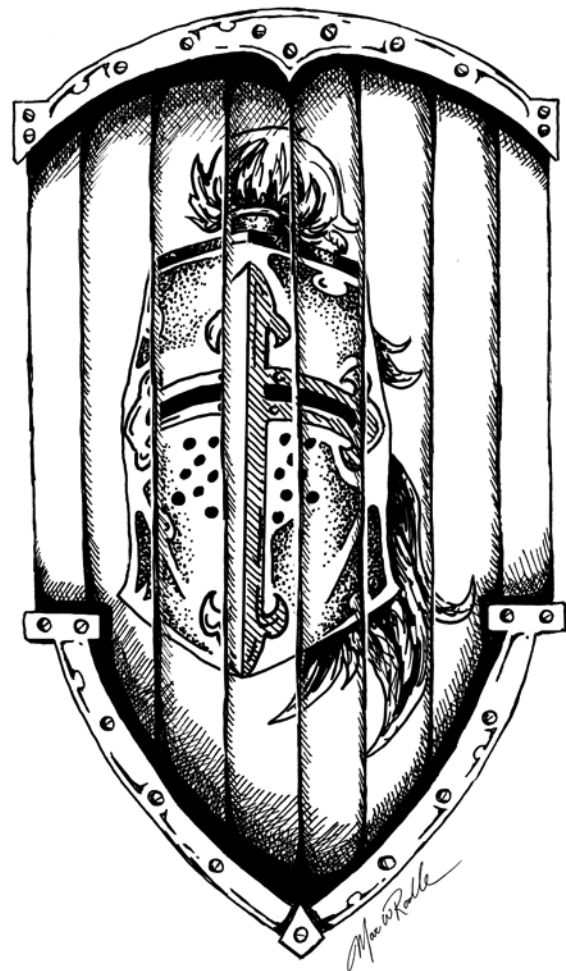
Beer  
Sugar  
Spices

## Demographics

Dwarf <1%  
Elf <1%  
Gnome <1%  
Halfling 1%  
Human 98%

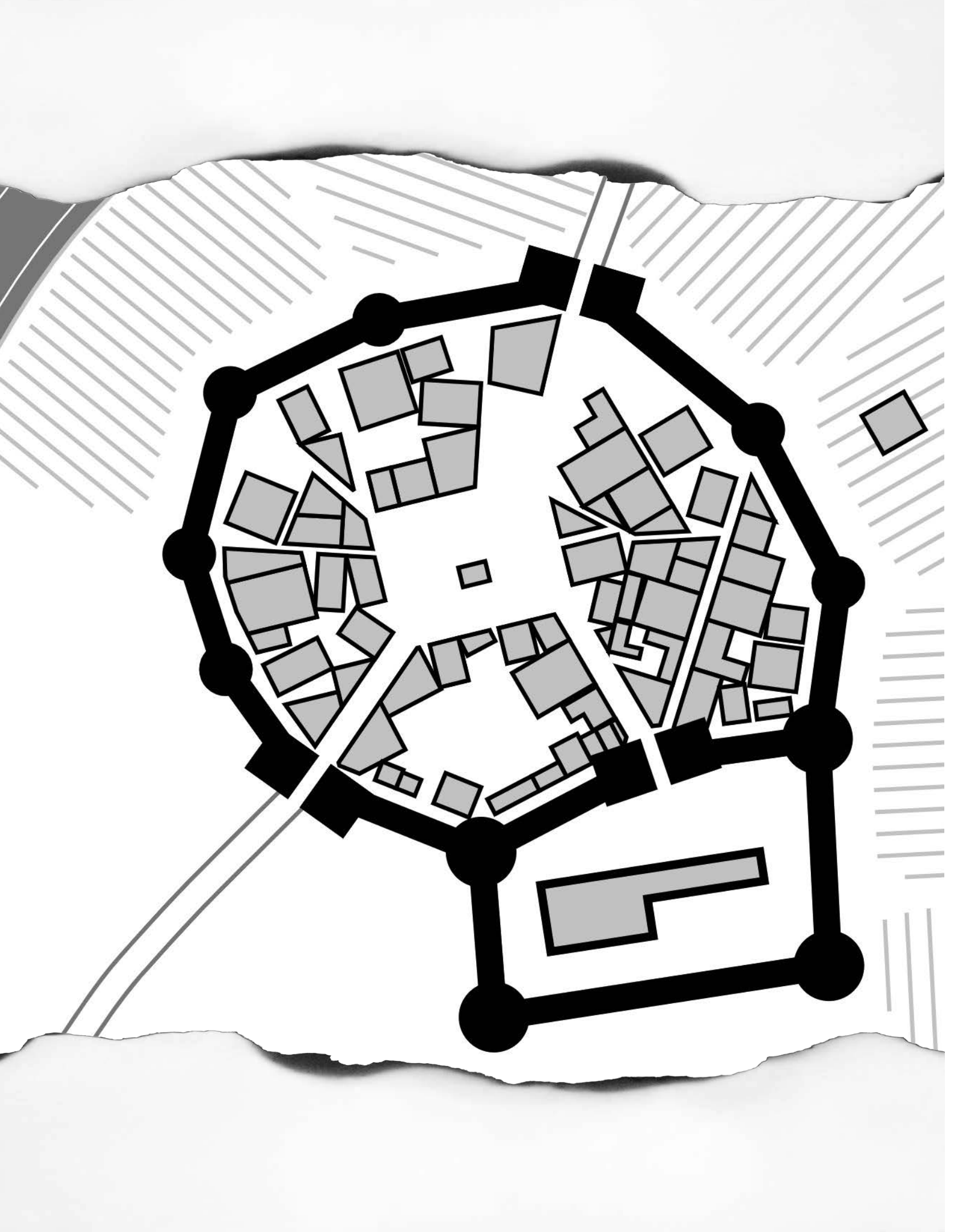
## Exports

Wheat  
Beef  
Yellow Trefoil  
Hemp









# GARENDON

Garendon is the walled manor of a prominent dwarven family. Simple stone architecture is punctuated with ingenious iron gates and doors.

## Government

Monarchy - Lord/Lady

## Economy

The manor is self-sufficient, yet the economy is struggling.

## Businesses

Hamfist's Smithy  
The Iron Ring Inn

## Attractions

The Iron Ring Inn - A handsome stone building with a gigantic iron ring mounted in the public room. It is known for excellent mead and a variety of entertainment.

## Population

400

## Imports

Wine  
Barley  
Coffee

## Demographics

Dwarf 94%  
Elf <1%  
Gnome 4%  
Halfling <1%  
Human 1%

## Exports

Pork  
Iron goods

## Adventure Ideas

The owner of the Iron Ring Inn would like someone to gather a special type of wood from the nearby forest. He's paying well but none of the locals seem interested.

A group of rangers has been gathering nightly at the inn. Townsfolk are whispering that trouble is afoot. If so, the rangers may need help.

The town leadership is looking for some brave souls to investigate a possible incident of piracy just down the river.



# GREAT MUNDEN

In addition to being a hub of coffee and tea exports, Great Munden has grown into a seat of magical knowledge in the world. It is home to the Munden University and its many colleges. For more than two centuries the head of the university has also been the ruler of the city. Ancient arch-lined streets lead to shaded courtyards where students and masters savor sumptuous coffees and teas. Stone spires capped with private studies and observatories pepper the skyline.

## Government

City State Magocracy - Archmage

## Economy

Sea trade and numerous schools keep fueling growth.

## Businesses

Safford's Bookbinding  
Ordway Coffee Exports  
Upwood Tea Company  
The Rose and Crown Inn  
The Red Ship Inn  
The White Stag Inn  
Rushford Winery

## Attractions

*The Cathedral of Books* - A temple to books as well as the largest library in the known world.

*Museum of the Arcane* - A collection of artifacts and timelines of the development and history of magic.

*Axton's Tea House* - A popular tea house with an outstanding atmosphere for studying.

*Athelstan's Tomb* - The tomb of an archmage that lived four or five centuries ago.

*Claibourne's Statue* - The statue of an archmage that lived a couple of centuries ago.

## Population

62,000

## Imports

Wheat  
Beef  
Pork  
Spices  
Ink  
Glass

## Demographics

Dwarf 1%  
Elf 15%  
Gnome 3%  
Halfling 9%  
Human 72%

## Exports

Coffee  
Tea  
Wool  
Wine  
Parchment

*The Edlyn Tower* - A mysterious tower constructed by a reclusive wizard. No one has entered or exited in decades, perhaps even a century? Or at least that's what the rumors say.

*Munden University* - Or sometimes just called The University. It is the largest center for magical and non-magical learning in the known world.

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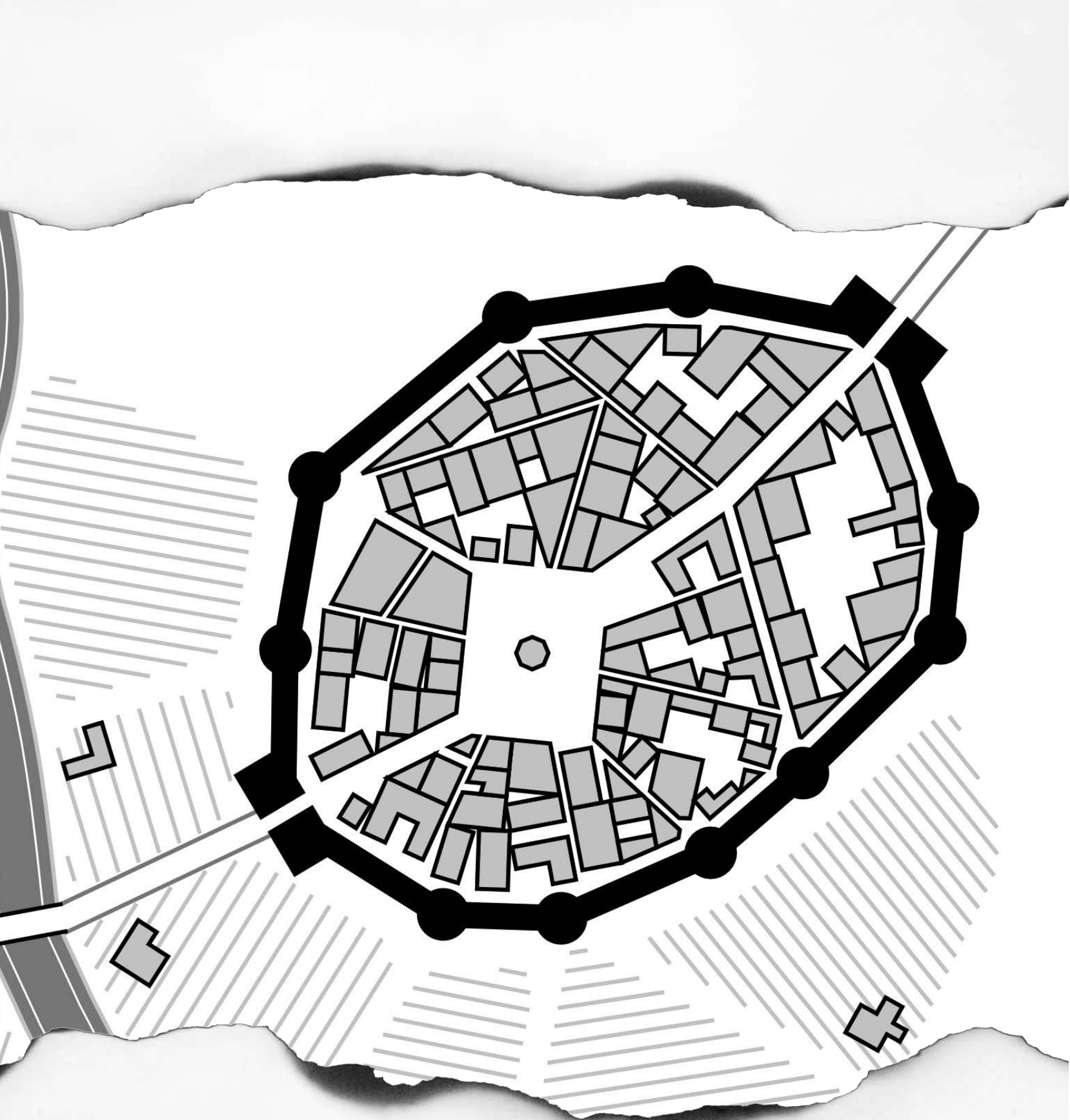
## Adventure Ideas

Experiment gone awry! There are three inch long micro-dragons swarming in one section of the town. The danger of fire has everyone terrified. How can the micro-dragons be stopped?

A previously unknown doorway was discovered on Athelstan's Tomb. It has a uniquely shaped keyhole. A short rhyme carved in the door indicates the key may be found in the Cathedral of Books.

There are rumors that Claibourne's spirit has been walking the streets at night near his statue. The rumors also say he is lamenting an unfinished quest of some kind.





# GRIMSTON HILL

Built on a natural rise, the town is located near several large sand deposits. Glass blowing is a widely practiced trade. Most of the buildings in the town have glass windows set it apart from other cities.

## Government

## Plutocracy - Mayor

## Economy

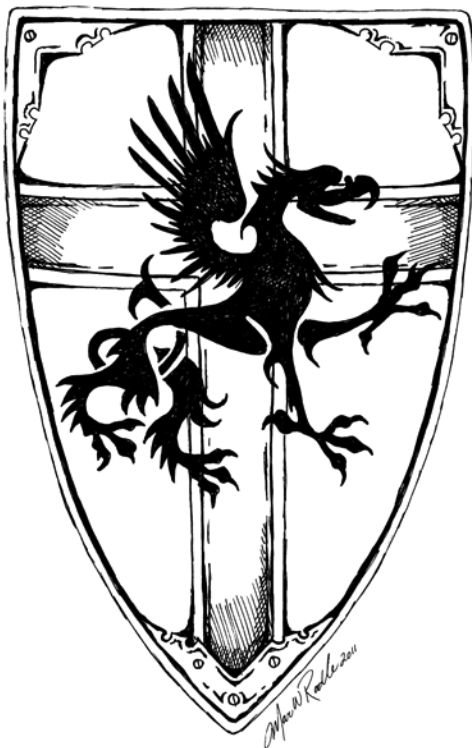
Stable largely because of the glassworks.

## Businesses

Grimston Glassworks  
The Jumping Donkey Inn

## Attractions

*The Grimston Glass Spire* - A metal and glass structure that is about five stories tall. It was built to draw tourists and help raise awareness about the glass trade.



## Population

500

## Imports

Beer  
Wine  
Spices

## Demographics

Dwarf 10%  
Elf <1%  
Gnome <1%  
Halfling 2%  
Human 87%

## Exports

## Glassware



## Adventure Ideas

Someone has climbed to the top of the spire and is threatening to jump. How can this disturbed person be saved?

The party acquired a glass orb. They were told if the orb is placed on the top of the spire at sunrise a map to an ancient library will appear. However, the town leadership is not allowing anyone up in the spire at the moment. Can they be convinced or can the keys be stolen?

The owner of the Jumping Donkey Inn found a note in the wine cellar. It was left by the previous owner and said there is a hidden door in the inn that leads to treasure. The current owner has searched everywhere, but can't find it. They are looking for help, but don't want word getting around town. If only a group of travelers were just passing through.

# HAINSTONE

Founded to move diamonds from the interior to other towns and cities, Hainstone's history stretches back more than five centuries. The city is a hodgepodge of stone and wood structures.

## Government

City State, Aristocracy - Baron/Baroness

## Economy

The seaport and the diamonds keep the city growing, but there hasn't been much innovation in some time.

## Businesses

Warburton's Jewelry  
The Smoke and Fire Inn  
The Friendly Nag Inn  
Elvina's Potions  
Claiborne Shipbuilding Company

## Attractions

*The Star of Hainstone* - The largest diamond that the town has kept. It is 37.4 carats.

*The Monument of Tarrant* - A marble monument that commemorates when Tarrant saved the town during a bandit raid.

## Population

7,000

## Imports

Wheat  
Rye  
Coal  
Gold

## Demographics

Dwarf 4%  
Elf <1%  
Gnome 11%  
Halfling <1%  
Human 84%

## Exports

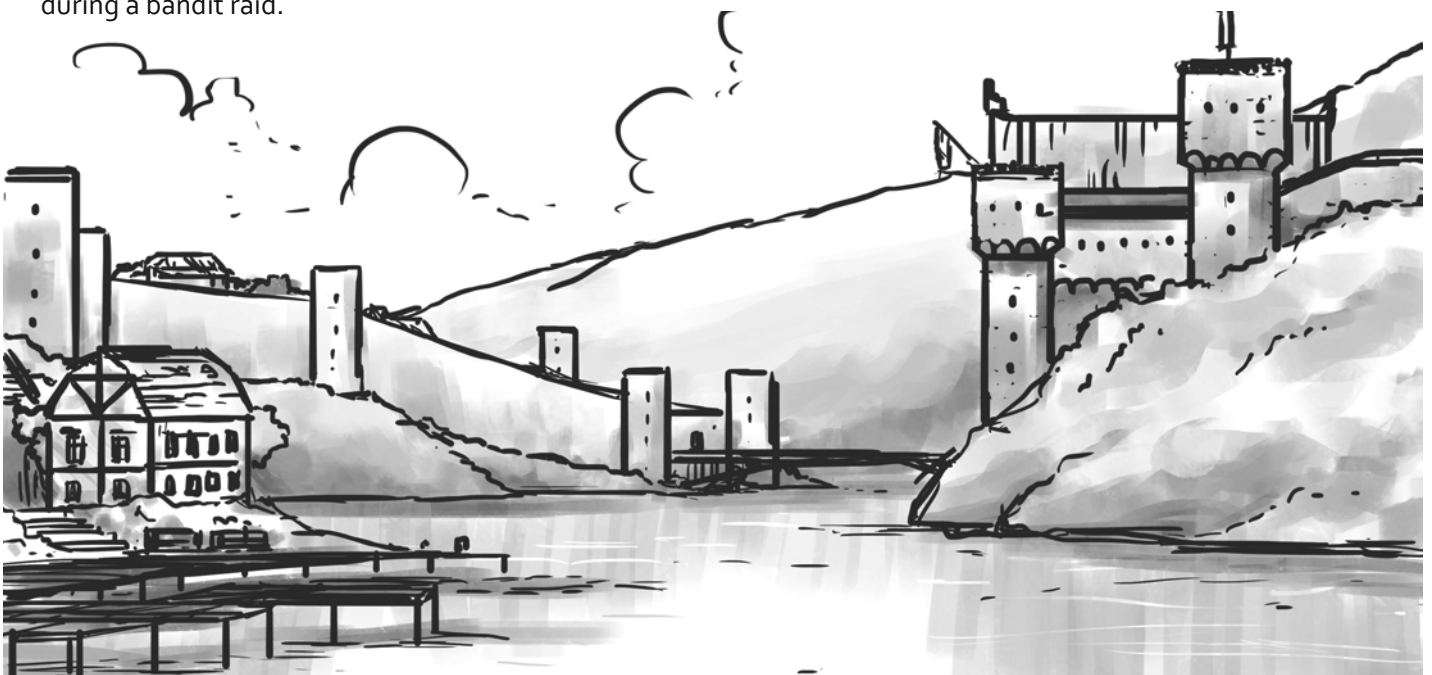
Diamonds  
Beef  
Wine

## Adventure Ideas

Steal the Star of Hainstone. It is located in the baron's residence.

The Monument of Tarrant has been vandalized and the town leadership is offering a reward for the capture of the culprits. However, upon investigation, it appears more likely that something broke out of the monument instead of into it.

A ship carrying valuables sank near the port. The owner is hiring help to salvage the wreck.









# HALLOWTREE

The town is located on the private estate of an elven family. It is built in the shadow of a large walled manor house and consists of earthen and wooden buildings.

## Government

Aristocracy - Lord/Lady

## Economy

Shrinking. Hallowtree is a sleepy town where not much is happening.

## Businesses

The Playful Unicorn Inn

## Attractions

*The Tome of Delwyn* - An ancient book of wisdom and knowledge that the estate owners have possessed for generations.

## Population

350

## Imports

Sugar  
Spices  
Pork

## Demographics

Dwarf 0%  
Elf 33%  
Gnome 0%  
Halfling 17%  
Human 50%

## Exports

Dairy products  
Coal

## Adventure Ideas

The party needs to consult the Tome of Delwyn. They can either gain permission or sneak in.

The current lord or lady is looking for someone to help the town grow. They are offering rewards for people willing to explore the nearby countryside and woods. They are looking for resources they can exploit.

The owner of the Playful Unicorn is looking for a buyer. He only has one interested person, but they cannot afford it.



# HAUGHTON

The inhabitants threw off a despotic ruler a decade ago, but the rebels then shattered into factions. Now the groups compete for power and the town suffers because of it. Burned-out and abandoned buildings can be seen on nearly every street. Some neighborhoods have become fortified compounds.

## Government

Anocracy - Warlord/Warlordy

## Economy

In turmoil because of the squabbling factions. The economy is also shrinking since people are leaving. However, Haughton is becoming known for its black market and contraband sales.

## Businesses

The Hind's Heart Inn

## Attractions

*The Hind's Heart Inn* - The inn is nearly a fortress now. However, it still caters quite well to travelers.

*The Black Market* - If you are looking for illegal goods, you can probably find them in the many back alleys and gang hideouts.

## Population

1,500

## Imports

Wine  
Beer  
Spices  
Wheat  
Rice  
Weapons

## Demographics

Dwarf 9%  
Elf 14%  
Gnome 2%  
Halfling 7%  
Human 68%

## Exports

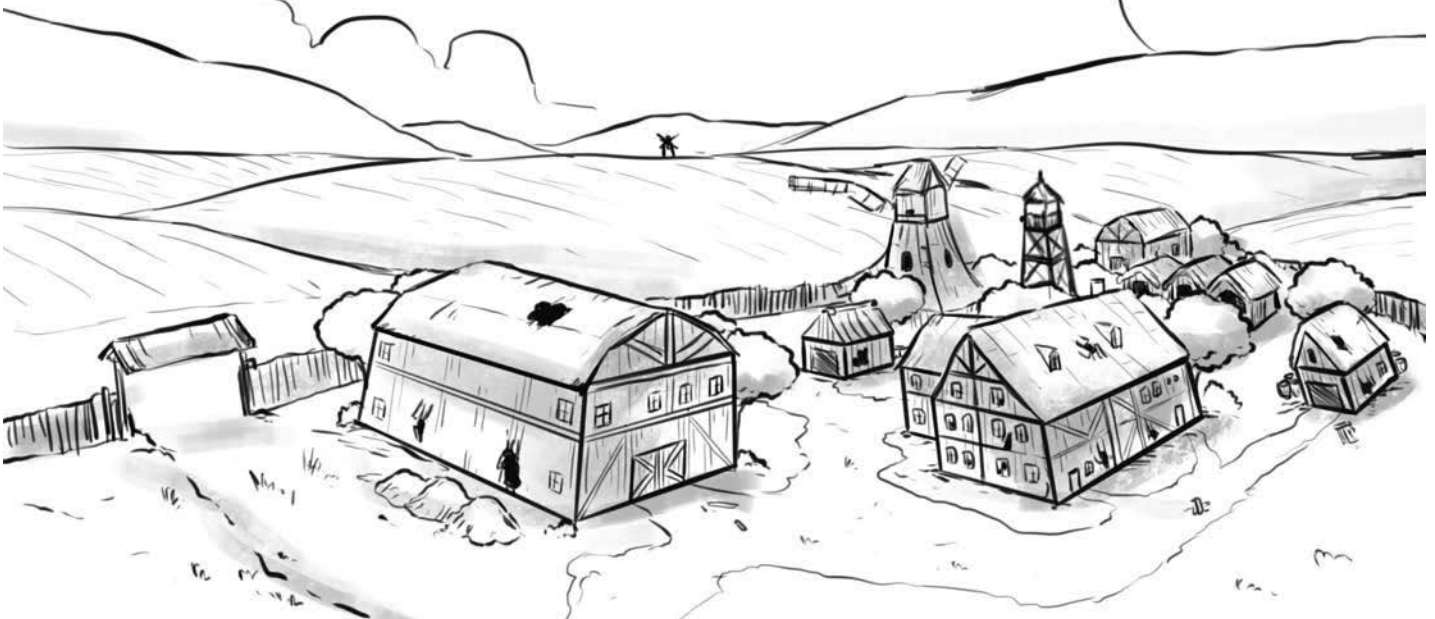
Charcoal  
Sugar Beets

## Adventure Ideas

The party must find a way to restore order to the town either through negotiation or force.

The party needs to purchase a list of illegal items that can only be found here. Several factions will have to be contacted and bargained with.

Some traveling nobles are being held hostage. The family is offering a substantial reward for their safe return.







# HOLT

Looking for a better life, a large group of elves moved to this location about 30 years ago. The town attracted a group of humans who were migrating as well. The founders prized law and set the rule of law as the basis of the city.

## Government

## City State Nomocracy - First Arbiter

## Economy

Growing fast due to the area's natural resources.

## Businesses

The Fat Sow Inn  
The Waybread Inn  
Felberta's Fur Company  
Lockwood's Fishery

## Attractions

*The Seat of Law* - The meeting place where judgements and sentences are announced.

*The Holt Compact* - The charter of the town that the inhabitants agreed to upon founding.

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## Adventure Ideas

A party member is accused of a crime. The other members of the party are named as their defense.

The Waybread Inn has fallen on hard times despite the good economy. It seems the owners have some large debts. They are willing to sell the inn which could be turned around for a good profit.

There has been a murder. Nearly everyone in town has a conflict of interest since the victim and the accused are well known. The First Arbiter would like to appoint outsiders as investigators. An expense account will be provided.

## Population

2,000

## Imports

Barley  
Corn  
Mutton  
Wool  
Tea

## Demographics

Dwarf 1%  
Elf 78%  
Gnome <1%  
Halfling <1%  
Human 20%

## Exports

Fish  
Lumber  
Coal  
Iron  
Nutmeg  
Furs





# HOUND TOR

A quiet farming village that hasn't seen much change in decades. Walls were erected about 20 years ago after some bandits raided the town.

## Government

## Democracy, Demarchy - Mayor

## Economy

Shrinking slightly.

## Businesses

## The Full Pint Inn

## Attractions

None. However, the Full Pint Inn is quite nice after a long day of work.

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## Adventure Ideas

One morning, the town wakes up to find itself under siege by 500 bandits.

A section of the town wall collapsed. The party is asked to help rebuild it. While working, one member of the party finds a wooden box with a map and a key inside.

The party finds the local blacksmith drowning his sorrows at the inn. It seems he is unlucky at love. He begs the party to help him woo his love.

## Population

450

## Imports

Spices  
Wine  
Sugar

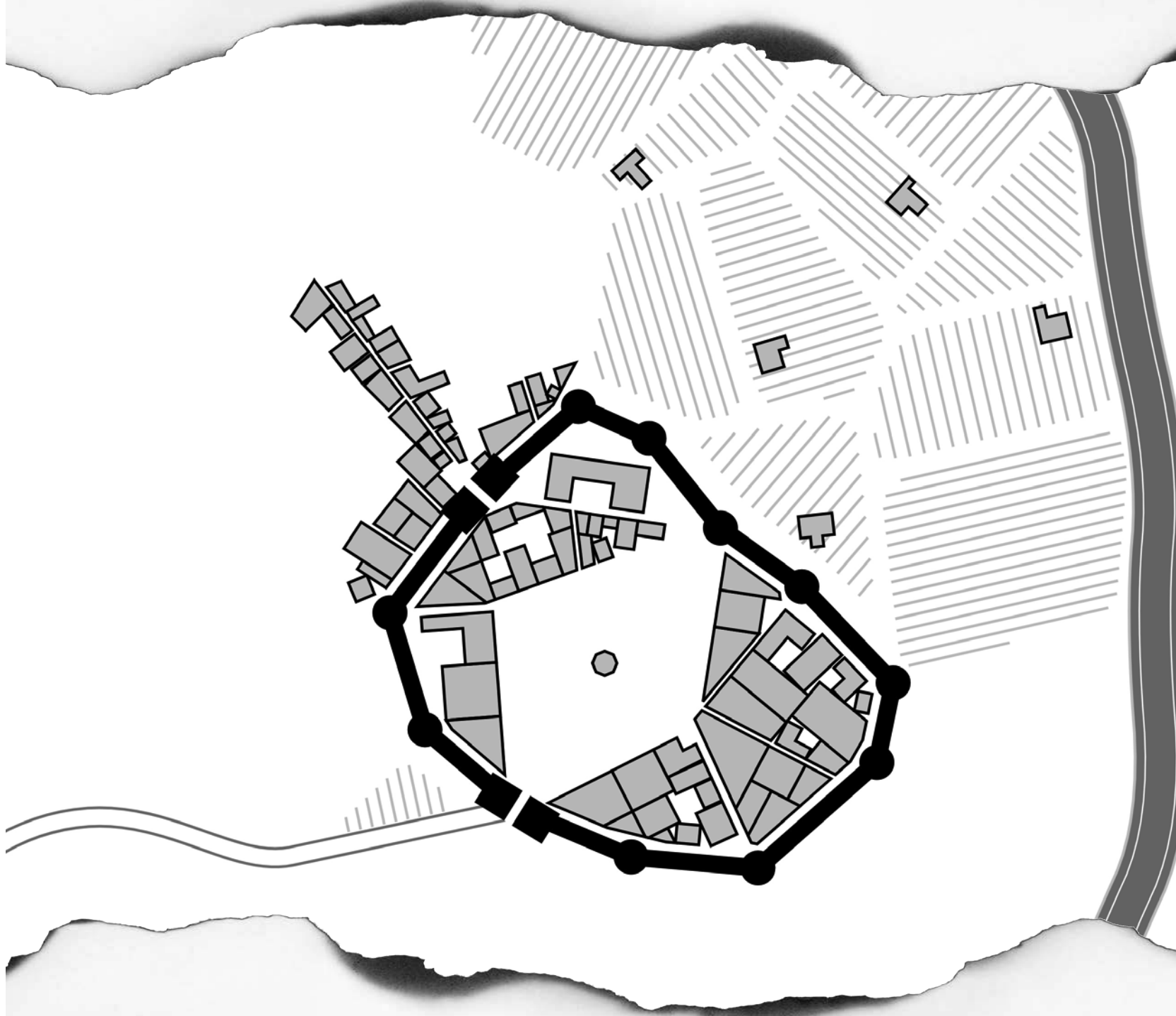
## Demographics

Dwarf 5%  
Elf 1%  
Gnome 37%  
Halfling 32%  
Human 25%

## Exports

Buckwheat  
Tobacco







# IMBER

The elves of Imber have ruled this lush river valley for time immemorial. Humans have only settled in recent decades and their industriousness has sparked the timelessness of the elves into growth. The buildings tend to be whitewashed stone with more workspace than living space.

### Government

Stratocracy, Constitutional Monarchy - Khan

### Economy

Demand for ink and silk keep this economy growing.

### Businesses

The Imber Silk Company  
Ailmar Ink Company  
The Slain Dragon Inn

### Attractions

*The Blossom Garden* - A beautiful flower garden carefully and lovingly tended.

*Battle of Two Dragons Memorial* - A large charred and half melted stone that serves as a memorial of an ancient battle of two dragons.

*Firth Temple* - A well known and intricately designed temple.

*Royal Butterfly House* - A habitat for a huge collection of rare and diverse butterflies.

### Population

17,000

### Imports

Wool  
Cotton  
Copper

### Demographics

Dwarf <1%  
Elf 78%  
Gnome <1%  
Halfling 2%  
Human 19%

### Exports

Silk  
Ink  
Rice  
Iron

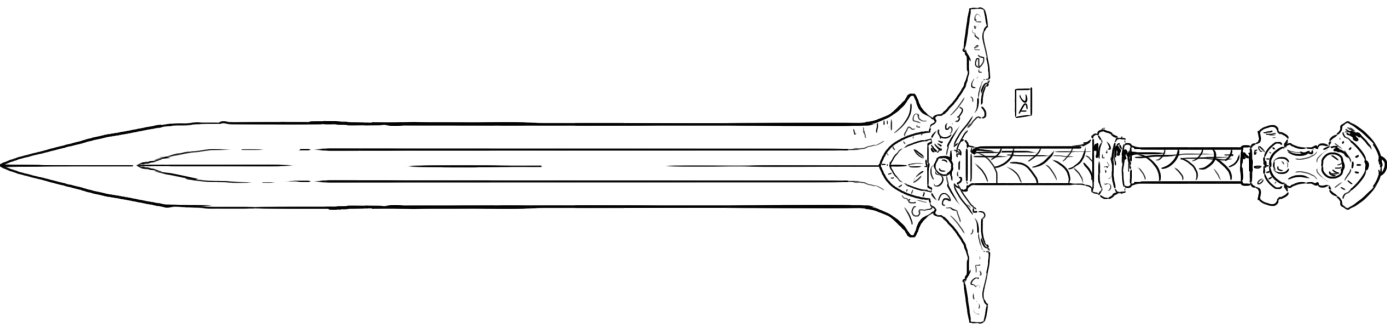


### Adventure Ideas

The Khan would like more butterflies for the Royal Butterfly House. A bounty is offered for each butterfly.

Rumors persist that a dragon claw remains from the ancient battle. If that claw could be found, the elven smiths could fashion it into a fine sword. But where could it be? There are so many stories.

The Ailmar Ink Company needs to move some extra inventory. An enterprising group could buy it and resell the ink at a profit in another town. All they'd have to do is work out the logistics.



# KELMARSH

An ancient hub for the spice trade, Kelmarsh was founded by elves. At various times during its long history, the city has been held by elves, humans and even dwarves for a short period. The elves rule again and are jealous of their prize. The city is a mix of different cultures as well as new and old architecture.

# Government

## Plutocracy, City State Monarchy - King/Queen

## Economy

Booming. The demand for spices is outstripping the supply.

## Businesses

Kelmarsh Trading Company  
Rohusomar's Ginger Emporium  
The Pepper Company  
The Hilt and Blade Inn  
Rayla's Herb and Spice Shop  
The Silver Stallion Inn

## Attractions

*The Spice Markets* - Visitors all over the countryside wander through the myriad of booths scouring for the perfect spices.

*The Silver Stallion Inn* - A popular watering hole for spice dealers.

*The Reflecting Pool* - A large ceremonial pool that attracts visitors for the supposed healing properties of the water.

*Tomb of Evanrona* - The tomb of an ancient elven queen.

## Population

23,000

## Imports

Oats  
Wheat  
Wool  
Pork  
Tea

## Demographics

Dwarf <16%  
Elf 55%  
Gnome <1%  
Halfling <1%  
Human 29%

## Exports

Ginger  
Cumin  
Long Pepper  
Rye  
Silver  
Coffee



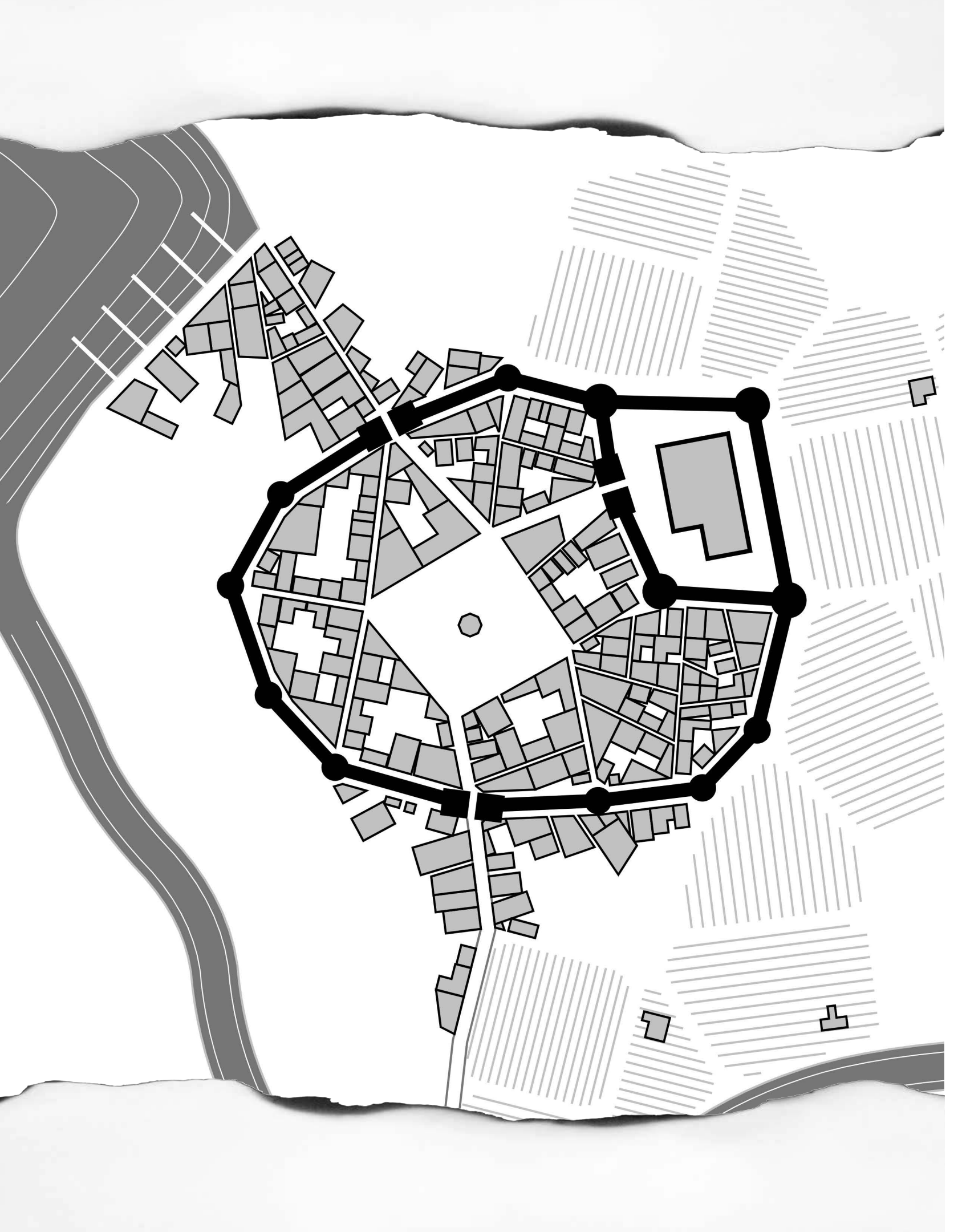
## Adventure Ideas

The party needs to acquire certain spices for a local wizard. In return, the wizard is offering help in some way. The wizard could translate a book, create a potion, decipher a map, etc.

The spirit of Evanrona is said to appear at night begging for help with something. Most believe it is nonsense. Those who claim to have seen her are stricken with fear and can't remember exactly what the spirit said.

Workers discovered a shaft near the Reflecting Pool and the town leadership is looking for a group willing to explore it.







# KNAVE HILL

A quaint gnome village situated on a hill above a river and the sea. It is ruled by a steward who is elected every eight years and a ridiculous amount of committees elected every four. The earthen and wooden buildings radiate comfort and tranquility.

## Government

Technocracy, Bureaucracy - Steward

## Economy

Stable for centuries.

## Businesses

Gandor's Toy Shoppe  
The Skipping Faun Inn  
The Sleeping Dragon Inn

## Attractions

*Namel's Collection of Gnomes Gadgets* - A diverse and fascinating collection of trinkets, toys, gadgets, and other assorted items that are a treat to see and touch.

## Population

950

## Imports

Spices  
Iron  
Coal  
Wheat

## Demographics

Dwarf <1%  
Elf <1%  
Gnome 97%  
Halfling <1%  
Human 2%

## Exports

Copper  
Tin  
Toys  
Alfalfa  
Peanuts

## Adventure Ideas

Namel is always expanding his collection. If someone were to bring him rare and unique gnomes items he would pay well for them.

A burning and half sinking ship is barely able to dock. The captain and crew tell of being attacked by strange river folk. The town nearly goes into a panic and the Steward and committees call emergency meetings. However, it seems like the best course of action would be to go up the river and explore the area near the attack.

A local wizard needs ingredients for some potions. She's offering fair pay for anyone willing to search the nearby countryside for them.



# LEWAREWICH

Ancient beyond memory is the city of Lewarewich. Lapis and cinnamon are the reasons why the city was founded and in the end, they may be why it falls. Vine-covered stone walls and aromatic markets are hallmarks of this city. Nearly every building seems to be centuries old.

## Government

City State Monarchy - King/Queen

## Economy

Robust and growing around the lapis and cinnamon trades.

## Businesses

The Sweet and Salty Inn  
The White Gryphon Inn  
The Barrel and Mug Inn  
Kinwood Cinnamon Company  
Lapis Trading Company  
Edda's Jewelry Emporium

## Attractions

*The White Gryphon Inn* - For more than a thousand years, the White Gryphon Inn has been a comfortable gathering spot. Take a load off and tip back a glass of their famous ale.

*The Temple of Gome* - An ancient temple that is a popular place of worship.

*Dahlia's Pillar* - A memorial to a famed local craftswoman.

*The Lewarewich Bizarre* - A teeming and hectic market where one can find almost anything for sale.

*The Lapis Throne* - Made completely out of lapis lazuli the throne of the King and Queen is a wonder to behold.

## Population

24,000

## Imports

Spices  
Gold  
Silver  
Gemstones  
Lentils  
Peanuts  
Tea

## Demographics

Dwarf 9%  
Elf 11%  
Gnome 4%  
Halfling 8%  
Human 68%

## Exports

Lapis lazuli  
Cinnamon  
Wheat  
Copper  
Pork  
Coffee

300,000,000

## Adventure Ideas

A drunk merchant bragging in the White Gryphon Inn lets slip he's moving the largest lapis shipment ever on a certain date. The shipment is now a prime target for thieves. Does the party want to protect the shipment or steal it?

Digging near Dahlia's Pillar unearthed a giant egg and a wooden box. The box contains instructions for handling the egg, as well as a request to take it to a certain mountain so it can hatch. Does anyone feel up for an adventure?

Edda's Jewelry Emporium has been robbed and the owners are offering a reward for the capture of the thief and the return of the stolen items.





# LITTLE LAVINGTON

A sleepy halfling village that offers the simple pleasures of life. The wall and the "High Home" were built several decades ago during the Great Keening.

## Government

Minarchism, Democracy - Sheriff

## Economy

Just enough growth to maintain lifestyles.

## Businesses

The Gathering Place Inn  
Willrow's Curing Company

## Attractions

*The Gathering Place Inn* - Well known for its hospitality and excellent mushroom soup.

## Population

650

## Imports

Granite  
Limestone

## Demographics

Dwarf 6%  
Elf <1%  
Gnome 2%  
Halfling 89%  
Human 2%

## Exports

Longbottom Leaf  
Mushrooms

## Adventure Ideas

A local merchant is hiring guards for a caravan transporting Longbottom Leaf. It shouldn't be a tough job since they are only going to the next town.

The owner of The Gathering Place Inn is being extorted by a local gang of ruffians that live just outside of town. The innkeeper pleads for help and says the Sheriff is afraid of them.

There have been three house fires this month which is unusual. Some are beginning to suspect arson. The Sheriff offers a reward to anyone who investigates the fires.



# MEERING

History shows in earlier periods that the elves and dwarves had cities in this same location. What happened to those cities is mainly conjecture. Now, the rich farmlands and mineral wealth are being exploited by humans. The city is a sprawling mass wood, stone, and earth buildings.

## Government

Kleptocratic Monarchy - King/Queen

## Economy

Booming. The gem trade, as well as the demand for cheese, are fueling growth.

## Businesses

The Westby Inn  
The Quick Rabbit Inn  
The Crooked Chimney Inn  
Merrill's Silversmithy  
The Meering Cheese Company  
Elric's Cheeses and Breads

## Attractions

*The Meering Cheese Company* - A tour of the cheese factory is a highlight when visiting the city.

*Monument Hill* - A rounded hillock with a strange symbol carved in the earth that predates the city. The townsfolk have never built on the site and often tend to it by pulling weeds and such.

*The Well of Carrington* - An ancient well that has provided water for the people for centuries.

## Population

20,000

## Imports

Textiles  
Wool  
Cotton  
Rice  
Gold

## Demographics

Dwarf 1%  
Elf 2%  
Gnome <1%  
Halfling <1%  
Human 96%

## Exports

Silver  
Emeralds  
Cheese  
Wheat  
Rye  
Buckwheat  
Barley

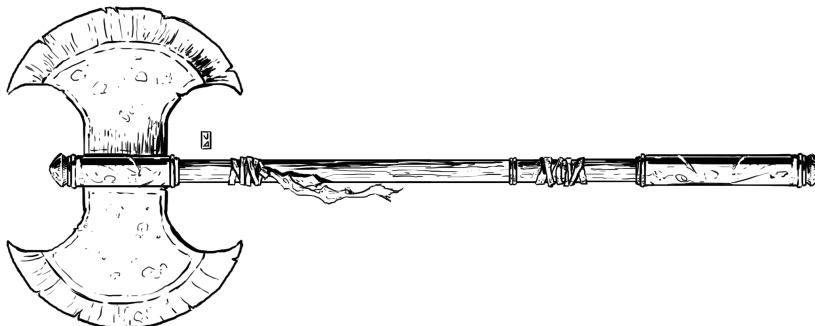
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## Adventure Ideas

The Well of Carrington has gone dry. The town leadership is looking for some adventurous souls to go down into it to determine the cause.

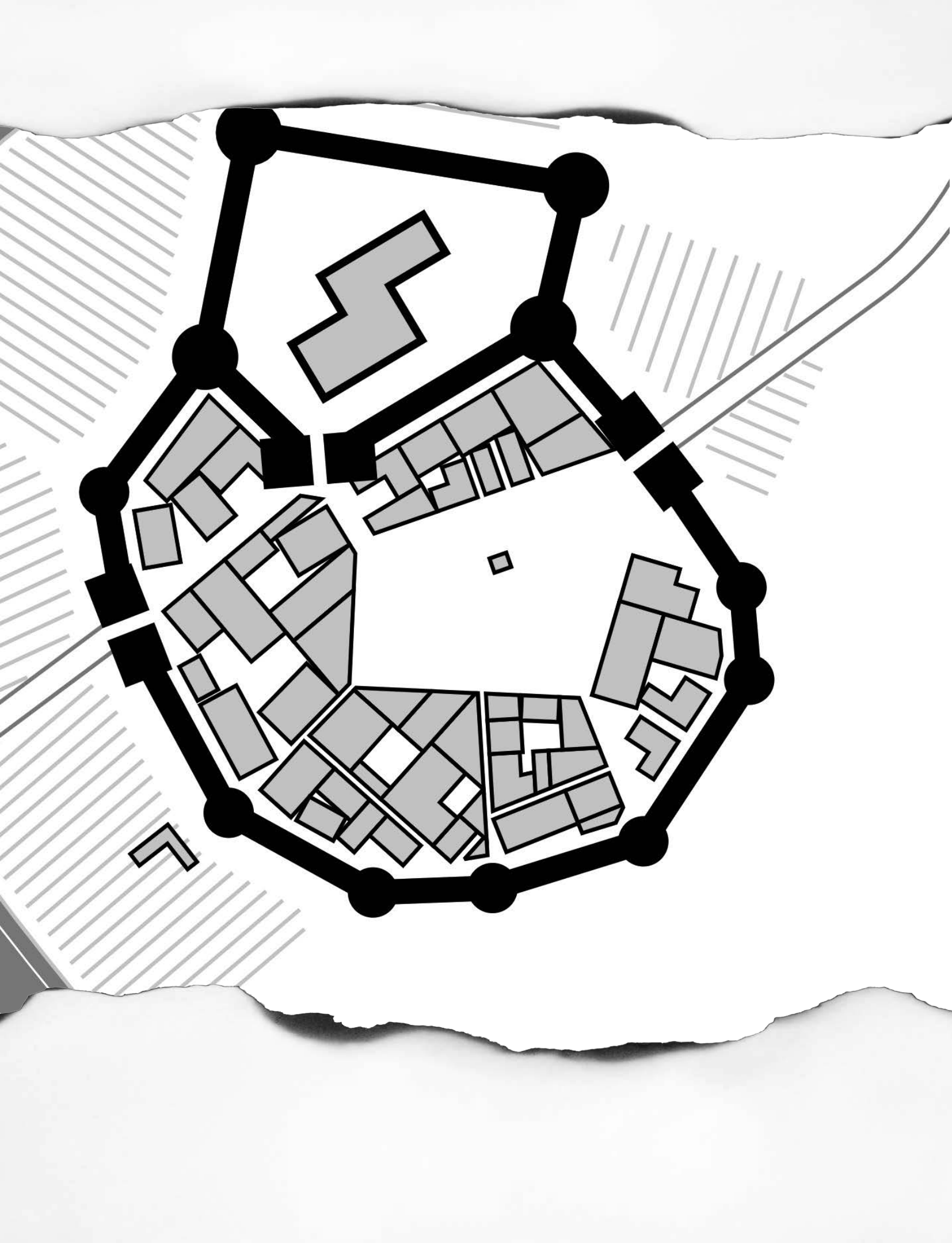
The town awakens to find Monument Hill completely desecrated. It looks as though something may have burst out of the ground. What could it be and what will it do to the city?

Upon entering the Westby Inn the party finds the public room on fire and some patrons and inn workers frantically trying to put it out.









# MIDLEY

Little more than a place to rest during journeys to important places. The town is made up of quaint country style homes.

## Government

Aristocracy (Adhocracy) - Lord/Lady

## Economy

Travelers stopping for the evening fuel most of the economic growth.

## Businesses

Pudrick's Leather Goods  
The Flower and Bud Inn  
The Moon Under Water Inn  
Thurlow's Family Inn

## Attractions

None. However, a comfortable bed and hardy food await after long days on the road.

203639073

## Adventure Ideas

The Moon Under Water Inn's owner is hiring workers to dig out a new cellar. Should be easy work for easy gold.

A traveler left a bag at the Flower and Bud Inn. The owner didn't open it at first thinking the owner would return, but now a month has passed. The owner opened the bag to find a map to a remote location not far from the town, seven daggers with strange symbols on them, two diamonds worth a thousand gold each, a list of names, and a book written in elvish. The innkeeper is looking for help finding the owner.

Upon entering the Thurlow's Family Inn, the party sees the innkeeper and a patron about to come to blows. Do they pull up a chair and watch or do they calm the situation?

## Population

320

## Imports

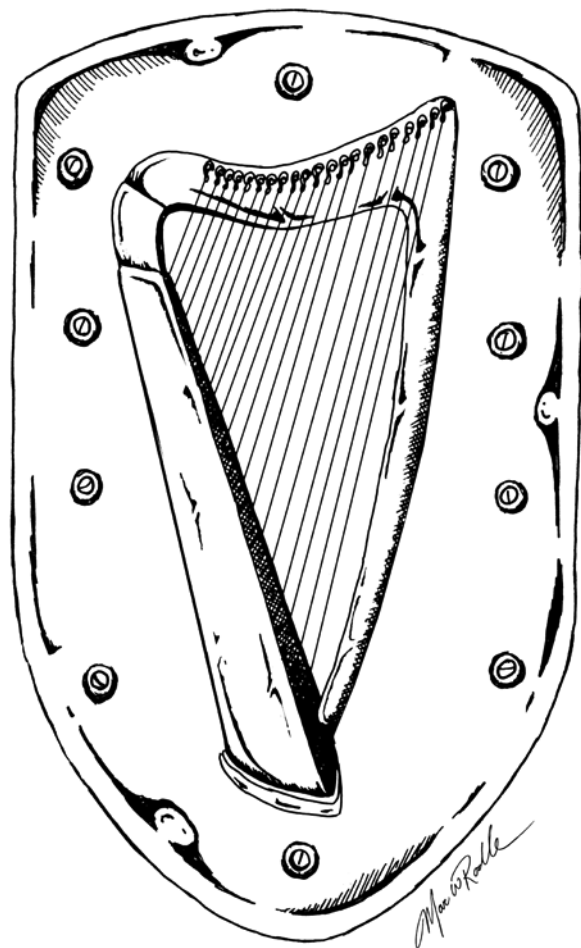
Sugar  
Spices

## Demographics

Dwarf 0%  
Elf 0%  
Gnome 0%  
Halfling 12%  
Human 88%

## Exports

Salt



# MIRABEL

The ancient home of balm trees and certain spices. The city of Mirabel wields great influence over a number of trade routes. The Gnomish influence infuses an air of otherness throughout the city. Stone and earthen structures blend with wooden whimsical ones.

## Government

City State Aristocracy - The Grand Overseer

## Economy

Booming. The spice trade makes Mirabel and her merchants wealthy.

## Businesses

Wystan's Spice Shoppe  
The Mirabel Trading Company  
The Allspice Company  
Irvette's Balm and Ointments  
The Happy Hound Inn  
The White Elephant Inn  
The Red Spire Inn  
Tory's Tavern

## Attractions

*The Balm Tree Orchards* - The fragrant balm trees create a pleasant environment for morning or evening strolls.

*The Spice Markets* - Shop a variety of spices in the large open-air market.

*The Tower of Nara* - An ancient stone and wood tower near the center of the city which has become a popular observation spot. From the top one can survey the surrounding countryside.

*The Palace of the Grand Overseer* - The palace is famed for its opulent architecture.

*The Spice Cellars* - A maze of underground tunnels and storehouses used for housing spices and drying balm tree leaves.

## Population

11,000

## Imports

Beef  
Spices  
Rice  
Iron  
Gold  
Silver  
Lapis  
Textiles  
Tea

## Demographics

Dwarf 10%  
Elf 11%  
Gnome 46%  
Halfling 1%  
Human 32%

## Exports

Allspice  
Paprika  
Balm of Mirabel  
Wool  
Cotton  
Coffee

630302083

## Adventure Ideas

Something strange is happening in the Spice Cellars. Items have gone missing and now a worker is missing. A thorough search is being organized and more volunteers are needed.

A shipment of balm is urgently needed in another town. However, most of the regular caravan drivers are busy with other shipments. The Mirabel Trading Company is willing to pay well to have the shipment delivered.

A map was found in the tower of Nara that shows the location of ancient city ruins. The Grand Overseer is holding a contest to see who is worthy to have the map and explore the ruins. Treasure hunters from all over are gathering. The contestants must perform feats of strength, battles of wits, and other challenges.





# OSSINGTON

The priest-weavers of Os produce some of the finest garments and textiles in the world and have done so for more than two centuries. The enormous textile warehouses and weaving centers are a testament to the volume of textile trade.

## Government

Plutocratic Theocracy - High Priest/High Priestess

## Economy

The demand for textiles fuels growth.

## Businesses

Ossington Textile Company  
The Odd Dragon Inn  
Stockard's Clothing

## Attractions

*The Temple of Os* - A magnificent and deliriously ornate temple.

*Festival of the Arts* - An annual festival that celebrates the arts. It draws bards and other artists from far and wide who compete for prizes and the grand prize of a golden crown.

## Population

4,000

## Imports

Salt  
Sugar  
Spices  
Dyes  
Coffee

## Demographics

Dwarf 0%  
Elf 91%  
Gnome 0%  
Halfling 2%  
Human 7%

## Exports

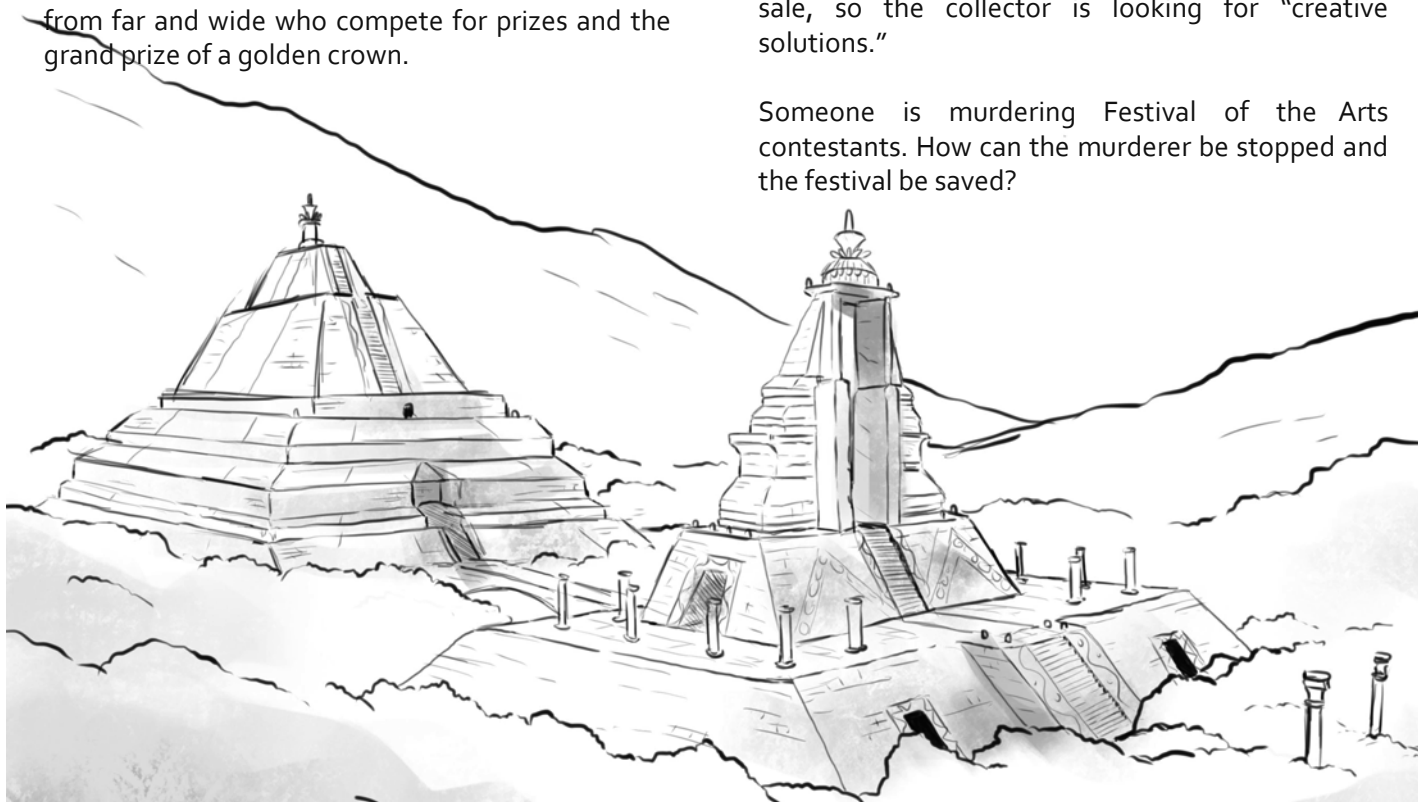
Textiles  
Wool  
Cotton  
Woven Goods  
Clothing  
Tapestries

## Adventure Ideas

Join one or more of the various art competitions at the Festival of the Arts. Some prizes include fine clothes, musical instruments, and even magic cloaks. The grand prize of the golden crown also comes with a free house in Ossington and great fame.

A collector is willing to pay an incredible sum for a small statue located in the Temple of Os. It is not for sale, so the collector is looking for "creative solutions."

Someone is murdering Festival of the Arts contestants. How can the murderer be stopped and the festival be saved?



# OVERSTONE

Built on a granite outcropping in a river valley, Overstone is a sleepy town ruled for generations by a dwarven family. The granite used in construction lends an imposing demeanor to the small town.

## Government

## City State Monarchy - King/Queen

## Economy

Growing slightly because of increased demand for wheat.

## Businesses

High Stone Inn  
Stonefoot Quarry  
Ramsden's Bakery  
Farnham's Mill

## Attractions

*High Stone Inn* - An imposing structure that has been sheltering travelers and filling their bellies for decades.

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## Adventure Ideas

The owners of the High Stone Inn are having rodent problems in the cellar. The rats and mice seem to be coming out of a crack in the wall. They are willing to pay to have the wall torn down so what's beyond can be explored and the rodents dealt with.

Ramsden's Bakery needs help. They are short-handed and need to make deliveries all around town and even to a few outlying farms. They are paying a decent wage for a day's work.

A strange object was unearthed at Stonefoot Quarry. It is a gold and silver cylinder with one jewel on the side. Is it a container? How did it get so deep in the earth? For the answers to these and other questions, the town leadership is looking for help.

## Population

420

## Imports

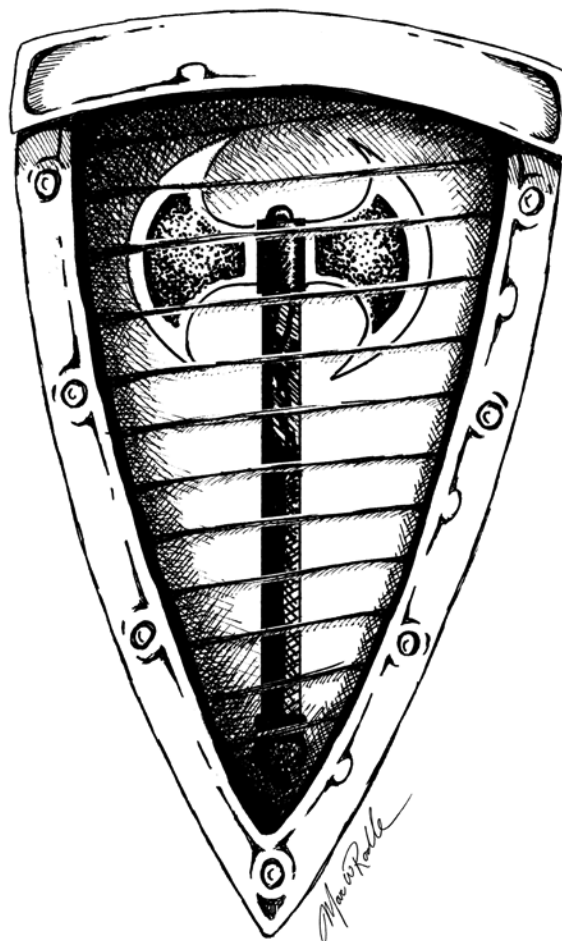
Mead  
Iron  
Copper  
Coffee

## Demographics

Dwarf 50%  
Elf <1%  
Gnome <1%  
Halfling 4%  
Human 45%

## Exports

Granite  
Wheat  
Barley









# PARBOLD

The slow-growing city has been sparked to life in the last decade mainly due to imports. People from all over are coming to the city to buy exotic spices. The spice shipments are arriving daily now and merchants are outfitting caravans to transport them farther into the interior.

# Government

## City State Monarchy - King/Queen

## Economy

Booming. The city has become the hub of receiving spices from around the world.

## Businesses

Parbold Imports Limited  
The Hilt and Blade Inn  
Burke's Inn  
Derward's Book Shoppe

## Attractions

*Derward's Book Shoppe* - Known for its wide selection of books and the owner's willingness to track down rare books for customers.

*The Spice Markets* - A vast array of spices and other goods are on sale almost every day.

*The Tomb of Zephryne* - An ornate tomb of one of the cities founders.

## Population

4,500

## Imports

Spices  
Sugar  
Copper  
Gemstones  
Coffee  
Tea

## Demographics

Dwarf 27%  
Elf 2%  
Gnome <1%  
Halfling <1%  
Human 70%

## Exports

Rye  
Peanuts  
Wheat

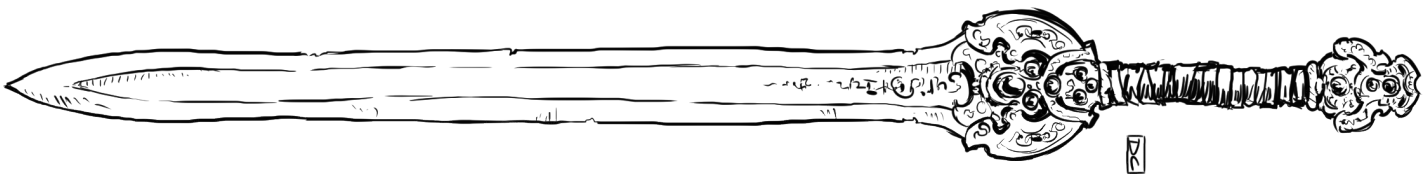


## Adventure Ideas

Derward's Book Shoppe is offering a bounty on certain books. Find them and bring them to the shop to be rewarded.

The demand for spices in the interior is so great that merchants are selling caravan routes to enterprising individuals. There are options for one-time shipments as well as permanent routes.

The Hilt and Blade Inn is looking for investors. They are offering a fair return on any investment and they wish to keep running the inn.



# RUTLAND

Founded in a natural harbor, the city is only about 100 years old. Most of the buildings are squat wooden affairs that reflect little craftsmanship.

## Government

City State Timocracy - First Citizen

## Economy

Stagnant. Trade and commerce haven't seen much dynamism in several decades.

## Businesses

The Swordfish Inn  
Traveler's Rest  
Sailor's Mess  
Clem's Fruit Stand

## Attractions

*The Seaside Caves* - An intricate and deep cavern system near the town.

*The Corin Slab* - An ancient slab of granite that was placed as a monument centuries before the town was built. It is considered sacred in the region and many rumors and myths surround it.

## Population

1,800

## Imports

Iron  
Copper  
Tea

## Demographics

Dwarf <1%  
Elf <1%  
Gnome 5%  
Halfling <1%  
Human 94%

## Exports

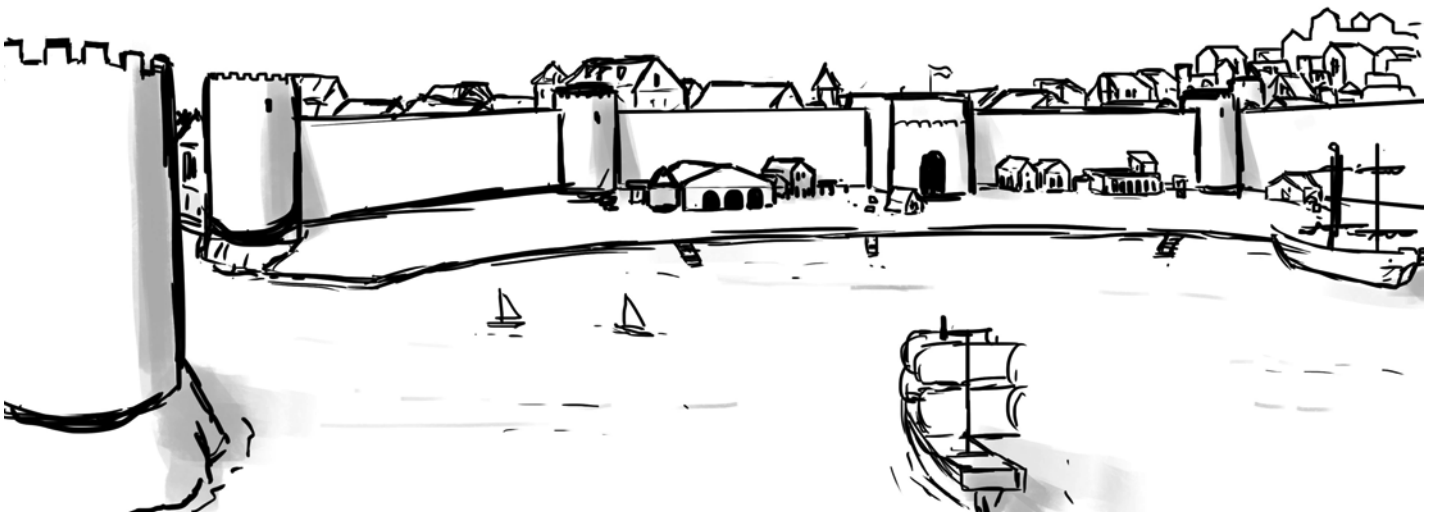
Lima Beans  
Corn

## Adventure Ideas

After a heavy rain, a gold coin was found near the entrance to one of the Seaside Caves. The coin is of unknown design and make. Now rumors are spreading and people are interested in exploring the caves. However, the cave complex is vast and not altogether safe.

Rumor has it that there is a key to an abandoned tower located underneath the Corin Slab. If someone could find the key they would own the tower. But there's no way to get under the Corin Slab and digging is not allowed near it.

A ship has docked and the captain claims to have a valuable cargo of rare cloth, gems, weapons, armor, and more. He is inviting buyers to come on board to inspect the items.







# RYCOTE

Founded on the ruins of an ancient city, Rycote is a beautiful city of great diversity. The cultures of the inhabitants inspire a range of architecture and the use of marble and limestone from the ruins produce striking results.

## Government

City State Monarchy - King/Queen

## Economy

Growing steadily. More people in the area are moving to the city to learn various trades.

## Businesses

The Queen's Servant Inn  
The Old Boat Inn  
The Swift Hawk Inn  
Earna's Potions  
Grimlar's Smithy

## Attractions

*The Catacombs of Rycote* - Underneath the city are miles and miles of tunnels leftover from the old ruins.

*The Pool of Daralis* - A subterranean pool located within the catacombs is often sought out for supposed medicinal and magical properties.



## Population

5,000

## Imports

Spices  
Wine  
Wheat

## Demographics

Dwarf 24%  
Elf 22%  
Gnome 25%  
Halfling 3%  
Human 26%

## Exports

Barley  
Sunflowers  
Potatoes  
Beef  
Rice

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## Adventure Ideas

Strange things are happening in the city. There have been more thefts recently. Some say their neighbors act like they don't even know them anymore. And just a few days ago several groups of people went into the catacombs and haven't come back yet.

There have been several reports of large wet footprints near the Pool of Daralis. The town leadership would like someone to look into it.

A local businessman is offering good money for anyone willing to map several underexplored sections of the catacombs.



# SHALFORD

A moderately active seaport until gold was discovered 12 years ago. Now, the city is growing wildly. Dwarves are flocking to the town and building homes outside the walls. The gold rush has led to increased crime and confusion in the city. Longtime residents are feeling the surge of new treasure hunters.

## Government

City State Monarchy - King/Queen

## Economy

The city is currently experiencing a gold rush and the economy is booming.

## Businesses

The Singing Siren Inn  
The New Ship Inn  
Ironfoot's Tavern  
The Easy Money Inn and Gambling House  
Stonegrim's Smithy  
The Shalford Gold Company  
Shalford Imports and Exports  
Bromley and Sons Winery

## Attractions

*Warmund Quay* - An historic quay located at the heart of the port.

*Bromley and Sons Winery* - A popular winery that produces excellent vintages.

*The Ulfred Stone* - A large multifaceted stone that is kept on display in the throne room. It was discovered generations ago and is now an heirloom of the royal family.

## Population

12,000

## Imports

Wheat  
Barley  
Hops  
Wool  
Soybeans  
Sugar  
Spices

## Demographics

Dwarf 35%  
Elf 7%  
Gnome <1%  
Halfling <1%  
Human 57%

## Exports

Gold  
Pork  
Wine

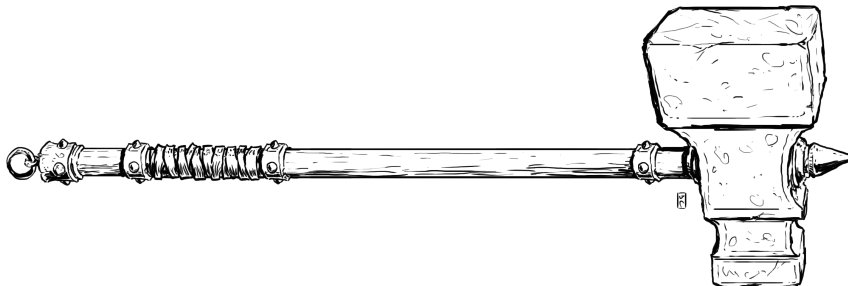
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## Adventure Ideas

A poor prospecting family needs protection from would-be claim jumpers.

The Bromley and Sons Winery's new vintage is proving deadly. The owners are hiring investigators to look into and solve the issue.

A madman running through the streets stops the party and tells them that the Ulfred Stone is actually a box from another world and it contains the treasure of an entire world.







# STAGENHOE

The Merry Dragon Inn and brewery have been a staple in this region for generations. The inn is a welcome stop for travelers and the famed Stagen Lager is enjoyed by many. The quiet country life is reflected in the rustic nature of the town.

## Government

Plutocracy - Mayor

## Economy

The town's economy is growing and it is based mainly around the Merry Dragon Inn and Brewery.

## Businesses

The Merry Dragon Inn and Brewery

## Attractions

*The Merry Dragon Inn and Brewery* - A large and popular inn well known for a relaxing and welcoming atmosphere.

*The Brewery Tour* - See the inner workings of the brewery for yourself with an up-close tour.

## Population

1,500

## Imports

Spices  
Wine  
Peanuts  
Coffee  
Glass

## Demographics

Dwarf 1%  
Elf 2%  
Gnome 0%  
Halfling 8%  
Human 89%

## Exports

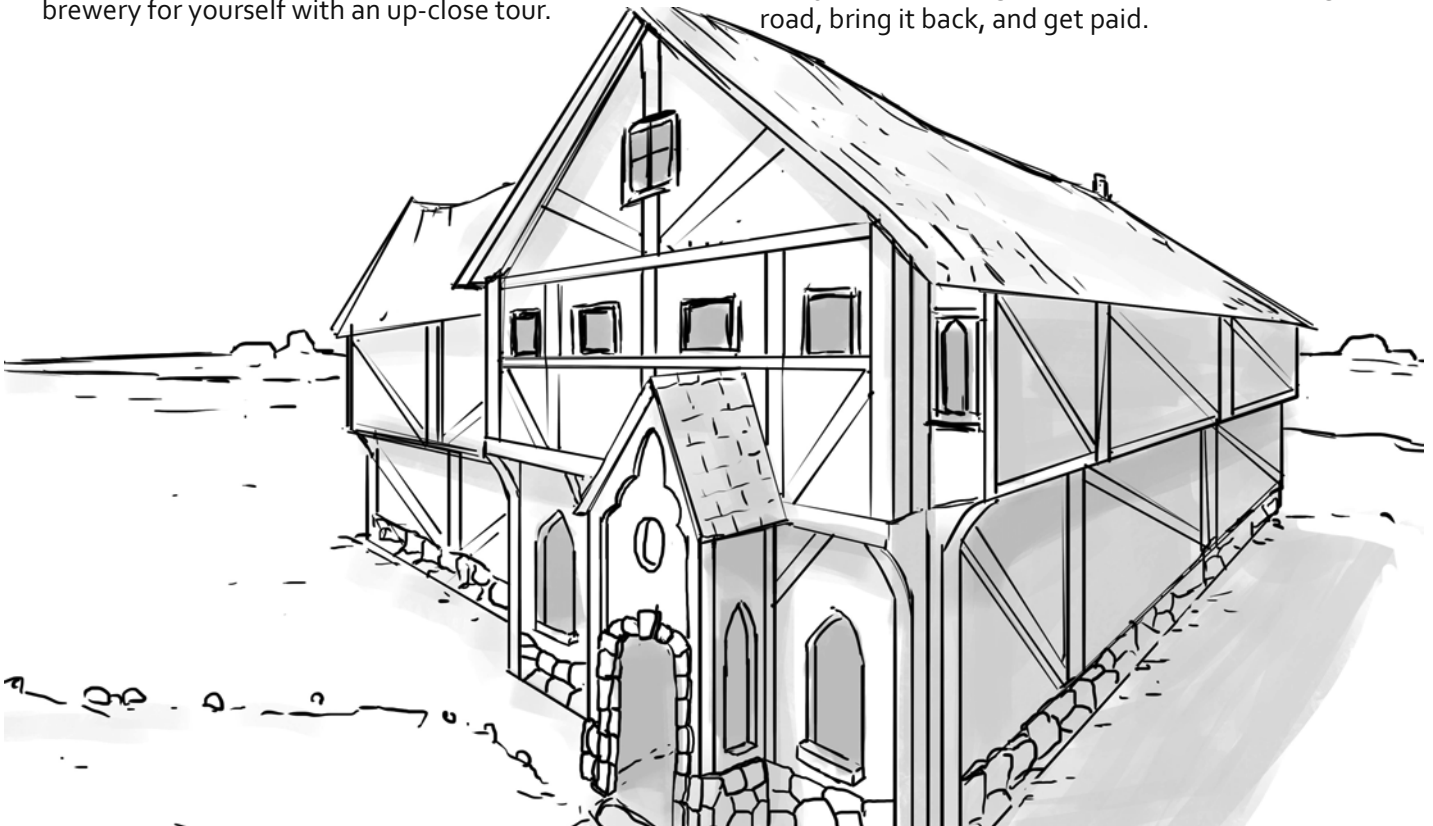
Beer  
Wheat  
Hops

## Adventure Ideas

There is always work to be done at the Merry Dragon Inn and Brewery. Anyone short on coin can find employment doing something.

The blacksmith's horse ran away and he is offering a reward for its return.

The Inn has received word that a shipment of glass bottles has been delayed on the road. The bottles are needed so the latest batch of lager isn't ruined. The job is simple: go find the shipment along the road, bring it back, and get paid.



# STONEA CAMP

Founded about five years ago, Stonea Camp serves the workers in the lumber and timber industries. Most of the buildings are wooden bunkhouses.

## Government

Adhocracy Minarchism - Foreman

## Economy

Growing because of the increased demand for timber.

## Businesses

The Saw Mill  
The Common Room Inn

## Attractions

None. Unless you consider muddy streets and grumpy workmen attractions.

## Population

220

## Imports

Textiles  
Sugar  
Salt  
Wheat  
Coffee

## Demographics

Dwarf <1%  
Elf <1%  
Gnome <1%  
Halfling 7%  
Human 92%

## Exports

Lumber  
Timber

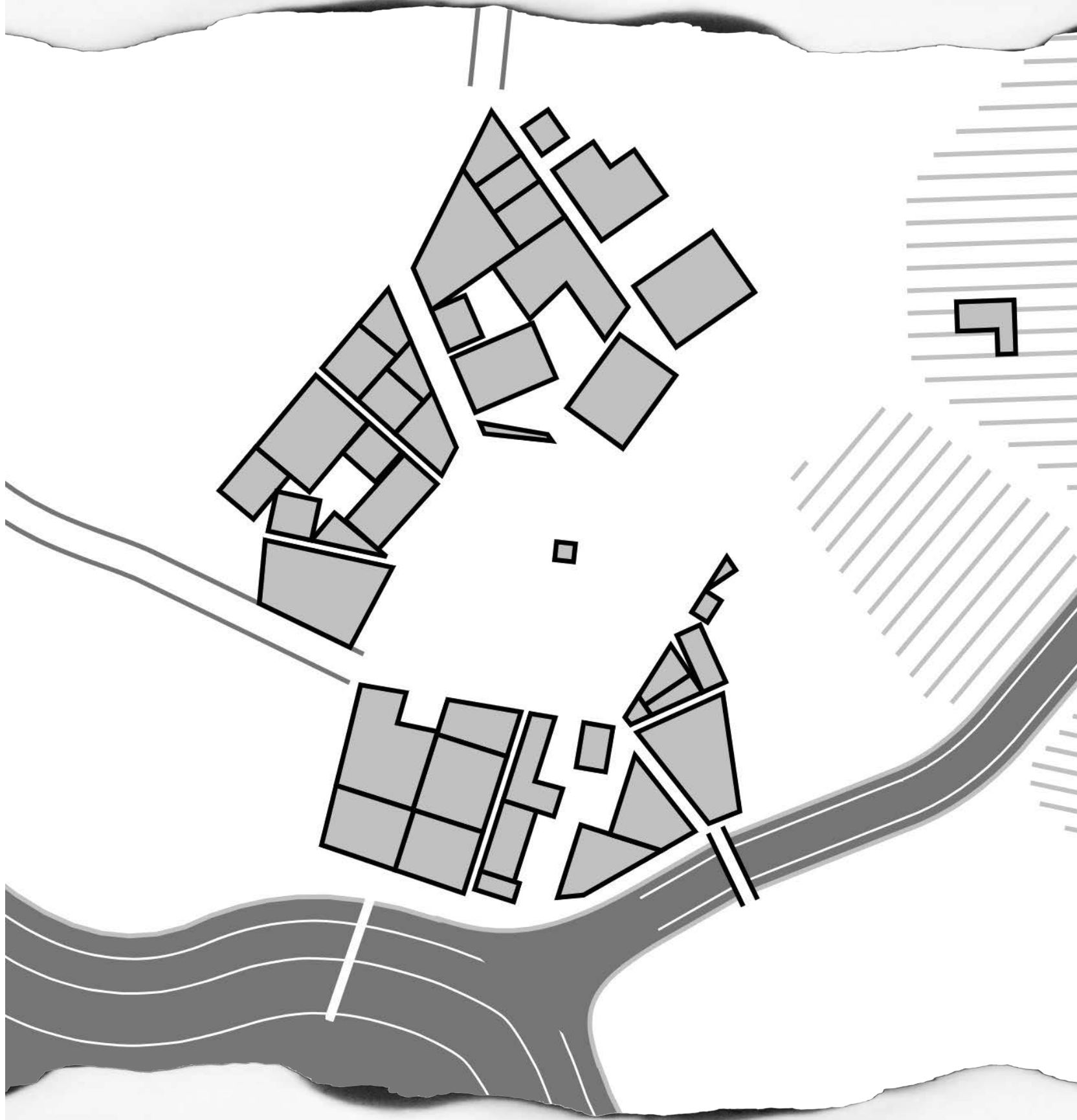
## Adventure Ideas

A few workmen swear they have seen trees move and change locations. No one believes them of course.

The best pancake recipe contest is just around the corner. Everyone is busy coming up with secret recipes. All town business is at a standstill for the next few days, until the great taste testing on Pancake Day. If the party needs any information or help from the town they will need to wait or join the contest.

A forest imp has kidnapped all of the children of the town. Everyone is in a state of panic. How will they rescue them?









# STORMSWORTH

Founded in a location that naturally suits a city and facilitates trade, the city has developed a militaristic culture after being conquered a couple of times in the past. The buildings are mainly white and ochre without much distinctive character.

# Government

## City State Stratocracy - First Soldier

## Economy

Stable. However, recent growth is due to the increased demand of the chief export which is small mercenary units.

## Businesses

The Oxton Inn  
Old Soldier's Rest  
Byford's Weapons and Smithy

## Attractions

*The Oxtou Inn* - A small but comfortable inn where one can always find a quiet table or interesting conversation.

*The Training Grounds* - The area where the soldiers are trained and martial games are often held.



## Adventure Ideas

The party needs to hire a mercenary group to help another town.

Certain martial skills taught to any who are found worthy, including outsiders.

A delegation from another town is rebuffed in their quest to hire a band of mercenaries. They are desperate; any who carry a blade or wield arcane knowledge would help now.

## Population

4,000

## Imports

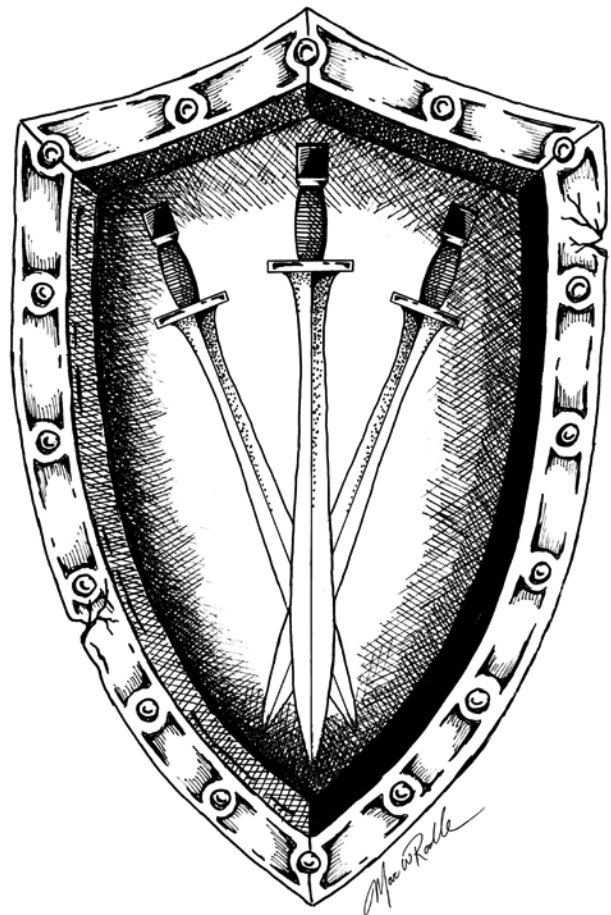
Wheat  
Rye  
Beef

## Demographics

Dwarf 0%  
Elf 3%  
Gnome 0%  
Halfling 0%  
Human 97%

## Exports

Iron  
Copper  
Weapons



# STRIXTON

For centuries this town has been the freehold manor of a halfling family. The pleasant homes and rolling landscape paint an idyllic picture of country life.

## Government

Aristocracy - Lord/Lady

## Economy

Stagnant. Life goes on as it always has.

## Businesses

The Oak Tree Inn  
The Lazy River Inn

## Attractions

None. Unless idle chatter and a foamy pint are appealing.

## Population

400

## Imports

Tin  
Tea

## Demographics

Dwarf <1%  
Elf <1%  
Gnome 12%  
Halfling 87%  
Human <1%

## Exports

Corn

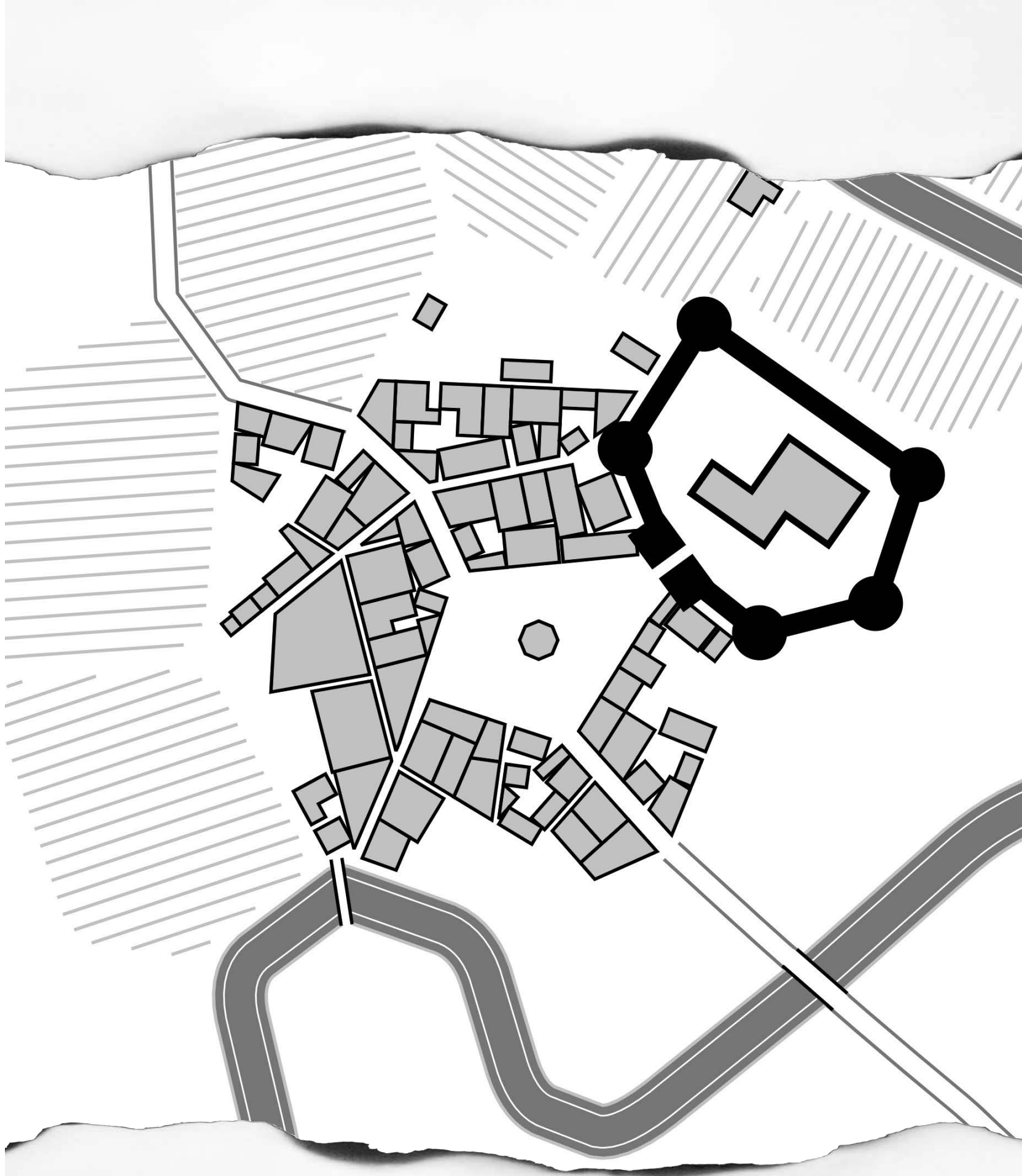
## Adventure Ideas

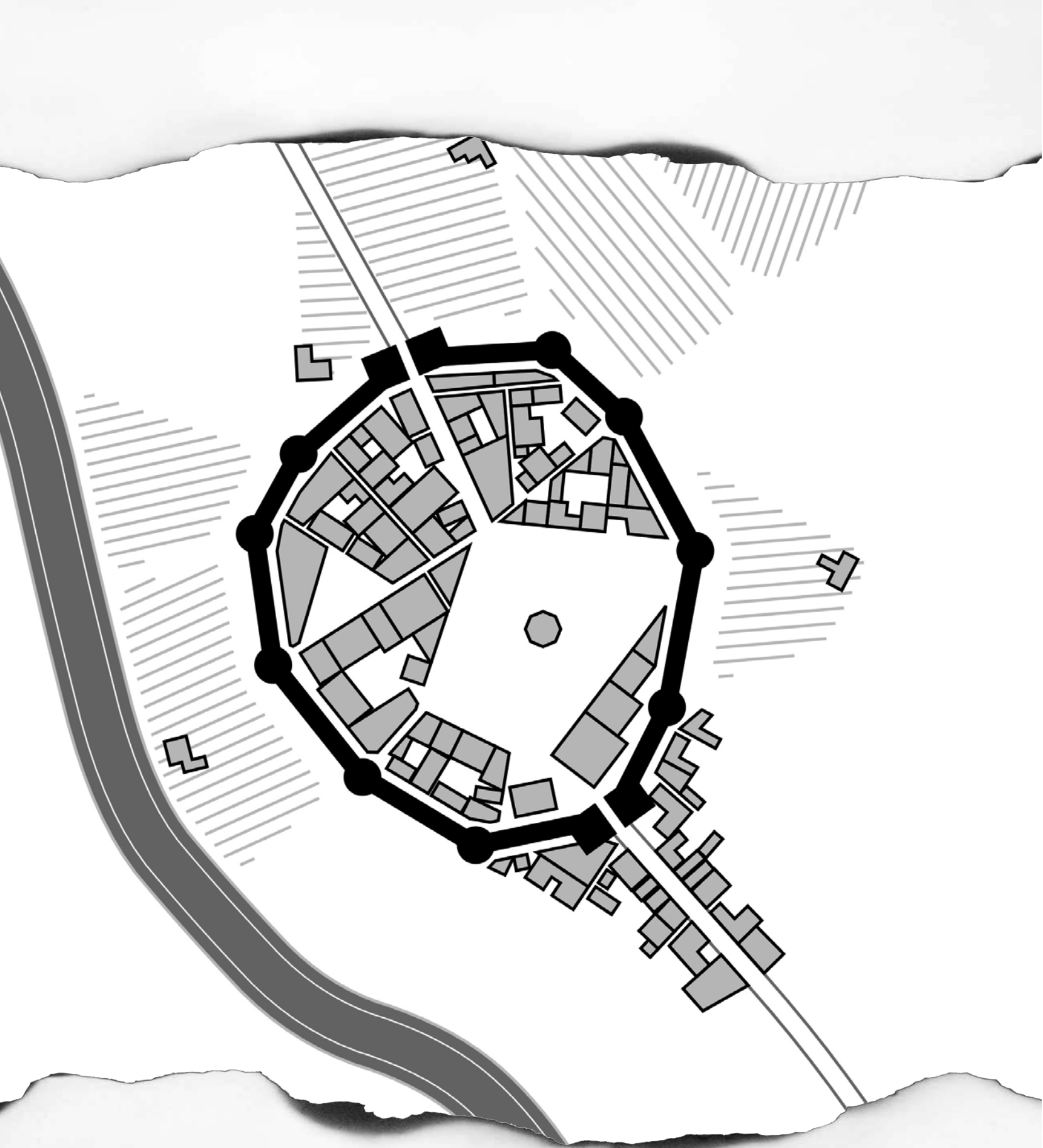
A group of strange travelers tore up their rooms and left without paying at the Lazy River Inn. It just happened the night before and the owner thinks they continued down the road. If someone would track them down and bring them back, she'd make it worth their while.

The Oak Tree Inn's tea shipment was robbed for the second time this month. Seems like the robbers know exactly when it is coming. The owner would like help to stop the robbers.

The only child of the Lord and Lady is gravely ill. They are searching for anyone who can help.







# THROCKING

The town provides security and a market for local farmers. The homes and businesses are all made of wood and earth and speak to the practicality of the people who live there.

## Government

Democracy - Mayor

## Economy

Nothing has broken the status quo in several decades.

## Businesses

The Running Stallion Inn

## Attractions

*The Farmer's Market* - A thriving market place for the buying and selling of produce and other farm goods.

## Population

475

## Imports

Sugar Beets

## Demographics

Dwarf <1%

Elf <1%

Gnome <1%

Halfling <1%

Human 99%

## Exports

Cardamom

## Adventure Ideas

The new mayor is looking for people to invest in the town. Some gold and silver would go a long way and the investment should produce a healthy return.

Bandits are moving down the road nearer to the town. What are helpless farmers to do?

This sleepy town holds a deadly secret. A shocking murder was committed 20 years ago and no one was ever brought to justice. Now the crime is mostly forgotten but not by the victim's mother. She is looking for justice and some people to help.



# VENONIS

There has been a town in this location for centuries. Now that the taste for cloves is spreading around the world, the town is growing. The town is mainly mud brick with only a few stone structures.

## Government

City State Monarchy - Duke/Duchess

## Economy

Thriving. The town's economy is nearly solely based on the cultivation and exportation of cloves.

## Businesses

Venonis Export Company  
The Quiet Place Inn  
The Snoring Horse Inn

## Attractions

*The Clove Market* - A thriving market where cloves are bought, sold, and bartered.

*The Yardley Shrine* - A popular center of worship in the town.

## Population

2,000

## Imports

Beef  
Silver  
Wool  
Wheat

## Demographics

Dwarf 2%  
Elf 5%  
Gnome 0%  
Halfling 0%  
Human 93%

## Exports

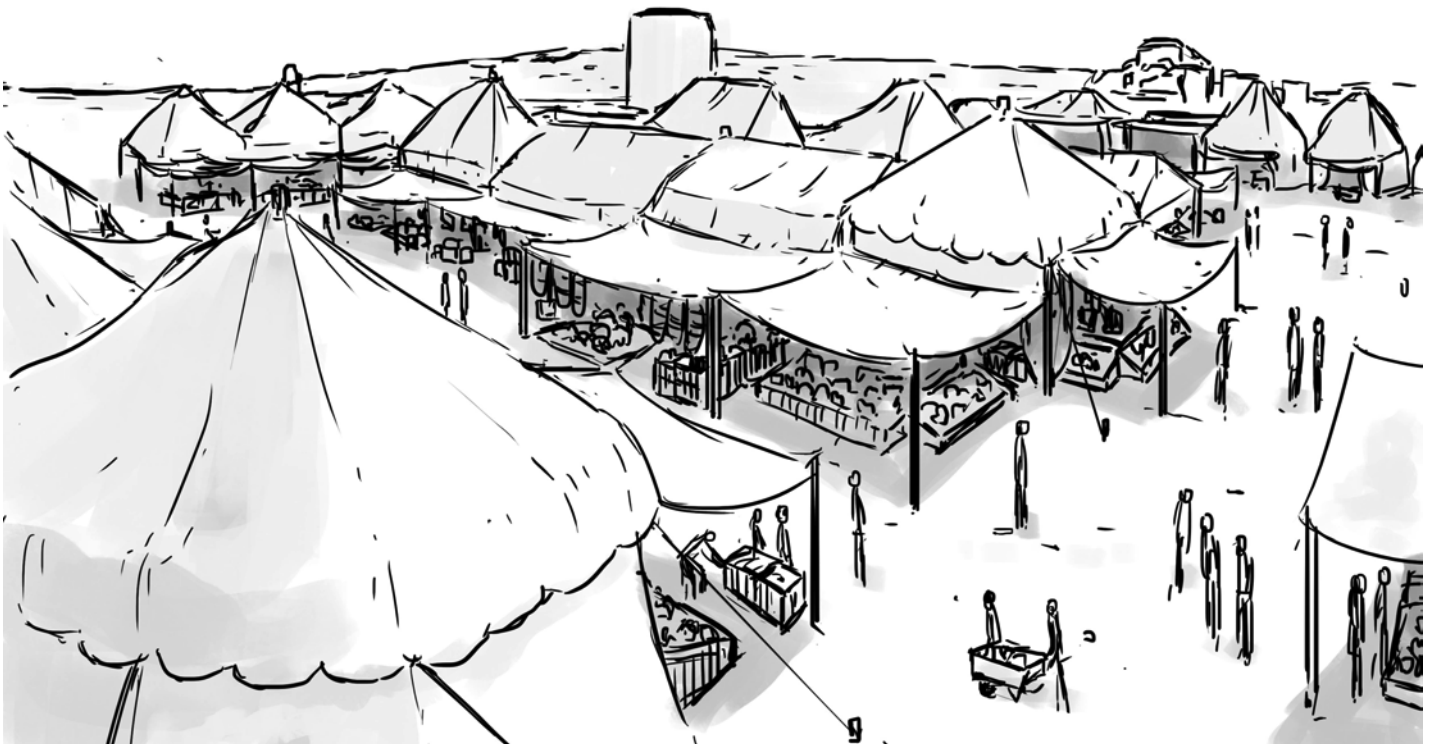
Cloves

## Adventure Ideas

A disease is infecting some clove plants. The town leadership is worried that all the crops will fail. They are looking for someone to investigate the disease before it spreads.

A ship is setting sail tomorrow that is bound for far ports; adventure and conquest await the crew. Want to come along? There's plenty of room.

A clove merchant wants help to best his rival. He's hiring more help and investing in new equipment. He wants everything to be legal, but he's playing for keeps.









# VERNEMETON

Founded to facilitate the gemstone trade, the city has continued to grow over the decades. It is split into four quarters with a Tetrarch each ruling their quarter. The city walls create a clear distinction between the old city and the new.

## Government

Aristocracy, Tetrarchy - Tetrarch

## Economy

Growing steadily each year. The city is becoming a consequential port.

## Businesses

The White Horse Inn  
The Precious Stone Trading Co.  
Gresham's Smithy  
The Erline Jewel Company

## Attractions

*The Odella Shrine* - A circular shrine that many visit as they pass through the area.

*The Wishing Well* - An ancient impossibly deep well that is said to grant wishes.

*The Ulrika Tree* - A sacred gnarled tree that is tended by an order of monks.

## Population

8,000

## Imports

Wheat  
Wine  
Textiles  
Mutton

## Demographics

Dwarf 39%  
Elf 6%  
Gnome 12%  
Halfling 7%  
Human 36%

## Exports

Beef  
Rubies  
Silver  
Gold

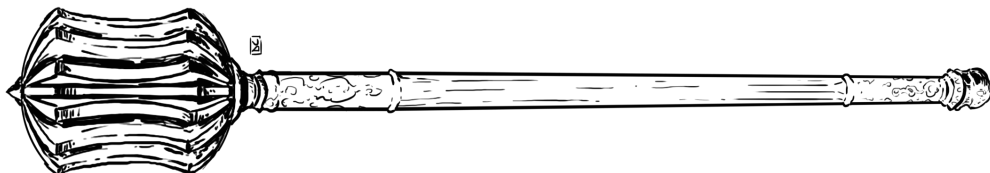
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## Adventure Ideas

The Ulrika Tree is dying. The monks are looking for brave souls to go to the mountains and bring back a healing sap from the only other known Ulrika Tree. The journey is filled with danger and much adventure.

A doorway was found in the cellar of the Odella Shrine. It appears to be magically sealed. If someone could open it, what would they find?

Gresham's Smithy needs help. The owners are willing to pay good wages for deliveries, gathering materials from other shops, and more.



# WAINSCARRE

A relatively new city, Wainscarre has seen much growth in the past 50 years or so. The discovery of dyes and the cultivation of silkworms has been the catalyst for the growth. Inside the walls, the buildings are mainly stone and brick. Outside the walls there tends to be more wooden construction.

## Government

City State Monarchy - King/Queen

## Economy

Booming. The demand for silk, dyes, and the few spices Wainscarre has to offer are fueling tremendous growth.

## Businesses

Wainscarre Silk Company  
Wainscarre Garlic Export Company  
Langworth Dye Company  
The Dew Drop Inn  
Farley's Inn and Public House  
The Yellow Dragon Inn  
The Cragmoor Inn  
Ryeson's Silk Garments

## Attractions

*The Marketplace* - Silks, dyes, and other goods draw many to the large marketplace.

*The Dew Drop Inn* - One of the most popular relaxation spots in the city. It is famed for high-quality music.

*The Silkworm Farms* - Visitors come from miles around to see how the silkworm farms operate.

*The Jousting Grounds* - The grand jousting grounds are a popular attraction with thousands watching events on occasion.

## Population

9,000

## Imports

Wheat  
Rice  
Beef  
Gold  
Lapis  
Coffee  
Tea

## Demographics

Dwarf 11%  
Elf 21%  
Gnome 4%  
Halfling 2%  
Human 62%

## Exports

Silk  
Lead  
Coal  
Garlic  
Arrowroot  
Purple dye  
Crimson dye



## Adventure Ideas

The Queen needs a champion for the next jousting event. It seems her normal champion has been poisoned. She would also like to find out who is trying to throw the event.

The Dew Drop Inn's best bard is ill and the Queen is coming tonight! They need someone to fill in fast and they are willing to pay.

Two gangs are fighting over the rights to a dye shipment. This could be an opportunity for some clever individuals to exploit.





# WANDON

Wandon has grown into the center of the sugar trade as well as a religious hub. The wood and stone buildings wear a well-lived-in patina.

## Government

Electocracy, Theocracy - High Priest/High Priestess

## Economy

Growing because of the increased demand for sugar.

## Businesses

Wandon Sugar company  
Fenwick Sugar Company  
The Graceful Deer Inn  
The Black Swan Inn  
Merrill's Potion Shoppe

## Attractions

*The Temple of Fayre* - The center of a large and growing religious movement.

*The Black Owl Inn* - Known mostly for their excellent breakfasts.

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## Adventure Ideas

Town leadership is hiring adventurers to explore upriver and bring back a report. They are offering to outfit the group with equipment in exchange for the services.

An ogre is terrorizing the countryside. Town leadership is offering a reward to any who will find the vile creature's lair and slay it.

A few people have reported seeing a ghost boat sailing down the river at night. What could this be?

## Population

3,500

## Imports

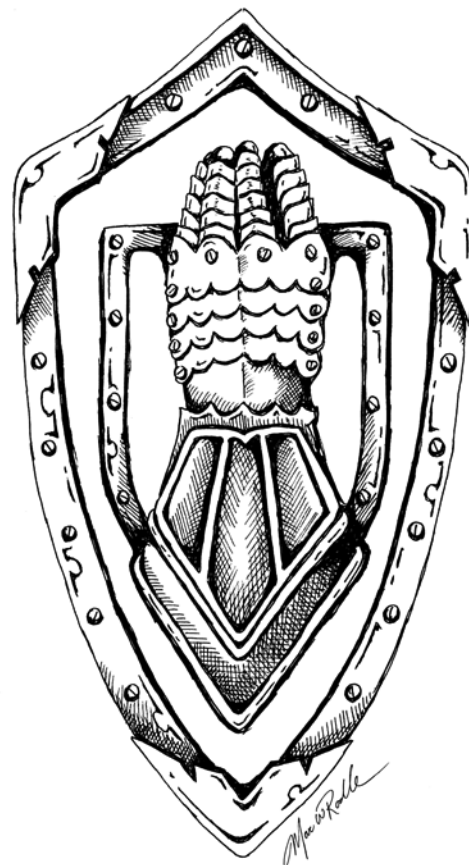
Beef  
Iron  
Tin

## Demographics

Dwarf 5%  
Elf <1%  
Gnome <1%  
Halfling 2%  
Human 92%

## Exports

Sugar  
Coal



# WESTRILL

A strategic seaport that has been fortified for several generations. The stonework of the city is austere and appears formidable upon approach. A massive multigenerational palace looms over the city.

## Government

## City State Monarchy - King/Queen

## Economy

The economy is stable and only growing slightly.

## Businesses

The Suds and Foam Inn  
The Broken Chair Inn  
Valora's Books  
Yule's Fine Gems

## Attractions

*The Battlefield of Wakeman* - An ancient battlefield that is now considered a holy site.

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## Adventure Ideas

An ancient sword was unearthed on the Battlefield of Wakeman. It was presented to the king and when he took hold of it something changed. No one is entirely certain, but the king does seem different and he has issued some odd orders of late. The chief advisor is looking for help investigating the sword and what is happening to the king.

A local hero is severely ill. Townspeople are willing to do almost anything to get medicine for him.

Some of the quays are sinking into the sea. The owners are willing to pay quite well for engineering help.

## Population

5,500

## Imports

Pork  
Silver  
Sugar

## Demographics

Dwarf 3%  
Elf 4%  
Gnome 4%  
Halfling <1%  
Human 88%

## Exports

Fish  
Cotton  
Iron goods  
Coffee









# WOLLENWICK

This is a recent settlement, for the elves anyway. About 500 years ago the elves moved into this delta and began cultivation and building. The central city is made up of elegant wooden structures that use natural lighting in ingenious ways. The human population cluttered around the edge of the city mainly build with brick.

## Government

Noocracy - Consul

## Economy

Growing steadily. Tobacco and corn provide most of the growth.

## Businesses

Ember's School of Magic  
The Sleeping Cat Inn  
The Gold Piece Inn

## Attractions

*The Elf Ring* - A magic ring that is passed from consul to consul. It is on display for a few days each week.

*The Statues of Odella* - The beautiful statues of a master sculptor that are positioned throughout the town.

## Population

3,000

## Imports

Sugar  
Spices  
Gold

## Demographics

Dwarf 0%  
Elf 79%  
Gnome 1%  
Halfling 2%  
Human 18%

## Exports

Wheat  
Tobacco  
Corn  
Beef

## Adventure Ideas

If "acquired" the Elf Ring would be worth untold amounts of gold.

The Statues of Odella form a map that leads to Odella's secret workshop that's filled with treasure. Well, at least, that's what the rumors say. There are strange symbols at the base of each statue if only someone could figure out what they mean.

A fire breaks out in a section of town. Everyone needs to help put it out. Once it is out questions of how it started to begin to be asked.



# WORDWELL

For centuries people have come to enjoy the hot springs for relaxation as well as medicinal value. For at least 70 years the vicinity has been the fiefdom of a human family. Most buildings are low limestone structures built partially into the earth.

## Government

Aristocracy - Count/Countess

## Economy

Placid. However, the hot springs bring in business.

## Businesses

The Restful Inn  
The Lost Key Inn

## Attractions

*Hot springs* - A series of pools where people can bathe and relax. The springs remain a fairly constant 100 degrees Fahrenheit year round.

## Population

535

## Imports

Spices  
Coffee  
Tea

## Demographics

Dwarf 0%  
Elf 0%  
Gnome 0%  
Halfling 8%  
Human 92%

## Exports

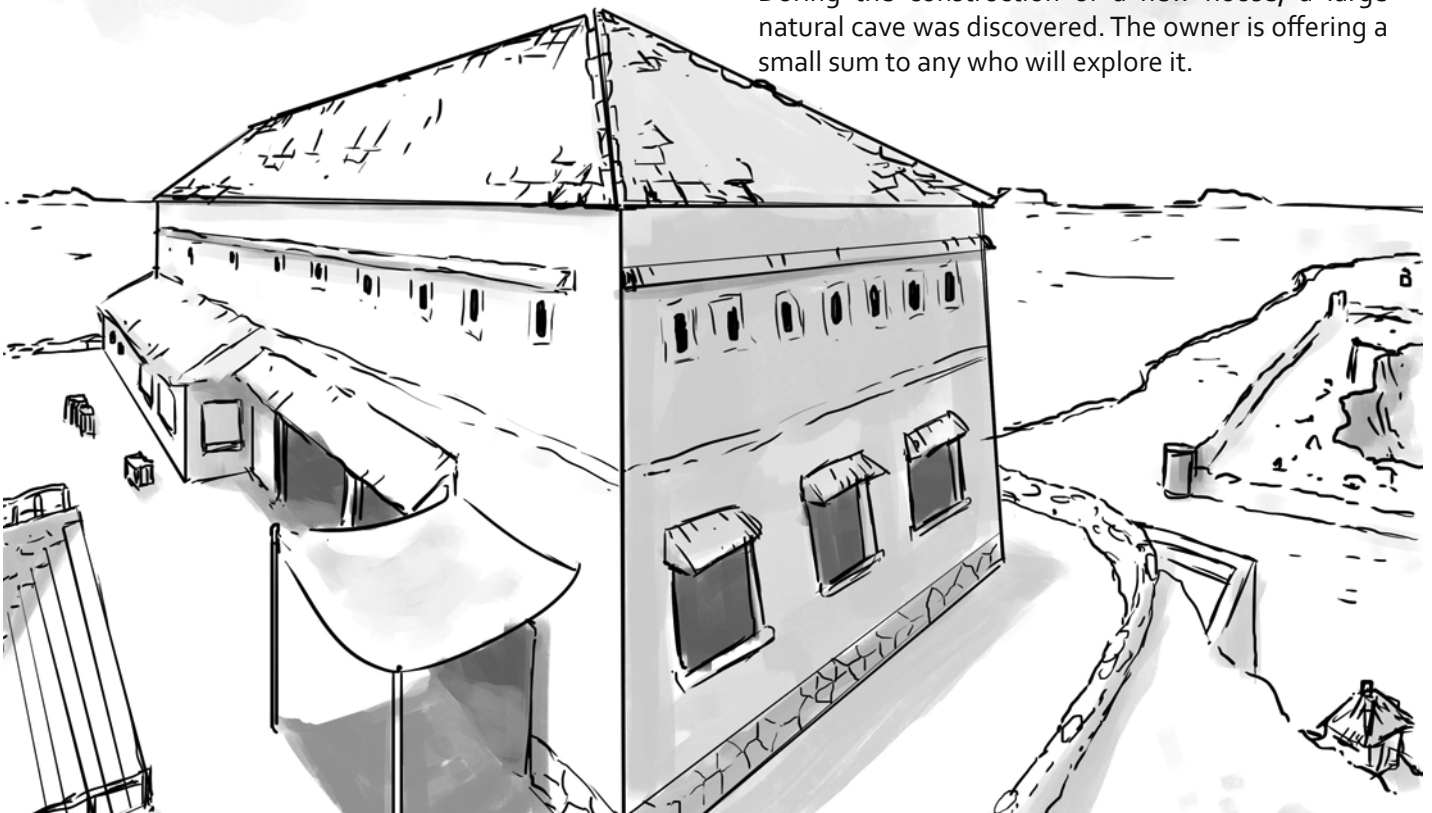
Sugar Beets

## Adventure Ideas

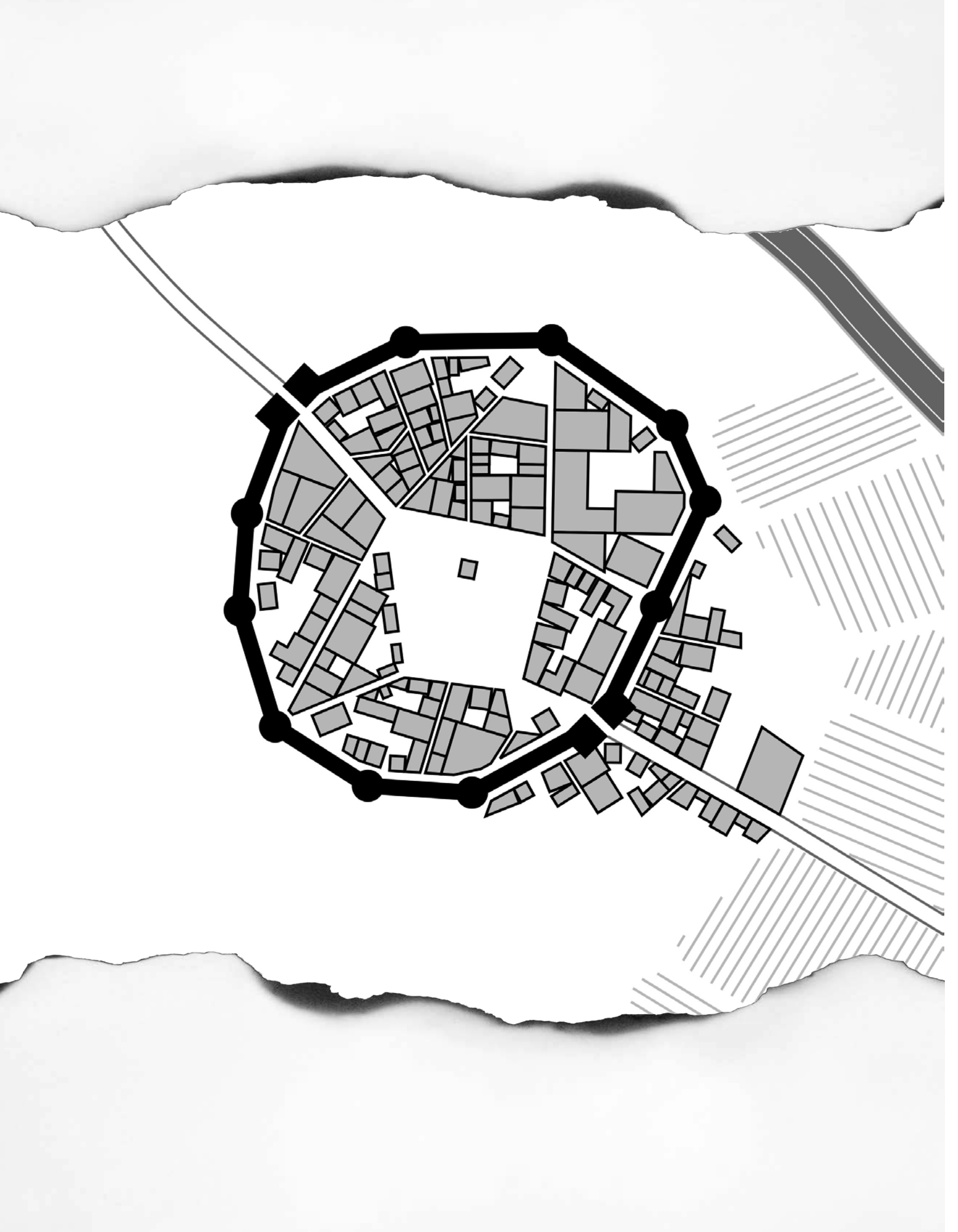
The Lost Key Inn is so called because of a key that was lost there. The key is said to open a strange wooden box that the owner keeps in a private room. He is offering a reward to anyone who finds the key. Many have searched for the key, but none have found it.

Upon entering the Restful Inn the party is treated to a chaotic scene. The owners and clientele are fighting a group of Kobolds that are surging out of the cellar.

During the construction of a new house, a large natural cave was discovered. The owner is offering a small sum to any who will explore it.







# WORLINGHAM

The halflings have lived here since beyond memory. Homey cottages and rustic farm-style homes prevail throughout the town.

## Government

## Democracy - Sheriff

## Economy

Shrinking. Some families have moved away recently reducing the town's economy.

## Businesses

# The Norwood Inn Laibbrook's Sawmill

## Attractions

None. That is unless one wishes to enjoy a relaxing day in the country with warm bread and cold beer while chatting with townsfolk.

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## Adventure Ideas

There have been some wolf attacks reported by a couple of the farms on the fringe of town. The Sheriff is putting together a wolf hunt. However, one person who saw the wolf says it was huge and red.

A farmer needs help harvesting his crop. Otherwise, he will lose his farm.

The old hermit came into town the other night yelling and screaming that the old dam up the river is failing. The old fool! What does he know? That dam has never broken.

## Population

485

## Imports

## Salt

## Demographics

Dwarf <1%

Elf 0%

Gnome <1%

## Halfling 99%

Human <1%

## Exports

## Barley





# WYKEHAM

The city is built upon the mounds of an ancient city of an unknown civilization. Tombs and grave sites dot the area. The mounds give an uneven appearance to the city as buildings are perched every which way around them and on them.

## Government

City State Monarchy - King/Queen

## Economy

Growing due to rising demand for chives and lavender. Of course, there is the underground trade of gold and silver artifacts from the mounds.

## Businesses

Wykeham Export Company  
The Overflowing Flagon  
The Moundside Inn  
The Half Moon Inn

## Attractions

*The Mounds and Ruins* - These ancient mounds attract many treasure hunters and explorers.

*The Artifact Collection of Dallin* - An outstanding private collection of artifacts that the owner has open for public viewing.

*The Museum of Wykeham* - The official artifact collection of the city.

## Adventure Ideas

Dallin pays extremely well for artifacts for his collection.

While exploring underneath the mounds the party discovers a huge tomb with a massive sarcophagus.

A smuggler is looking for help moving some especially valuable artifacts out of the city. No artifact is supposed to leave the city with permission from the authorities.

## Population

6,000

## Imports

Spices  
Gold  
Iron  
Tobacco

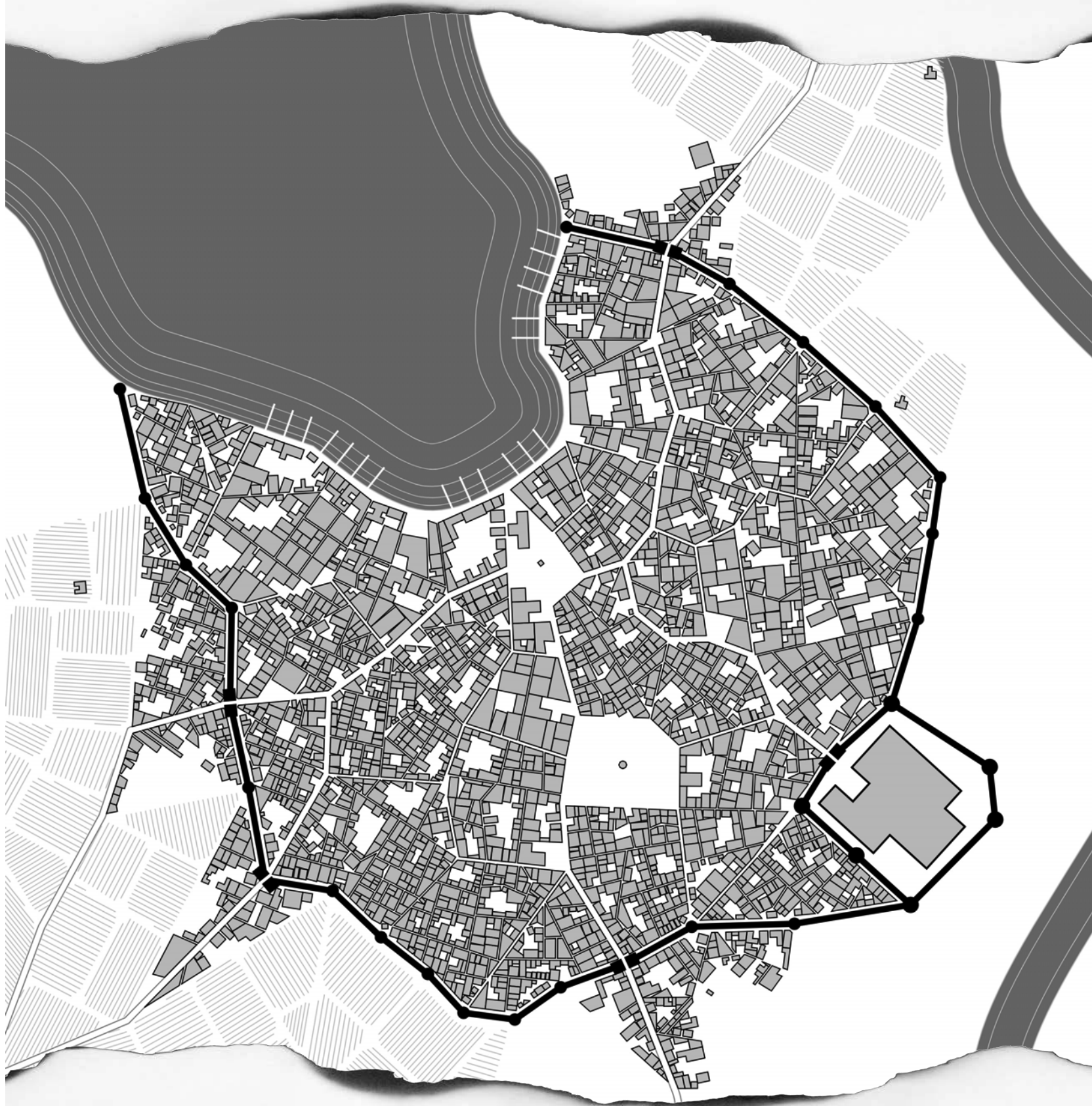
## Demographics

Dwarf 0%  
Elf 0%  
Gnome 1%  
Halfling 5%  
Human 94%

## Exports

Chives  
Lavender  
Pork  
Rye  
Artifacts





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