

Greenhaven

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

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

Basic Information

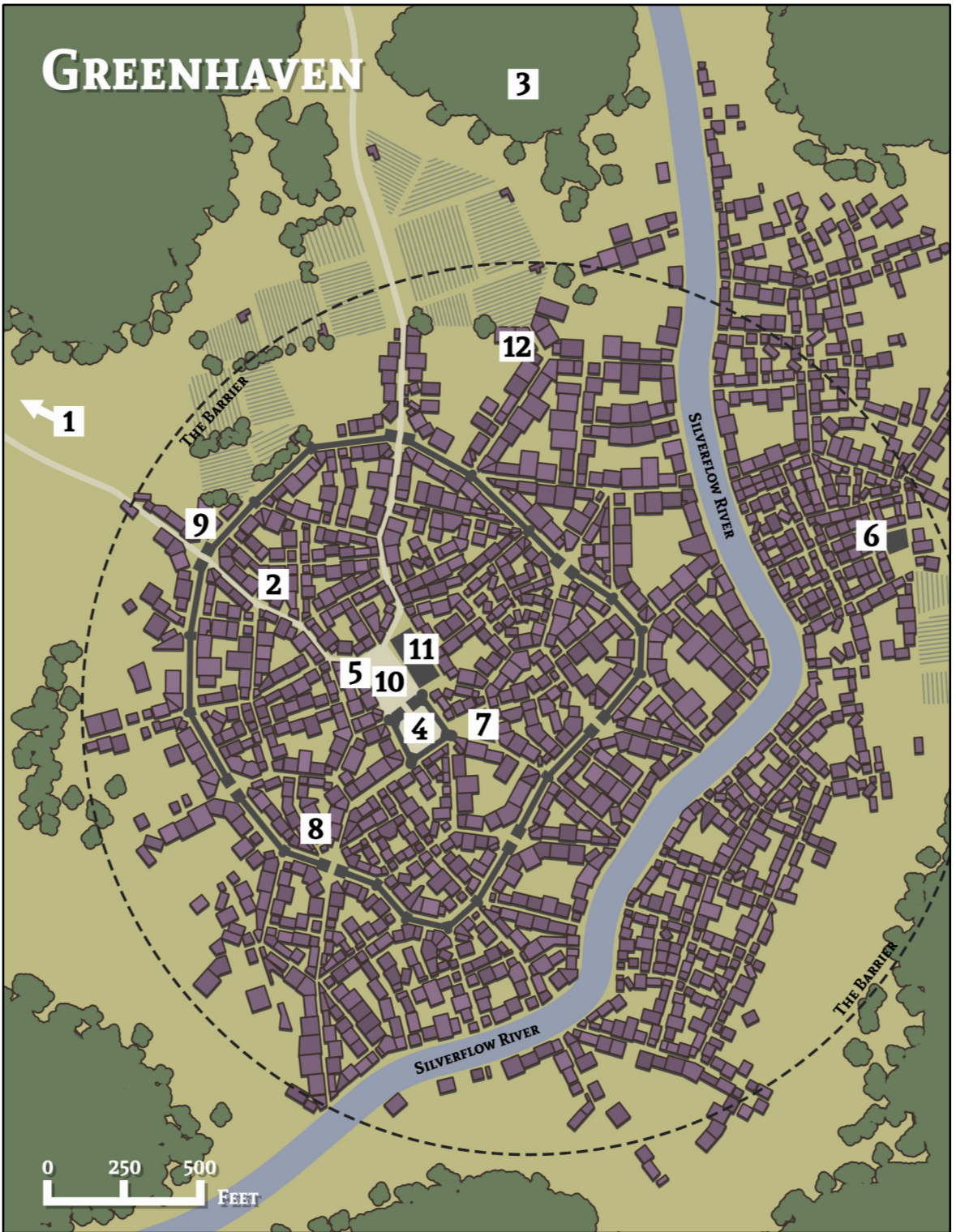
Population: 12,500

Government: The government of

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

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

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



Notable Locations

The following locations are keyed to the map of Greenhaven as seen on page [x].

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

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

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

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

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

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

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

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Greenhaven are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Greenhaven.

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

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

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

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

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

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

Nessa Grayson, the mayor. Mayor

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Marrowdale

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

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

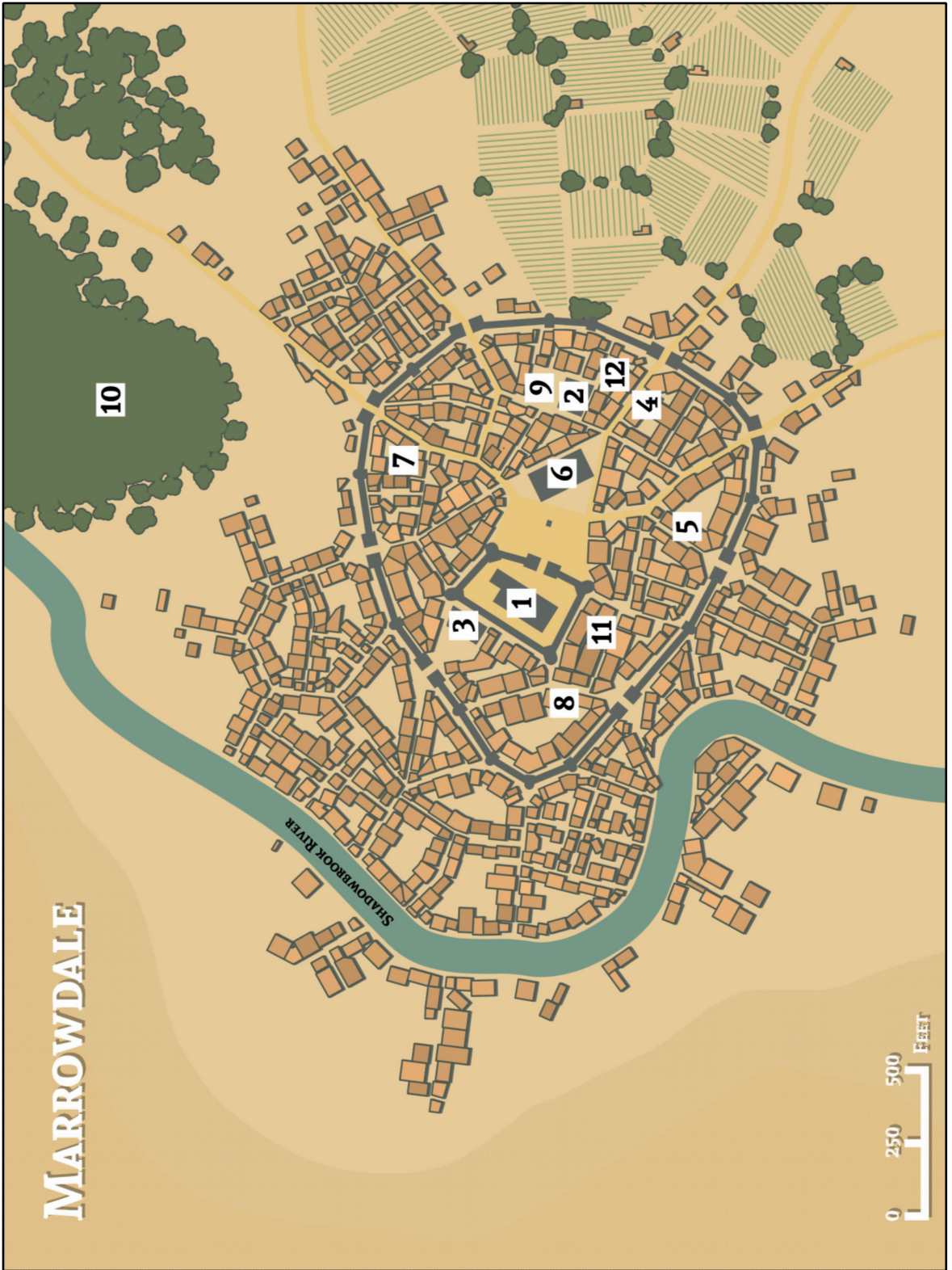
Basic Information

Population: 5,100

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

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

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



MARROWDALE

Notable Locations

The following locations are keyed to the map of Marrowdale as seen on page [x].

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

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

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

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

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

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

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Marrowdale are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Marrowdale.

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

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

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

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

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

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

guess his position as an questgiver.

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Shadowmoor

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

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

Basic Information

Population: 9,900

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

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

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

SHADOWMOOR



Notable Locations

The following locations are keyed to the map of Shadowmoor as seen on page [x].

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

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

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

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

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

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

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Shadowmoor are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Shadowmoor.

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

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

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

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

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

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

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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

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

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

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

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

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

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

Random Encounters

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

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

Silverwood

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

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

Basic Information

Population: 7,500

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

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

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



SILVERWOOD

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Notable Locations

The following locations are keyed to the map of Silverwood as seen on page [x].

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

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

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

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

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

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

revered by all who know her.

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

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

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

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

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

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

Notable Organizations

The three most important organizations in Silverwood are detailed below.

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

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

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

Notable NPCs

The following NPCs are important and influential people in Silverwood.

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

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

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

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

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

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

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

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

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

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

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

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

Adventure Hooks

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

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

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

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

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

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

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