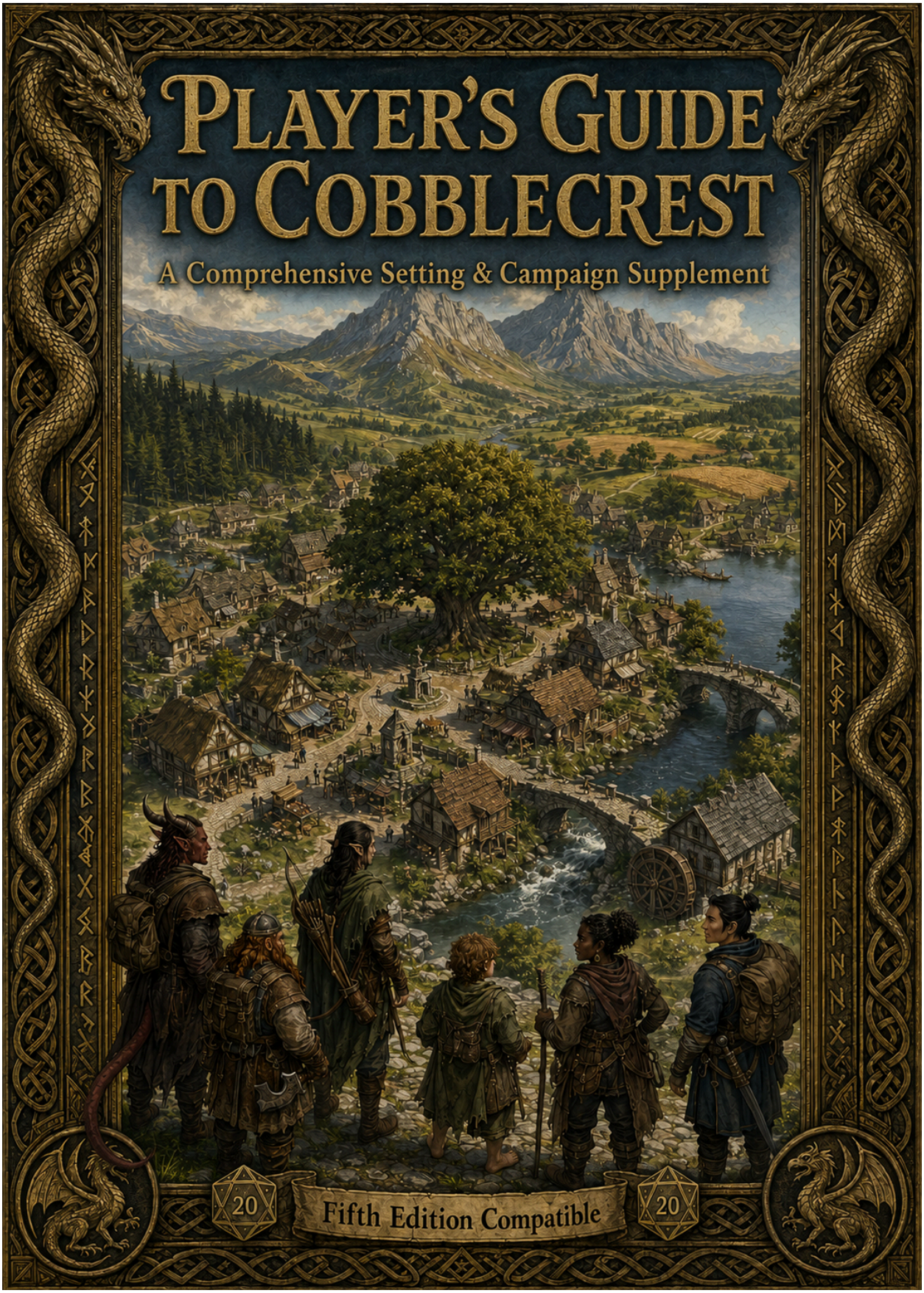
Player's Guide to Cobblecrest

A Comprehensive Setting & Campaign Supplement



Fifth Edition Compatible

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Chapter 1: Introduction to Cobblecrest

An Invitation to Adventure

> *Welcome, traveler, to the definitive guide for the village of **Cobblecrest**. Whether you are a seasoned adventurer seeking your next quest, a scholar delving into forgotten lore, or a curious soul eager to explore the rich tapestry of the **Forgotten Realms**, this tome is your companion.*

Cobblecrest, a vibrant village nestled strategically between the **Maerthwatch Mountains** and the **Adder Peaks** along the life-giving **Winding River**, serves as our primary focal point. It is a microcosm of the broader world—a hub of trade, a bastion against the encroaching wilds, a repository of local history, and a place teeming with untold stories and opportunities for heroism. From its bustling market square to the ancient stones that whisper secrets on its outskirts, **Cobblecrest** is an ideal starting point for journeys into the mystical **Chondalwood**, the mineral-rich **Maerthwatch**, or the wyvern-haunted **Adder Peaks**.

Using This Guide

This guidebook delves into the heart of **Cobblecrest** village. You will find detailed descriptions of its geography, history, culture, and economy. A comprehensive gazetteer lists key locations, notable personalities, and the goods and services available, including an extensive market pricing guide.

Beyond the village walls, we explore the surrounding hamlets and significant landmarks that define the **Cobblecrest** region, as well as the factions that vie for influence within it. We invite you to turn the page and begin your journey. May your path be clear, your wits sharp, and your adventures legendary.

This book is a fixed reference: it describes who the people, places, and factions of **Cobblecrest** are, so it can be reused and shared across tables. This edition of the campaign lore was published on November 5, 2026. Revised November 5, 2026: Cobblecrest elects its mayor and town council together every four years, last in 1496 DR and next in 1500 DR. Revised October 29, 2026: Vorgrath and the Cinder Fang clan hold the high passes above the valley and have not come down. Revised October 25, 2026: the twelve hamlets gain their leaders, descriptions, goods and services, and places or people of note. Revised October 22, 2026: Oswin Hardacre, the docks, the market days, the town's population, three new craftsfolk, Lieutenant Ryn Talmar and Marin Vale join the guide. Revised September 6, 2026: the **Cult of Tiamat** named as one wing of the Cult of the Dragon. Previously published July 17, 2026. Revised August 4, 2026: **Dragon's Peak Sanctuary** leadership corrected. Second revision, August 4, 2026: Sanctuary orders, ranks, the Twin Scales, and the founder.

What your own table has done or will do with these people and places — which threads are still open, who has become a friend or an enemy, who has moved on — belongs in your group's

own notes rather than these pages. Where this book and your table remember a character differently, your table is the one that's right; the entries here leave each person's present circumstances open on purpose, so the book stays useful to every group that picks it up.

Chapter 2: Cobblecrest at a Glance

Quick Orientation

- **River valley hub: Cobblecrest** sits along the **Winding River** in a fertile valley between the **Maerthwatch Mountains** to the northwest and the **Adder Peaks** to the south. The river is the village's lifeblood, supplying fresh water, fish and a trade route.
- **Main approach:** The main trade road follows the river into town; travellers pass the **Cobblecrest Stables** near the gate and the **Scarred Oak Fellowship** hall, which stands on the road leading into the **Market Square**.
- **Central hub:** The **Market Square** serves as **Cobblecrest's** social and commercial centre, surrounded by inns, shops and guild houses.
- **Quiet outskirts:** Just outside the village lies **Misty Pond** and its mysterious **Whispering Stones**, a favourite spot for reflection, clandestine meetings and whispered legends.

Cobblecrest by Day

Market Square bustles with vendors, labourers and travelling merchants; the **Cobblecrest Exchange** oversees stalls and auctions. The **Scarred Oak Fellowship** is lively from dawn till dusk, with adventurers checking quests, training and sharing stories. Artisans fill the **Crafters' Hall** and **Ironhand's Anvil**, while **Greenbriar's Goods** and the apothecary do steady trade. Farmers bring produce into town and ferrymen ply the **Winding River**, making **Cobblecrest** a crossroads of goods and news.

Cobblecrest by Night

Market stalls close and most shops shutter, but taverns—especially the **Gilded Lily** and **Rusty Cauldron**—fill with locals and travelers exchanging tales. Storytelling nights at the **Gilded Lily** draw influential patrons and can reveal adventure hooks. The **Rusty Cauldron** brims with gossip; **Tobias** often hosts games or brewing contests. Those seeking peace visit **Misty Pond** or listen to the **Whispering Stones**, whose runes whisper louder during the full moon.

Chapter 3: Cobblecrest Village – A Closer Look

Nestled between the imposing **Maerthwatch Mountains** to the northwest and the treacherous **Adder Peaks** to the south, **Cobblecrest** is a thriving village that serves as a beacon of civilization and opportunity in a wild and wondrous region. Its lifeblood is the **Winding River**, which carves a meandering path from the mountain foothills, through the fertile valley where the village lies, and onwards towards the distant Methmere lake. **Cobblecrest** is more than just a collection of buildings; it is a community forged by hardy settlers, industrious artisans, and shrewd traders, offering a vital stop for adventurers and merchants alike.

A Brief History of Cobblecrest

The **Cobblecrest** region has been inhabited for centuries, though the village itself is a more recent development.

Founding and Early Years:

Before **Cobblecrest's** founding, scattered human tribes and reclusive dwarven clans in the **Maerthwatch Mountains**, along with elven communities on the fringes of the **Chondalwood**, were the primary inhabitants. **Cobblecrest** village was established roughly two centuries ago by a coalition of hardy human settlers, enterprising halflings, and dwarves seeking a defensible trading post along the **Winding River**. They were drawn by the fertile land and the strategic location nestled between the mountains and the forest, offering access to diverse resources and trade routes.

The region has largely remained independent, relying on its own resilience and the loose confederation of its various hamlets. However, street-level whispers persist of growing interest from larger powers like the **Blackthorn Syndicate**, which rumors say seeks to extend its influence into promising frontier settlements. This underlying tension adds a layer of intrigue to the seemingly peaceful village life.

The People and Culture of Cobblecrest

About three thousand people live in **Cobblecrest**, counting the farms within a few miles of the village. Most are human, with respected communities of dwarves and halflings and a smaller elven and half-elven presence.

The culture of the **Cobblecrest** region is a vibrant blend, reflecting the diverse origins of its inhabitants and the practical demands of frontier life.

Beliefs and Superstitions:

- Given their proximity to the ancient **Chondalwood** and the imposing mountain ranges, the people of **Cobblecrest** hold a deep reverence for the natural world. **Chauntea**, the goddess of agriculture and life, is held in particularly high esteem, especially after **Sister**

Eliza's intervention during the **Silent Blight**.

- Superstitions about the fey creatures of the **Chondalwood**, the spirits said to inhabit the **Maerthwatch Mountains**, and the fierce beasts of the **Adder Peaks** are common. These beliefs are often woven into local folklore and cautionary tales told to children (and often heeded by adults).
- There's a general respect for adventurers, who are seen as brave, if sometimes reckless, souls who tackle the dangers that sensible locals wisely avoid. This respect, however, can be tinged with caution, as adventurers often bring trouble in their wake.

Festivals and Customs:

- **Flower Day (Kythorn 7):** A cherished **Cobblecrest** custom that opens the growing season. The village's flower-sellers set out the year's first blooms — blue larkspur and white clover foremost — arranged with deliberate, defiant cheer, and a traditional festival song marks the day. Locals hold that "the Year gets its blossoms whether or not the world cooperates," and the celebration has weathered hard seasons unbroken, a quiet point of civic pride.
- Beyond Flower Day, **Cobblecrest** keeps the wider rhythm of the farming year: seasonal harvest festivals centred on the **Shrine of the Harvest Moon**, and Midsummer celebrations (including the fireworks **Eddred the Elder** famously funds).

The Calendar of Harptos:

Faerûn reckons its year by the Calendar of Harptos: twelve months of thirty days each, every month split into three ten-day "tendays." Five festival days fall between certain months and belong to no month, and once every four years a sixth, Shieldmeet, follows Midsummer. The twelve months, in order, with their common names:

The Present Day. Cobblecrest's story unfolds in **1498 DR**, the Year of the Black Regalia. This is not a Shieldmeet year — the last Shieldmeet fell in 1496 DR, and the next will come in 1500 DR.

- Hammer ("Deepwinter")
- Alturiak ("The Claw of Winter")
- Ches ("The Claw of Sunsets")
- Tarsakh ("The Claw of Storms")
- Mirtul ("The Melting")
- Kythorn ("The Time of Flowers")
- Flamerule ("Summertide")
- Eleasis ("Highsun")
- Eleint ("The Fading")
- Marpenoth ("Leaffall")
- Uktar ("The Rotting")
- Nightal ("The Drawing Down")

The five festival days, in order through the year, are Midwinter (after Hammer), Greengrass (after Tarsakh, welcoming spring), Midsummer (after Flamerule), Highharvestide (after Eleint, the great harvest feast), and the Feast of the Moon (after Uktar, honoring the dead). **Cobblecrest's** own Flower Day falls on Kythorn 7.

Chapter 4: Cobblecrest Gazetteer

(A note on what you won't find here: some places are left off these pages on purpose. Safehouses, hidden lairs, and the private haunts of those who would rather not be found are known only to the people who use them. If they exist at all, you will not read about them in this book.)
The bustling streets and winding paths of **Cobblecrest** hold everything a weary traveler or ambitious adventurer could need. Below is a detailed directory of the village's most prominent locations, shops, and public gathering spaces.

Aurum House – Bank

A formal stone hall situated near the town centre, offering a secure environment for financial matters.

Aurum Valtheris oversees the institution with a distinguished and stabilizing presence.

He provides currency exchange, loans, appraisals, and secure vault deposit boxes for valuables.

Aurum protects the wealth of **Cobblecrest** and ensures fair exchange, making this the safest place in the village to store hard-earned treasure or arrange financing for major expeditions.

Briar's Bounty – Farm Produce Stall

Briar Thistlenook's stall is piled with fruits, vegetables and herbs, some infused with subtle vitality.

The cheerful halfling sells seeds, rations and livestock feed and often chats about gardening.

Briar Thistlenook supplies fresh produce, seeds, and small animals. She gladly offers gardening tips, helping sustain the village's agrarian economy. Her cured pork comes from **Oswin Hardacre**, the village butcher.

Briar occasionally faces pests or plant blights and may hire adventurers to fetch rare plants or drive off vermin. Her stall acts as a wonderful supplier of rations and a lively source of rural gossip, making her a perfect contact for wilderness-based quests.

Cobblecrest Market – Open Market Square

Dozens of independent vendors fill the bustling square with shouts and haggling.

Overseen by **Henrik the Steward**, the market sells everything from tools and spices to musical instruments and gaming sets.

Shops and many stalls open every day when the Clocktower bell rings at dawn. The full market day falls on the first and sixth days of every tenday, which are the 1st, 6th, 11th, 16th, 21st and 26th of each month. On those days farmers from the hamlets bring their goods in and every stall is taken.

On market days **Oswin Hardacre** sells fresh meat from a stall beside **Briar's Bounty**. He slaughters before dawn on his family's farm outside town, and he is usually sold out by midday.

The marketplace has grown alongside **Cobblecrest**, becoming its true economic and social heart. It provides supplies, entertainment, and news, acting as a central hub for trade and socializing.

Pickpockets and disputes among vendors keep **Henrik the Steward** busy, while traveling merchants bring exotic wares and rumors from afar. The market is an ideal place for meeting locals, gathering information, or checking the bounty boards.

Cobblecrest Stables

Retired scout **Arthur Windham** runs these stables, providing feed, tack and dependable mounts; the yard smells of hay and leather.

Arthur Windham's past as a scout gives him deep knowledge of local trails and hazards.

The stables supply mounts, saddles, and safe boarding, enabling swift travel and trade.

Horses occasionally go missing or a wild stallion roams free in the nearby plains; **Arthur** sometimes hires capable hands for retrieving animals or taming untamed stock. He is an excellent source for travel information and can direct parties toward safe routes.

Cobblecrest Town Hall

A two-storey stone hall houses the mayor's office, council chambers and public records.

Mayor **Thomas Greenfield** maintains calm leadership while the constable, **Lieutenant Ryn Talmar**, enforces the law.

The town hall serves as the official authority point where adventurers can register deeds, pay fines, or take on official bounties. The hall posts public notices, collects small fees for tolls or messenger services, and hosts village debates and celebrations. Cobblecrest elects its mayor and town council together every four years, at the town hall. The last election was held in 1496 DR, and the next falls in 1500 DR.

Locals regularly petition Mayor **Thomas Greenfield** here about wandering monsters and bandit threats.

Cobblecrest Docks

The village's docks lie on the **Winding River** downstream of the Old Millpond, a short walk from the River Gate. Small barges from **Silverbrook** and the lower river tie up at a row of timber jetties, and dockhands unload them by hand and by mule.

Dock Lane runs up from the waterfront between bonded warehouses, where merchants keep cargo under seal until it is sold or shipped. Off Dock Lane lies a walled counting-yard, where the dock factors (agents who buy, sell and ship for merchant houses) settle their ledgers.

The harbormaster, **Odile Varrow**, assigns the berths and keeps the outbound cargo book. The watchmen of the River Gate collect the wharf tolls. A ropewalk runs along the bank behind the warehouses, where the Varrow family twists rope for the village and for Heartvein Delve. Farther downstream stand older, half-rotten jetties that townsfolk call the old docks.

Cobblecrest Exchange (Merchants' Guild)

A distinguished guildhall housed in the Clocktower House, which oversees the operation of the **Market Square**.

Proprietors: Guildmaster **Marnie Goldweaver**; Council Elders **Gregor Daleson** and **Tobias Grumblefoot**; Market Warden **Henrik the Steward**; Treasurer **Aurum Valtheris**; Scribe of the Ledger **Eryndor Featherfoot**; and Community Liaison **Miranda Fairweather**.

Services: The Exchange regulates trade, ensures fair pricing, organizes and licenses caravans, and runs regular auctions for high-value or bulk goods. It acts as a nexus for commercial disputes, bulk selling, and securing trade contracts.

Use in Play: Provides access to the auction hall and influential political players; ideal for securing caravan guard work or seeking credit for large ventures.

Cobblecrest Guardhouse

A sturdy stone and timber barracks located near the Town Hall, serving as the official base of the town militia.

Proprietor: Captain Elara Dawntracker, leader of the **Cobblecrest Guard**.

Services: The Guardhouse is where citizens report crimes, turn in discovered bounties, and interact with the town militia regarding village safety and patrols.

Use in Play: The central point for seeking justice, reporting external threats, or being deputized for official duties; **Captain Elara** runs the patrols from here.

Crafters' Hall of Cobblecrest

A large, busy hall near the **Winding River** and **Ironhand's Anvil**, filled with the noise of hammers, looms, and apprentices.

Leadership: Guildmaster Artisan **Balin Ironhand**; **Council of Masters**: **Callen Wreave** (weaver), **Rowan Stonewright** (carpenter), and **Gemma Stonecutter** (jeweler).

Services: The Hall coordinates apprenticeships, certifies the quality of goods produced in **Cobblecrest**, and manages resources like ores and exotic woods. It is the place to commission custom metalwork, tailoring, or skilled magical components from local artisans.

Use in Play: Essential for commissioning unique items, finding skilled laborers, or investigating guild politics; members include all major local artisans. The wheelwright **Durra Ashspoke** and the cooper **Wim Hoopwood** have their workshops in the hall's yard.

Eldertree Apothecary

Loriel Sunshadow's serene shop smells of dried herbs and earth; jars of roots and leaves line the walls.

The elven herbalist is rumored to have ties to the fey.

Loriel Sunshadow sells antitoxin, druidic focuses, healing kits, holy water, perfumes, potions, and herbalism supplies.

Loriel frequently seeks rare ingredients and protection from dangerous plant blights; she sometimes commissions adventurers to retrieve herbs or combat deadly spores in the wilds. Her shop provides essential healing supplies and fey lore, making it a crucial contact for characters seeking natural remedies.

Featherfoot's Tales – Bookshop

Elegant elf **Eryndor Featherfoot** welcomes visitors to a cramped shop stacked with books, scrolls, maps and comfortable chairs.

The shop is a haven for arcane lore.

This shop sells spellbooks, arcane focuses, mundane and magical books, scrolls, scroll cases, inks, specialized tools, and magnifying glasses.

Eryndor Featherfoot frequently hires adventurers to fetch rare texts and happily shares public knowledge regarding nearby ruins. The shop serves as a research hub for deep lore, a source for rare scrolls, and a starting point for knowledge-driven quests.

Golden Roll Bakery – Bakery

A warm shop near the market that constantly smells of fresh baked goods and sweet treats.

Nella Greenbriar, a plump halfling with a warm laugh and flour-covered hands, runs the village's most popular bakery.

She bakes daily rations of bread, fruit, cheese, pastries, small and large pies, cakes, and

long-lasting journeybread.

Nella loves to experiment with her recipes and frequently needs adventurers to fetch rare ingredients to perfect her next culinary masterpiece.

Greenbriar's Goods – General Store

Samuel Greenbriar's shop is packed floor-to-ceiling with practical equipment, from rope and rations to spyglasses and fishing tackle.

His legendary haggling keeps prices fair but never cheap.

Samuel Greenbriar comes from a long line of traders (his sister **Nella** runs the village bakery). He provides essential gear for adventurers and locals alike: backpacks, tools, kits, nets, clothing, rations, locks, and more.

Samuel often seeks rare items for clients or needs guards for vulnerable caravans. His ear for gossip makes him aware of many local rumors, making this a perfect one-stop shop for provisioning and information gathering.

Ironhand's Anvil – Blacksmith

Master dwarf **Balin Ironhand** and his apprentice **Emeric** hammer out weapons and armor amid glowing coals and hissed quenching steam.

Balin Ironhand's deep connections to the **Maerthwatch Mountains** give him access to superior ores.

He produces and repairs a wide range of melee weapons, armor, shields, and locks. He also sells smith's tools and takes custom metalwork commissions.

Balin is always in need of rare ores or help clearing monster-infested mines. **Emeric** dreams of forging a legendary blade and works tirelessly to hone his craft.

Ivakhar's Tonics & Teas

A cozy shop wreathed in the scent of spiced tea, dried herbs, and something faintly sharp beneath. **Ivakhar**, its proprietor, is a jovial and slightly eccentric merchant in the layered robes of far-off Durpar, forever ready with a warm cup and a bit of gossip.
He sells spiced teas by the cup, dried herbs and curios, and a modest shelf of alchemical goods — minor healing potions, vials of acid, flasks of alchemist's fire, and the occasional rarer draught for those who ask politely and pay well.
Use in Play: A friendly stop for minor potions and reagents, and one of the better places in town to overhear a rumor while your tea steeps.

Miller's Grain and Mill

Jonas and Bethany Miller operate a rumbling mill whose grinding stones churn by water

power, filling the air with flour dust.

Jonas and Bethany Miller sell flour, grain, and sacks, and will grind bushels for a fee.

Their work provides livestock feed and keeps bread on local tables.

The village granaries stand beside the mill. Farmers store their harvest there, and the Millers keep a share of the grain as their fee. In autumn the Millers also press oilseed, and most of the lamp oil sold in **Cobblecrest** comes from their press.

Blockages or strange creatures upstream often threaten the water flow, and escorting grain shipments or clearing the river offers excellent adventure opportunities. Their seasonal harvest festivals are beloved community events.

Misty Pond & The Whispering Stones

A tranquil, open-air spot just outside the village, where water lilies float in the quiet pond.

Features: The **Whispering Stones** are a cluster of ancient, rune-etched megaliths on the pond's outskirts. It is a favored spot for peaceful reflection, private meetings, and whispered legends.

Use in Play: A place for roleplaying away from prying eyes or for listening for rumored secrets; locals claim the runes whisper louder during the full moon.

Misty Pond Fisheries

Bart Johnson, a wizened fisherman, runs small huts and a smokehouse supplying fresh and smoked fish; rowboats rock at the water's edge.

Bart Johnson provides fishing tackle, nets, rowboat rentals, and ferry passage across the waters.

He loves telling tall tales of river creatures and may hire adventurers to catch a particularly monstrous fish or investigate disturbances in the local fish populations. This is the primary gateway to river adventures and a repository of watery legends.

Shrine of the Harvest Moon

Sister Eliza tends this open-air shrine to **Chauntea**. Fruit trees and gardens encircle a stone altar carved with wheat and corn.

Villagers gather here for blessings and festivals.

During the **Silent Blight** three decades ago, **Sister Eliza's** faith and divine intercession saved the region's crops and livestock, elevating the shrine's importance.

The shrine offers holy symbols, reliquaries, and holy water. **Sister Eliza** blesses seeds and tools, provides healing for reasonable donations, and serves as the center of local agricultural

festivals. She occasionally requests aid protecting the shrine from desecration or roaming blights.

The Silvered Oak

At the village edge, in a quiet and revered grove, stands an ancient oak whose leaves shimmer like beaten silver in the least breath of wind. Villagers have tended it for generations, and old stories hold that its light keeps darkness from the valley.
Features: Those who rest beneath its branches often speak of a deep calm settling over them, and a few claim stranger gifts — clear dreams, quiet omens, a sense of being watched over. The grove is treated as sacred ground; even hard folk lower their voices near it.
Use in Play: A place for reflection, oaths, and quiet counsel, and a sacred site the whole community would rally to protect should blight or ill intent ever threaten it.

Silverstream Rapids

This scenic but dangerous rapid is a proving ground for young villagers and visiting warriors.

Rafts bounce through churning water while mist rises from hidden waterfalls.

The rapids serve as a place for thrill-seekers to test their bravery and for warriors to undertake trials-by-water.

The rushing waters act as a natural obstacle for waterborne travel, but also present a setting for river chases or rescue missions when novices occasionally go missing.

Silverstream Tailors

Marnie Goldweaver's shop is orderly and fragrant with fabrics. She crafts blankets, common clothes, costumes, robes and finer garments and may weave minor enchantments into clothing.

Marnie Goldweaver provides clothing for all classes, sells fabric by the yard, and offers mending and custom tailoring.

She constantly seeks exotic fabrics—like silk harvested from giant spiders—and will happily contract adventurers to fetch such materials.

The Crystal Caverns – Jeweler

Gemma Stonecutter's shop glitters with polished crystals and fine jewellery.

She sources her stones from the **Crystal Caverns** in the **Adder Peaks** and occasionally enchants her pieces.

In the village, the name "**Crystal Caverns**" refers solely to **Gemma Stonecutter's** business. She sells arcane focuses, holy symbols, signet rings, jeweler's tools, gems of various rarity, and handmade jewelry.

Gemma regularly hires capable escorts for her expeditions to the actual caverns or commissions the retrieval of rare luminous stones.

The Enchanted Quiver – Bowyer & Fletcher

Eleanor Swiftarrow, a half-elf and retired ranger, crafts bows and arrows with expert precision.

The air here smells of fresh wood, feathers and bow-string wax.

Eleanor Swiftarrow's past as a ranger deeply informs her craftsmanship and monster lore.

She provides simple and martial ranged weapons, ammunition, and occasionally enchanted arrows or bows. She also trains customers in archery and offers excellent monster-hunting tips. She is always in the market for rare woods and feathers from griffons or hippogriffs.

The Gilded Lily – Inn and Tavern

Miranda Fairweather's inn offers clean rooms, polite conversation and bardic music.

Merchants and discerning adventurers enjoy its tasteful décor and comfortable lodgings.

Miranda Fairweather provides fine ale, varied meals, and rooms at different luxury levels, frequently hosting banquets and serving fine wine.

Miranda discreetly connects adventurers with wealthy patrons seeking capable agents. It is a highly comfortable social nexus for upper-class interactions and meeting influential quest-givers.

The Rusty Cauldron – Brewery and Tavern

Tobias Grumblefoot's tavern serves hearty fare and strong drink. The attached brewery produces famed honey mead, and the common room rings with laughter and the clink of mugs.

Tobias Grumblefoot offers ale, mead, wine, meat, cheese, and rooms at squalid to modest levels.

He hosts lively competitions and fosters the best gossip in town. **Tobias** frequently needs rare mountain honey or other exotic brewing ingredients, making him a steady source of work for travelers.

The Platinum Sentinels

An elite order of dragonborn paladins and clerics devoted to **Bahamut**, the Platinum Dragon, based at **Dragon's Peak Sanctuary** high in the **Maerthwatch Mountains**. They uphold his tenets of justice, honor, mercy, and the protection of the innocent, and they stand as one of the region's surest shields against tyranny and the schemes of evil dragons — the **Cult of Tiamat** foremost among them.
Reputation: The Sentinels are widely respected as figures of honor and righteousness, though their sternness and exacting standards can be intimidating to those unused to them.

The Four Orders: Every Sentinel belongs to one. The Order of the Aegis are shield-bearers who guard pilgrims and escort relic caravans. The Order of the Wing are aerial strike teams riding griffons or metallic dragons — the Sanctuary keeps the harness, but the dragons who carry it do not live there. The Order of the Forge are the artisans and smiths. The Order of the Scale are the scholars and sages.
Rank: Aspirant, then Sentinel, then Keeper or Captain or Archivist for those given charge of a thing, then Master of an order, then the Platinum High Marshal, and above all the High Sentinel. Rank is the responsibility, not the years.
The Trials: Candidates are judged in cohorts — small groups who climb, train, fast and are weighed together over a season, then passed or turned away one by one. Sentinels remember their cohort for life, and conduct toward the others is part of the test.
Interaction with Adventurers: Travelers may seek them out at Dragon's Peak for blessing, healing, sanctuary, or counsel, and the order is known to call on worthy adventurers when evil stirs. Earning their trust is no small thing, but those who do gain powerful and principled allies.

The Cult of Tiamat

Devotees of **Tiamat**, the Queen of Chromatic Dragons, who work to spread chaos, hoard wealth for their goddess, and raise up evil dragons toward the day she reigns over the Material Plane. They are a patient and insidious threat rather than an open army. They are the **Tiamat**-worshipping wing of a much older organization, the Cult of the Dragon, and the other wing wants nothing to do with them.
Influence in the Region: The Cult moves in deep secrecy, its cells hidden in the remote folds of the **Adder Peaks** and the **Maerthwatch Mountains**. Its hand is blamed for the ruin of **Methvale**, and few doubt it still works its designs somewhere in the wild country beyond **Cobblecrest**.
Interaction with Adventurers: Players are more likely to meet the Cult through its aftermath — a raided settlement, a missing caravan, a dark rite half-glimpsed — than to find it waiting in the open. Those who cross it earn a dangerous and unforgiving enemy.

Local Druidic Circles

Scattered through the wild country around **Cobblecrest** are loose circles of druids and rangers, inheritors of the old traditions of the **Verdant Circle** that raised the **Standing Stones of Aelindor**. They keep the natural lore of the region and guard its sacred places.
Aims: To shield the land's groves and springs from exploitation, to resist unnatural corruption where it takes root, and to protect sites of natural power such as the **Standing Stones** and the **Silvered Oak**.
Interaction with Adventurers: Some circles live openly among the hamlets — **Greenbriar Hollow**, **Whispering Pines** — while others keep to themselves in the deep wood. They offer guidance, blessings, and aid to those who respect the wild, and just as readily oppose those who despoil it. They often mediate between settlers and the creatures of the forest.

The Cinder Fang Clan

A disciplined warband of hobgoblins, goblins, and worg-riders, descended from the goblinoid tribes that held the **Winding River** valley before **Cobblecrest** was ever founded. Under their warlord, **Vorgrath**, they press an old and genuine grievance: that this land was **Cinder Fang**

ground first.
Character of the Threat: For all that, they are no mindless raiders. **Vorgrath** is a warlord of real code — he keeps every agreement he makes, does not put the defeated to the sword, and his standing orders name three sites to be spared if the clan ever holds the valley: the Shrine of the Harvest Moon, the Silvered Oak, and the village well. The clan seeks acknowledgment and tribute, not slaughter.
Interaction with Adventurers: The **Cinder Fang** can be fought, but they can also be reasoned with — a rare thing in an enemy. How the town answers their claim, with steel or with words, is a question with no easy answer.

The Scarred Oak Fellowship – Adventurers' Guild

A bustling guild hall on the main road into town, featuring a scarred oak table engraved with generations of names, a training yard, an armory, and a lively tavern.

Roderic Brightshield, a respected paladin, leads the guild.

They broker quests, provide training, manage a bounty board, and foster camaraderie among explorers from dawn till dusk.

The Fellowship is the primary hub for newly arrived adventurers looking to find contracts, meet employers, or seek introductions to other skilled mercenaries.

Acceptance into the Fellowship is not automatic; new members must be sponsored by an existing member and successfully complete a trial quest.

The Stout Hammer – Weapons Shop

A compact weapons shop filled with the scent of oil and iron, known for producing highly reliable armaments.

Haldor Ironbeard, a retired dwarven warrior with numerous battle scars, crafts sturdy weapons emphasizing durability over flashy design.

He sells a wide variety of simple and martial melee weapons, ammunition, and offers gear repair and weapon maintenance training.

Haldor loves recounting war stories and is always on the lookout for apprentices worthy of learning his forge techniques.

The Tanned Hide – Leatherworker

Kellan Wryhide, a skilled half-orc artisan, crafts leather goods and armor with meticulous care.

The stall is fragrant with hide and beeswax.

Kellan Wryhide supplies high-quality leather gear, backpacks, pouches, quivers, saddlebags, and light armor, fulfilling all the needs of seasoned travelers. Most of his everyday cowhide and sheepskin comes from **Oswin Hardacre**, the village butcher.

He is the go-to shop for durable leather goods and can provide excellent guidance on tracking creatures with valuable or exotic hides.

The Wandering Minstrel – Inn and Tavern

A quiet, tranquil inn favored by scholars, artists, and traveling performers looking for a peaceful retreat.

Selene maintains a calm and polite atmosphere where patrons can enjoy poetry and music without the rowdiness of larger taverns.

She provides modest and comfortable rooms, fine meals, and herbal tea.

The inn serves as an excellent location to rest, meet with visiting sages, or deliver information in a discreet, scholarly setting.

Thistlebrew's Potions & Elixirs – Alchemist Shop

A cluttered, eccentric shop filled with bubbling flasks, strange odors, and colorful liquids.

Elendra Thistlebrew, a young half-elf alchemist with wild auburn hair and a stained work apron, runs the shop and frequently experiments with unpredictable new brews.

She sells acid, alchemist's fire, potions of healing, and specialized experimental concoctions.

Elendra continually refines her formulas and often hires adventurers to track down rare monster parts and exotic alchemical ingredients for her work.

The Village Well

A stone-ringed public well located at the edge of the **Market Square**, offering clear, cool water.

Features: The well is an informal, constantly-visited meeting point for locals gathering water, chatting, and catching up on the day's events.

Use in Play: Known as the absolute best place to catch dropped conversations and local gossip.

Chapter 5: Merchant and Services Directory

The following tables detail the public economy, standard services, and item pricing available within **Cobblecrest** and its immediate surroundings.

Lodging, Meals, and Daily Services

Service	Location	Proprietor	Cost or Availability	Notes
Lodging Tiers	**The Gilded Lily**	Miranda Fairweather	Modest 5 sp, comfortable 8 sp, wealthy 2 gp, aristocratic 4 gp per night	Well-appointed rooms above a polite tavern.
Lodging Tiers	**The Rusty Cauldron**	Tobias Grumblefoot	Squalid 7 cp, poor 1 sp, modest 5 sp per night	Budget inn attached to the brewery.
Lodging Tiers	**Wandering Minstrel**	Selene	Modest 5 sp, comfortable 8 sp per night	Quiet inn favoured by scholars and performers.
Meals & Drink	**The Gilded Lily**	Miranda Fairweather	Meals per day: modest 3 sp, comfortable 5 sp, wealthy 8 sp, aristocratic 2 gp; ale 4 cp/mug; banquet 10 gp per person	Polite atmosphere with bardic music.
Meals & Drink	**The Rusty Cauldron**	Tobias Grumblefoot	Meals: squalid 3 cp, poor 6 cp, modest 3 sp; ale 4 cp/mug, honey mead 1 sp/mug; wine 2 sp/bottle (common), 10	Lively local tavern; strong drink and hearty fare.

			gp/bottle (fine); meat 3 sp; cheese 1 sp	
Meals & Drink	**Wandering Minstrel**	Selene	Meals: modest 3 sp, comfortable 5 sp; ale 4 cp/mug; banquet (simple) 5 gp; herbal tea 2 cp	Quiet dining with poetry and music.
Meals & Drink	**Golden Roll Bakery**	Nella Greenbriar	Daily ration of bread/fruit/cheese 5 sp; loaves 2 cp–1 sp; pastries 1–5 cp; small pies 8 cp; large pies 3 sp; cakes 2–10 gp; journeybread (week) 3 gp	Ideal for take-away food and rations.
Meals & Drink	**Misty Pond Fisheries**	Bart Johnson	Fresh fish 5 cp–1 sp per lb; smoked fish 2–5 sp; rowboat rental 5 sp/day; nets and tackle 1 gp each	For fish, nets and ferries; gossip from fishers.
Meals & Drink	**Butcher's stall, Market Square**	Oswin Hardacre	Fresh pork or mutton 5 cp per lb; beef 6 cp per lb; dressed	Market days only. Usually sold out by midday.

			chicken 5 cp; sausages 1 sp per string; lard 2 cp per lb; soup bones 1 cp; whole pig killed to order 4 gp	
Healing Access	**Shrine of the Harvest Moon**	Sister Eliza	Minor healing available for donations of 1–10 gp; holy water 25 gp per flask; blessings of seeds/tools 1–5 sp	Open-air shrine; centre of community festivals.
Healing Access	**Eldertree Apothecary**	Loriel Sunshadow	Potion of healing 50 gp; antitoxin 50 gp; healer's kit 5 gp; holy water 25 gp; herbalism kit 5 gp	Carries druidic focuses and other basic potions.
Potion Sources	**Eldertree Apothecary**	Loriel Sunshadow	Common potions (healing) 50 gp; antitoxin 50 gp; poisons ~100 gp	Fey-friendly herbalist; may need rare components.
Potion Sources	**Thistlebrew's Potions & Elixirs**	Elendra Thistlebrew	Acid 25 gp; alchemist's fire 50 gp; potions of healing 50 gp;	Stock includes unpredictable brews; prices vary

			climbing 75 gp; animal friendship 100 gp; growth 150 gp; oil of slipperiness 100 gp; experimental concoctions 20–200 gp	with rarity.
Potion Sources	**Ivakhar's Tonics & Teas**	Ivakhar	Potion of healing 50 gp; acid 25 gp; alchemist's fire 50 gp; smoke stick 20 gp; herbs & curios 1 sp–10 gp; spiced tea 2 cp–1 sp per cup	Cozy tea-and-tonic shop; a genial Durpari proprietor and a reliable source of gossip.

Weapons & Ammunition

Item	Price	Vendor	Notes
Club	1 sp	The Stout Hammer	Simple bludgeoning weapon.
Dagger	2 gp	Ironhand’s Anvil / The Stout Hammer	Simple piercing weapon.
Greatclub	2 sp	The Stout Hammer	Heavy club.

Handaxe	5 gp	Ironhand's Anvil / The Stout Hammer	Light axe.
Javelin	5 sp	The Stout Hammer	Simple thrown weapon.
Light hammer	2 gp	The Stout Hammer	Light hammer for throwing.
Mace	5 gp	Ironhand's Anvil / The Stout Hammer	Simple bludgeoning weapon.
Quarterstaff	2 sp	The Stout Hammer	Two-handed staff.
Sickle	1 gp	Ironhand's Anvil / The Stout Hammer	Simple weapon.
Spear	1 gp	Ironhand's Anvil / The Stout Hammer	Versatile weapon.
Battleaxe	10 gp	Ironhand's Anvil / The Stout Hammer	Martial weapon.
Flail	10 gp	Ironhand's Anvil / The Stout Hammer	
Glaive	20 gp	Ironhand's Anvil / The Stout Hammer	

Greataxe	30 gp	Ironhand's Anvil / The Stout Hammer	
Greatsword	50 gp	Ironhand's Anvil / The Stout Hammer	
Halberd	20 gp	Ironhand's Anvil / The Stout Hammer	
Lance	10 gp	Ironhand's Anvil / The Stout Hammer	
Longsword	15 gp	Ironhand's Anvil / The Stout Hammer	
Maul	10 gp	Ironhand's Anvil / The Stout Hammer	
Morningstar	15 gp	Ironhand's Anvil / The Stout Hammer	
Pike	5 gp	Ironhand's Anvil / The Stout Hammer	
Rapier	25 gp	Ironhand's Anvil / The Stout Hammer	

Scimitar	25 gp	Ironhand's Anvil / The Stout Hammer	
Shortsword	10 gp	Ironhand's Anvil / The Stout Hammer	
Trident	5 gp	Ironhand's Anvil / The Stout Hammer	
War pick	5 gp	Ironhand's Anvil / The Stout Hammer	
Warhammer	15 gp	Ironhand's Anvil / The Stout Hammer	
Whip	2 gp	Ironhand's Anvil / The Stout Hammer	
Sling bullets (20)	4 cp	The Stout Hammer / The Enchanted Quiver	
Arrows (20)	1 gp	The Enchanted Quiver	
Crossbow bolts (20)	1 gp	The Enchanted Quiver	

Blowgun needles (50)	1 gp	The Enchanted Quiver	
Caltrops (bag of 20)	1 gp	The Stout Hammer / Greenbriar's Goods	Scattered to slow pursuers.
Whetstone	1 cp	The Stout Hammer	Used to sharpen weapons.
Portable ram	4 gp	The Stout Hammer / Greenbriar's Goods	Heavy battering implement.
Crossbow, light	25 gp	The Enchanted Quiver	Range 80/320 ft.
Dart	5 cp	The Enchanted Quiver	Simple thrown weapon. Range 20/60 ft.
Sling	1 sp	The Enchanted Quiver	Range 30/120 ft.
Shortbow	25 gp	The Enchanted Quiver	Range 80/320 ft.
Blowgun	10 gp	The Enchanted Quiver	Range 25/100 ft.

Crossbow, hand	75 gp	The Enchanted Quiver	Range 30/120 ft.
Crossbow, heavy	50 gp	The Enchanted Quiver	Range 100/400 ft.
Longbow	50 gp	The Enchanted Quiver	Range 150/600 ft.

Armor & Shields

Item	Price	Vendor	Notes
Padded armour (light)	5 gp	The Tanned Hide	Light armour of quilted cloth.
Leather armour (light)	10 gp	The Tanned Hide	
Studded leather armour (light)	45 gp	The Tanned Hide	
Hide armour (medium)	10 gp	The Tanned Hide	
Chain shirt (medium)	50 gp	Ironhand's Anvil	
Scale mail (medium)	50 gp	Ironhand's Anvil	

Breastplate (medium)	400 gp	Ironhand's Anvil	
Half plate (medium)	750 gp	Ironhand's Anvil	
Ring mail (heavy)	30 gp	Ironhand's Anvil	
Chain mail (heavy)	75 gp	Ironhand's Anvil	
Splint armour (heavy)	200 gp	Ironhand's Anvil	
Plate armour (heavy)	1,500 gp	Ironhand's Anvil (special order)	Masterwork plate; requires custom fitting.
Shield	10 gp	Ironhand's Anvil / The Stout Hammer	Provides +2 AC.
Barding (leather)	4 × base armour price	The Tanned Hide	Custom leather barding for mounts.

Clothing & Travel Gear

Item	**Price**	**Vendor**	**Notes**
Blanket (fine)	1 gp	Silverstream Tailors	Fine wool or cotton blanket.

Common clothes	5 sp	Silverstream Tailors	Everyday wear.
Costume clothes	5 gp	Silverstream Tailors	Theatrical outfits.
Fine clothes	15 gp	Silverstream Tailors	Well made, tailored attire.
Robes, simple	1 gp	Silverstream Tailors	Basic robes.
Robes, embroidered	10 gp – 20 gp	Silverstream Tailors	Ornate robes with fine stitching.
Traveller's clothes	2 gp	Greenbriar's Goods / Silverstream Tailors	Rugged clothing for journeys.
Silk rope (50 ft)	10 gp	Silverstream Tailors / Greenbriar's Goods	Lightweight and strong.
Fabric – canvas (1 sq yd)	1 sp	Silverstream Tailors	
Fabric – cotton cloth (1 sq yd)	5 sp	Silverstream Tailors	
Fabric – linen (1 sq yd)	1 gp	Silverstream Tailors	

Fabric – wool (1 sq yd)	2 gp	Silverstream Tailors	
Fabric – silk (1 sq yd)	10 gp	Silverstream Tailors	Luxurious fabric.
Weaver's tools	1 gp	Silverstream Tailors	Used for weaving.
Tailoring services	from 1 gp	Silverstream Tailors	Mending and custom work; cost varies by complexity.
Backpack	2 gp	Greenbriar's Goods / The Tanned Hide	
Bedroll	1 gp	Greenbriar's Goods	
Blanket	5 sp	Greenbriar's Goods	Plain wool blanket.
Tent	2 gp	Greenbriar's Goods	Sleeps two.
Waterskin	2 sp	Greenbriar's Goods / The Tanned Hide	
Rope (hempen)	1 gp	Greenbriar's Goods	Twisted at the Varrow ropewalk on the riverbank.

Pouch	5 sp	The Tanned Hide / Greenbriar's Goods	
Quiver	1 gp	The Tanned Hide	
Sack	1 cp	Greenbriar's Goods	
Basket	4 sp	Greenbriar's Goods	
Torch	1 cp	Greenbriar's Goods	Burns for 1 hour.
Tinderbox	5 sp	Greenbriar's Goods	
Candle	1 cp	Greenbriar's Goods	
Soap (cake)	2 cp	Greenbriar's Goods	
Lamp	5 sp	Greenbriar's Goods	
Lantern, hooded	5 gp	Greenbriar's Goods	
Lantern, bullseye	10 gp	Greenbriar's Goods	
Oil (flask)	1 sp	Greenbriar's Goods	Burns for 6 hours in a

			lamp or lantern.
Climber's kit	25 gp	Greenbriar's Goods	
Crowbar	2 gp	Greenbriar's Goods / Ironhand's Anvil	
Grappling hook	2 gp	Greenbriar's Goods / Ironhand's Anvil	
Iron spikes or pitons (10)	1 gp	Greenbriar's Goods / Ironhand's Anvil	
Shovel	2 gp	Greenbriar's Goods	
Pole (10 ft)	5 cp	Greenbriar's Goods	
Ladder (10 ft)	1 sp	Greenbriar's Goods	
Chain	5 gp	Ironhand's Anvil / Greenbriar's Goods	
Manacles	2 gp	Ironhand's Anvil / Greenbriar's Goods	
Lock	10 gp	Ironhand's Anvil /	

		Greenbriar's Goods	
Hunting trap	5 gp	Ironhand's Anvil / Greenbriar's Goods	
Ball bearings	1 gp	Greenbriar's Goods	
Bell	1 gp	Greenbriar's Goods	
Signal whistle	5 cp	Greenbriar's Goods	Heard up to 600 ft away.
String (10 ft)	1 sp	Greenbriar's Goods	
Block and tackle	1 gp	Greenbriar's Goods	
Mirror	5 gp	Greenbriar's Goods	
Barrel	2 gp	Greenbriar's Goods	
Chest	5 gp	Greenbriar's Goods	
Bucket	5 cp	Greenbriar's Goods	

Pot, iron	2 gp	Ironhand's Anvil / Greenbriar's Goods	
Flask	2 cp	Greenbriar's Goods	Holds 1 pint.
Jug	2 cp	Greenbriar's Goods	Holds 1 gallon.
Bottle, glass	2 gp	Greenbriar's Goods	
Vial	1 gp	Greenbriar's Goods	Holds 4 ounces.
Component pouch	25 gp	Greenbriar's Goods	
Burglar's pack	16 gp	Greenbriar's Goods	
Diplomat's pack	39 gp	Greenbriar's Goods	
Dungeoneer's pack	12 gp	Greenbriar's Goods	
Entertainer's pack	40 gp	Greenbriar's Goods	
Explorer's pack	10 gp	Greenbriar's Goods	
Priest's pack	33 gp	Greenbriar's Goods	

Scholar’s pack	40 gp	Greenbriar’s Goods	

Tools & Trade Goods

Item	Price	Vendor	Notes
Tinker’s tools	50 gp	Cobblecrest Market	Includes small hammers, chisels & needles.
Woodcarver’s tools	1 gp	Cobblecrest Market	
Mason’s tools	10 gp	Cobblecrest Market	
Hammer	1 gp	Ironhand’s Anvil / Greenbriar’s Goods	
Sledgehammer	2 gp	Ironhand’s Anvil / Greenbriar’s Goods	
Saw	1 gp	Ironhand’s Anvil / Greenbriar’s Goods	
Miner’s pick	2 gp	Ironhand’s Anvil / Greenbriar’s Goods	
Cook’s utensils	1 gp	Cobblecrest Market	

Weaver's tools	1 gp	Cobblecrest Market	Distinct from tailor's tools.
Potter's tools	10 gp	Cobblecrest Market	
Brewer's supplies	20 gp	Cobblecrest Market	
Carpenter's tools	8 gp	Cobblecrest Market	
Cobbler's tools	5 gp	Cobblecrest Market	
Glassblower's tools	30 gp	Cobblecrest Market	
Painter's supplies	10 gp	Cobblecrest Market	
Gaming set, dice	1 sp	Cobblecrest Market	
Gaming set, dragonchess	1 gp	Cobblecrest Market	
Gaming set, playing cards	5 sp	Cobblecrest Market	
Gaming set, three-dragon ante	1 gp	Cobblecrest Market	

Musical instrument, bagpipes	30 gp	Cobblecrest Market	
Musical instrument, drum	6 gp	Cobblecrest Market	
Musical instrument, dulcimer	25 gp	Cobblecrest Market	
Musical instrument, flute	2 gp	Cobblecrest Market	
Musical instrument, horn	3 gp	Cobblecrest Market	
Musical instrument, lute	35 gp	Cobblecrest Market	
Musical instrument, lyre	30 gp	Cobblecrest Market	
Musical instrument, pan flute	12 gp	Cobblecrest Market	
Musical instrument, shawm	2 gp	Cobblecrest Market	

Musical instrument, viol	30 gp	Cobblecrest Market	
Calligrapher's supplies	10 gp	Featherfoot's Tales	
Cartographer's tools	15 gp	Featherfoot's Tales	
Forgery kit	15 gp	Featherfoot's Tales	
Navigator's tools	25 gp	Featherfoot's Tales	
Book	25 gp	Featherfoot's Tales	
Ink (1-ounce bottle)	10 gp	Featherfoot's Tales	Enough for about 500 pages.
Ink pen	2 cp	Featherfoot's Tales	
Paper (one sheet)	2 sp	Featherfoot's Tales	
Parchment (one sheet)	1 sp	Featherfoot's Tales	
Map	1 gp	Featherfoot's Tales	

Case, map or scroll	1 gp	Featherfoot's Tales	
Spell scroll (cantrip)	30 gp	Featherfoot's Tales	
Spell scroll (level 1)	50 gp	Featherfoot's Tales	
Herbalism kit	5 gp	Eldertree Apothecary	
Alchemist's supplies	50 gp	Eldertree Apothecary / Thistlebrew's	
Leatherworker's tools	5 gp	The Tanned Hide	
Smith's tools	20 gp	Ironhand's Anvil	
Merchant's scales	5 gp	Greenbriar's Goods / Aurum House	
Disguise kit	25 gp	Greenbriar's Goods	
Poisoner's kit	50 gp	The Winding Shadow (black market)	Not sold openly.
Thieves' tools	25 gp	The Winding Shadow (black market)	Not sold openly.

Mounts, Tack & Transport

Item	Price	Vendor	Notes
Bit & bridle	2 gp	Cobblecrest Stables	Basic tack for mounts.
Saddle	5 gp (pack); 10 gp (riding); 60 gp (exotic)	Cobblecrest Stables	Riding & exotic saddles cost more.
Saddlebags	4 gp	Cobblecrest Stables / The Tanned Hide	
Saddle, military	20 gp	Cobblecrest Stables	
Stabling (per day)	5 sp	Cobblecrest Stables	Includes feed & grooming.
Animal feed (per day)	5 cp	Cobblecrest Stables / Briar's Bounty	
Donkey or mule	8 gp	Cobblecrest Stables	
Pony	30 gp	Cobblecrest Stables	
Riding horse	75 gp	Cobblecrest Stables	

Draft horse	50 gp	Cobblecrest Stables	
Mastiff	25 gp	Cobblecrest Stables	
Warhorse	400 gp (rare)	Cobblecrest Stables	Only occasionally available.
Carriage (custom order)	100 gp	Cobblecrest Stables	Requires advance order.
Chariot (custom order)	250 gp	Cobblecrest Stables	Requires advance order.
Cart	15 gp	Cobblecrest Market	
Sled	20 gp	Cobblecrest Market	
Wagon	35 gp	Cobblecrest Market	
Rowboat (rental)	5 sp per day	Misty Pond Fisheries	
Rowboat (purchase)	50 gp	Misty Pond Fisheries	
Ferry passage (per mile)	1 sp	Misty Pond Fisheries	

Coach ride between towns (per mile)	3 cp	Cobblecrest Stables	Arranged through Arthur Windham.

Jewelry, Gems & Specialty Materials

Item	Price	Vendor	Notes
Arcane focus (crystal)	10 gp	The Crystal Caverns	Polished crystal.
Arcane focus (orb)	20 gp	The Crystal Caverns / Featherfoot's Tales	
Arcane focus (rod)	10 gp	Featherfoot's Tales	
Arcane focus (staff)	5 gp	Featherfoot's Tales	
Arcane focus (wand)	10 gp	Featherfoot's Tales	
Druidic focus (sprig of mistletoe)	1 gp	Eldertree Apothecary	
Druidic focus (wooden staff)	5 gp	Eldertree Apothecary	
Druidic focus (yew wand)	10 gp	Eldertree Apothecary	

Holy symbol – silver amulet or reliquary (with gem)	25–50 gp	The Crystal Caverns / Shrine of the Harvest Moon	Silver with small gem.
Holy symbol – amulet, emblem or reliquary	5 gp	Shrine of the Harvest Moon	
Magnifying glass (gem-quality lens)	100 gp	The Crystal Caverns / Featherfoot's Tales	
Signet ring (silver)	5 gp	The Crystal Caverns	Engraving extra.
Jeweller's tools	25 gp	The Crystal Caverns	
Gems – common	10 gp each	The Crystal Caverns	Agates, quartz, etc.
Gems – uncommon	50–100 gp each	The Crystal Caverns	Amethyst, garnet, etc.
Gems – rare	500–1,000 gp each	The Crystal Caverns	Rubies, emeralds, etc.
Jewellery (common gems)	25–250 gp	The Crystal Caverns	Silver or gold pieces set with common gems.
Trade bar – silver (1 lb)	5 gp	Aurum House	Cast bar of metal.

Trade bar – gold (1 lb)	50 gp	Aurum House	
Trade bar – platinum (1 lb)	500 gp	Aurum House	
Perfume (4-ounce vial)	5 gp	Eldertree Apothecary	

Financial & Guild Services

Service	Price	Vendor	Notes
Road toll (during special events)	1 cp	Town Hall	Charged for use of roads during festivals.
Wharf toll, barge at a berth (per day)	2 cp	River Gate watch	Paid at the docks.
Wharf toll, per barrel or bale landed	1 cp	River Gate watch	Paid at the docks.
Messenger service (per mile)	2 cp	Town Hall	Official message courier.
Copying public records (per page)	5 sp	Town Hall	

Market stall licence (per month)	1–5 gp	Town Hall	Allows vendor to operate a stall.
Hiring skilled labourer (per day)	2 gp	Cobblecrest Market	Carpenters, smith assistants, etc.
Hiring untrained labourer (per day)	2 sp	Cobblecrest Market	Porters, general hands.
Scribe services (per page)	2 sp – 1 gp	Cobblecrest Market	Depends on complexity.
Currency exchange (commission)	1–5 %	Aurum House	Exchange coins of different metals.
Secure deposit – small box (per month)	5 gp	Aurum House	Bank vault storage.
Secure deposit – large chest (per month)	25 gp	Aurum House	Larger vault space.
Appraisal service	5–10 % of item value	Aurum House	Professional assessment of gems & art.
Identify (spell)	50 gp	The Scarred Oak Fellowship	Cast by Aric Thandrel.

Loans (interest per month)	10–20 %	Aurum House	Terms vary by client.

Special-Order Items

Item	**Price**	**Vendor**	**Notes**
Spyglass	1,000 gp	Greenbriar's Goods	Available only by special order.
Enchanted arrows (+1)	25–50 gp each	The Enchanted Quiver	Limited stock.
Bows (+1)	from 500 gp	The Enchanted Quiver	Limited stock; may require custom order.
Magical jewellery (e.g., Ring of Protection +1)	from 1,000 gp	The Crystal Caverns	Extremely rare; special order only.

Chapter 6: Regional Hamlets and Travel

The lands surrounding **Cobblecrest** village are not empty wilderness. Dotted throughout the valleys, along the riverbanks, and nestled in the foothills are numerous smaller hamlets and thorps, each with its own unique character, resources, and place within the loose confederation that makes up the **Cobblecrest** region. These settlements often rely on **Cobblecrest** as a central hub for trade, defense, and governance, but they maintain their own distinct identities and ways of life.

Travel Logistics

In Dungeons & Dragons, the typical distance that a character can travel by foot in a day is guided by the "travel pace" rules. According to the *2024 Player's Handbook*, here is the standard:

- **Normal Pace:** 24 miles per day (assuming 8 hours of travel)
- **Fast Pace:** 30 miles per day (but with penalties to Perception checks)
- **Slow Pace:** 18 miles per day (allows for stealth and careful movement)

These numbers assume average terrain (like roads or open fields). Difficult terrain (such as forests, mountains, or swamps) can reduce this distance. Forced marches can allow for more distance, but with increasing risk of exhaustion.

Pace	**Miles per Day**	**Notes**
Slow	18	Allows stealth and detailed observation
Normal	24	Default travel speed
Fast	30	-5 to passive Wisdom (Perception) checks

The following are the twelve hamlets of the **Cobblecrest** region, from the nearest farms to the far forest road.

Each hamlet entry below ends with its leader, what the place looks like, what a traveler can buy

there, and either its places of note or its people of note. A price not given here is the Cobblecrest price in Chapter 5. A hamlet sells what it makes, food and drink, and a little basic gear. Arms, armor and anything else come from **Cobblecrest**.

Greenbriar Hollow (Farming Hamlet)

- **Population:** 60-80 villagers (mostly humans and halflings).
- **Location:** 28 miles southeast of **Cobblecrest**.
- **Focus:** Farming (especially root vegetables and grains), herbs, and acclaimed honey production.

Notable Features:

- **Living Shrine to Chauntea:** The heart of the community is an open-air shrine to **Chauntea**, artfully woven from living branches and surrounded by meticulously tended flowerbeds and herb gardens. It's said that prayers and offerings here not only ensure a bountiful harvest but can also bless seeds with unusual vitality. **Sister Eliza** from **Cobblecrest** sometimes visits, but a local lay-priest or devout elder usually tends it. The shrine is also known to produce unique hybrid herbs not found elsewhere, carefully cultivated by the hamlet's chief herbalist. Its sanctity is vital; any desecration could spell agricultural disaster for the Hollow.

Rumors and Public Perception:

> "The honey from Greenbriar's prized Sunpetal bees has started tasting bitter, and some of the root vegetables are unnaturally pale and small. **Hank Hemlock** mutters it's a sign **Chauntea** is displeased, but the local herbalist, **Myra Willowfoot**, fears a subtle blight or contamination in the soil affecting the Sunpetal flowers."

Social/Political Atmosphere:

Close-knit, deeply traditional, and hardworking. Villagers are generally welcoming, especially to those who respect the land and the ways of **Chauntea**. Their lives revolve around the agricultural seasons and the guidance of their elders and the local Chauntean faithful. They are proud of their produce and fiercely protective of their unique honey.

Leader:

Tansy Furrowfield, a halfling grandmother, chairs the Elders' Bench, the five oldest landholders in the Hollow. The Bench meets at the shrine on the first day of each tenday. It settles boundary quarrels, sets the season's honey price and chooses who tends the shrine.

The Look of the Place:

The Hollow sits in a shallow green bowl with a creek running through the bottom. Briar hedges, heavy with blackberries in late summer, mark every field. Humans live in thatched cottages

along the upper rim, shaded by apple and plum trees. Most halfling families live in round-doored burrows dug into the warm south slope. Straw bee skeps stand in rows along the hedges, and every path runs downhill to the living shrine.

Goods and Services:

- No inn. Travelers sleep in the hay loft above the Furrowfield barn for 1 sp a night, or in a family's spare room for 5 sp a night with supper.
- Greenbriar honey, 2 sp for a one-pound jar.
- Root vegetables, grain and common herbs. The shrine's rare hybrid herbs cost 1 to 5 gp a bundle, and the herbalist sells them only to buyers she trusts.
- Seeds blessed at the shrine, and minor wounds tended there, for a donation.

People of Note:

- **Tansy Furrowfield**, Chair of the Elders' Bench. Quiet and patient. She gives strangers tea before she gives them anything else.
- **Hank Hemlock**, an old farmer and the most devout man in the Hollow. He quotes his grandmother's sayings as if they were scripture.
- **Myra Willowfoot**, the halfling herbalist who grows the shrine's hybrid herbs. She writes everything down.
- **Wyn Cotter**, the lay-priest who tends the living shrine. Gentle and always busy.

Silverbrook (Fishing Hamlet)

- **Population:** 40-60 villagers (mostly humans, with a few hardy dwarves who prefer the river to mountains).
- **Location:** 92 miles east of **Cobblecrest**.
- **Focus:** Fishing (river trout and silverfin), river trade (small barges), smoked fish.

Notable Features:

- **Chapel of the Quiet Pool (Eldath):** A small, serene structure built with smooth river stones and driftwood, the Chapel of the Quiet Pool offers a place of calm reflection and prayer to **Eldath**, goddess of peace and quiet places. It's said that the waters of the small font within, fed by a tiny spring, are exceptionally pure and can soothe troubled minds or grant peaceful rest if sipped. Its presence fosters a sense of tranquility in the hamlet, making it a rare neutral ground for settling minor disputes.

Rumors and Public Perception:

> "Young **Mira Harken** swears she saw a beautifully carved, sealed wooden tube wash ashore, caught in her father's nets. She hid it, thinking it treasure, but now she's having strange dreams of distant, stormy seas and believes it carries a message or a curse."

Social/Political Atmosphere:

Quiet, patient, and somewhat insular. The people of **Silverbrook** are accustomed to the gentle rhythms of the river and are generally reserved but polite. They value peace and are slow to anger, preferring to resolve conflicts through calm discussion, often mediated at the chapel. They are wary of those who would disrupt the river's tranquility.

Leader:

Elder Rowan, the keeper of the Chapel of the Quiet Pool. Silverbrook has no headman and no council. When the hamlet must decide something, everyone gathers at the chapel pool for the Stillwater Talk. Anyone may speak once. Elder Rowan speaks last, and the talk ends when he does.

The Look of the Place:

Silverbrook stands on a long gravel bar where a clear brook runs into the **Winding River**. The houses are river stone below and driftwood above, with roofs of reed. Smokehouses line the water, and their racks of split fish turn gold in the smoke. Nets dry on tall poles. A plank pier runs out into the river, and the chapel sits on a low rise above it all.

Goods and Services:

- No inn. The Harken family takes boarders for 1 sp a night and 3 sp a day for meals.
- Fresh trout and silverfin, 5 cp to 1 sp a pound. Smoked fish, 2 to 5 sp.
- Fishing tackle and nets, 1 gp each. Boat and net repair.
- Passage on a cargo barge, about 1 sp a mile, deck space only. Barges go upriver to **Cobblecrest** about once a tenday.
- A cup of water from the chapel font, free, one cup to a visitor.

People of Note:

- **Elder Rowan**, keeper of the chapel. He listens far longer than he talks.
- **Willem Harken**, a fisherman who owns the hamlet's largest barge, and Mira Harken's father. Loud by Silverbrook standards, which means he finishes his sentences.
- **Brunna Saltmantle**, the dwarf who runs the largest smokehouse. The only person in Silverbrook who argues with Elder Rowan in public.

Stonemill (Mineral Hamlet)

- **Population:** 50-70 miners and their families (predominantly humans and dwarves).
- **Location:** 60 miles north of **Cobblecrest**.
- **Focus:** Stone quarrying (granite and limestone) and mineral processing.

Notable Features:

- **The Hardy Pick Inn:** The boisterous, dusty heart of **Stonemill**, its walls hung with mining

trophies, unusual geodes, and faded maps of old tunnels. It is the place to hire a mining crew, hear news from the deep excavations, and trade tales of undiscovered veins over strong, cheap ale.

Rumors and Public Perception:
"They say the miners in the western quarry broke into a new cavern — not good stone, but ancient carvings and a breeze that whispers forgotten names. They sealed it up quick, but Foreman Griselda Stonefist saw something glinting deep inside, something that wasn't rock."
Social/Political Atmosphere:
Rough-and-tumble, pragmatic, and direct. The miners are hardworking and plainspoken, with strong camaraderie below ground and loud arguments above it. They can be suspicious of outsiders who don't understand their trade — or who look like they've come to regulate it.

Leader:

Griselda Stonefist, a dwarf, is the Head Foreman. Each spring the quarry crews choose the Head Foreman by a show of picks in the Hardy Pick Inn, and Griselda has been chosen six years running. She decides which faces are cut and settles quarrels between the crews and the teamsters.

The Look of the Place:

Stonemill grew up around a raw white scar in the hills. The quarry faces climb in pale terraces above the hamlet, and heaps of broken stone spread below them. The houses are built from blocks the masons rejected, so no two walls match. The roofs are slate, there is grit on every windowsill, and chisels ring from dawn to dusk.

Goods and Services:

- The Hardy Pick Inn: a bunk in the common room for 1 sp, a small private room for 5 sp. Poor meals 6 cp a day, modest meals 3 sp. Ale 4 cp a mug.
- Hire a skilled quarryman or mason for 2 gp a day, or a laborer for 2 sp a day.
- Mason's tools, miner's picks, rope, hammers, crowbars and pitons.
- Tool sharpening and repair at the Grindhouse.
- Teamsters let travelers ride the stone wagons south for 1 sp, if they help push at the steep places. The trip takes three days.

Places of Note:

- **The Hardy Pick Inn.** Borin Stonebeard's inn, where crews are hired at the long table and hamlet business is argued every evening.
- **The Western Quarry.** The newest quarry face. Part of it is boarded up and padlocked.
- **The Blue Vein Cut.** A new face of shimmering blue-streaked granite that masons prize.
- **The Grindhouse.** Tamsin Kettle, a smith, sharpens and mends tools here, and she always has more than she can do.
- **The Stone Yard.** Where the north road ends and the cut blocks wait on the wagons south.

Whispering Pines (Woodcutters' Hamlet)

- **Population:** 30-50 villagers (mostly humans, with some half-elves who feel the call of the nearby **Chondalwood**).
- **Location:** 56 miles southwest of **Cobblecrest**.
- **Focus:** Lumber, hunting, and foraging for forest herbs and mushrooms.

Notable Features:

- **Cedar Hearth Lodge:** The hamlet's communal gathering place, trading post, and simple inn. Its massive central hearth of fragrant cedar is always burning. The lodge master, Maren Birchall, is a retired ranger who knows the surrounding woods intimately and brokers deals between the woodcutters and passing traders.

Rumors and Public Perception:
"Young Timmy Willowisp claims he saw strange, glowing fungi deep in a part of the forest the elders avoid — pulsing with soft light and humming an eerie tune. He foolishly brought a piece home, and now he's fallen into an enchanted slumber, and the fungus is slowly spreading in his cottage."
Social/Political Atmosphere:
Independent, wary, and deeply connected to the forest. The people are self-reliant and cautious about overstepping their bounds with nature; they have little patience for anyone who shows disrespect to the woods or their unseen denizens.

Leader:

Maren Birchall, the lodge master of Cedar Hearth Lodge, leads Whispering Pines. The lodge is the hamlet's only hall, so whoever keeps it keeps the peace, and the hamlet calls the post Hearthkeeper. She sets each season's felling quota and makes the deals with the timber buyers.

The Look of the Place:

Log houses with steep shingle roofs stand among tall pines on the last open ground before the **Chondalwood**. Stacks of seasoning timber line the lanes. Two sawpits sit behind the lodge, and a row of tar kilns smokes at the edge of the clearing. The forest rises dark and close on the west side.

Goods and Services:

- Cedar Hearth Lodge: a bunk for 1 sp, a small private room for 5 sp. Modest meals 3 sp a day, mostly venison and mushrooms.
- Timber, rough-cut boards and pine tar, sold through the lodge.
- Furs and hides, and fresh game (5 cp a pound).
- Forest herbs and mushrooms, 1 sp to 1 gp a bundle.
- A hunter to guide travelers to the forest edge, 2 gp a day. Guides do not go past the felling line.

People of Note:

- **Maren Birchall**, Hearthkeeper. Practical and blunt. She keeps every promise she makes, which is why she makes few.
- **Silas Greymane**, the oldest woodsman in the hamlet. He tells the same stories every night, and the young cutters listen.
- **Ashwen Tallmoss**, a half-elf druid who sets the terms of the cutting near the forest's sacred groves.
- **Dace Holm**, who runs his own felling crew and has little patience for the druid's terms.

Suncrest (Orchard Hamlet)

- **Population:** 70-90 villagers (a mix of humans and halflings, known for their cheerful disposition).
- **Location:** 16 miles northwest of **Cobblecrest**.
- **Focus:** Apple orchards, honey mead, cider production, beekeeping.

Notable Features:

- **The Golden Apple Inn:** Famed throughout the region for its "Sunfire Cider" and potent "Queen Bee Mead," The Golden Apple Inn is a cheerful, bustling establishment, especially during harvest season. Its sign is a beautifully carved and gilded apple that seems to glow warmly at dusk. The inn serves as the main social hub and a showcase for the hamlet's prized products. Its proprietress, **Mistress Anabelle Pippin**, a rosy-cheeked halfling, is said to have the best apple recipes in the region, some say gifted to her family generations ago by a grateful fey creature in exchange for shelter.

Rumors and Public Perception:

> "Old **Farmer McGregor** swears his best beehives were raided not by a bear, nor by bandits, but by tiny, winged humanoids with glowing eyes who hummed an enchantingly distracting tune as they stole the honey intended for the next batch of Queen Bee Mead. He says they left behind a single, perfect, impossibly small silver flower."

Social/Political Atmosphere:

Jovial, competitive (in a friendly way), and community-focused. The villagers are proud of their orchards and their meads/ciders, often engaging in good-natured rivalries over who produces the best batch each year. They are generally welcoming, especially to those who appreciate fine drink, good food, and a lively song. The annual Apple Harvest Festival is a major event drawing visitors from **Cobblecrest** and beyond.

Leader:

Rosamund Ellery, an orchard keeper, is the Harvest Reeve. The orchard families choose the Reeve each spring. The Reeve keeps the boundaries between orchards, sets the order of turns

at the cider press and runs the Apple Harvest Festival.

The Look of the Place:

Suncrest climbs a sunny hillside on the road to **Dragon's Peak Sanctuary**. Apple trees grow in neat rows on low stone terraces, with beehives at the end of each row. The cottages are whitewashed and have red doors, a habit nobody can explain. The road runs straight through the middle, past the long stone press house and the Golden Apple Inn.

Goods and Services:

- The Golden Apple Inn: a modest room for 5 sp, a comfortable room for 8 sp. Modest meals 3 sp a day, comfortable meals 5 sp.
- Sunfire Cider, 4 cp a mug or 2 sp a gallon. Queen Bee Mead, 1 sp a mug. Starlight Mead, 5 gp a bottle when there is any.
- Apples, apple butter, honey and beeswax candles.
- Rations for the road, 5 sp a day. Suncrest is the last place to buy them before **Dragon's Peak Sanctuary**.
- Stabling and feed for a horse, 5 sp a night, in the inn's yard.

People of Note:

- **Rosamund Ellery**, Harvest Reeve. Cheerful and quick, and always counting.
- **Anabelle Pippin**, keeper of the Golden Apple Inn and owner of the best apple recipes in the region.
- **Farmer McGregor**, an old beekeeper with strong opinions about whatever has been raiding his hives.

Briarshade (Herbalist Hamlet)

- **Population:** 40-60 villagers (primarily humans and half-elves, with a reclusive elven elder).
- **Location:** 100 miles west of **Cobblecrest**.
- **Focus:** Cultivation of rare medicinal plants, alchemy, creating potent (and sometimes dangerous) herbal concoctions.

Notable Features:

- **Sacred Greenhouse and Healing Spring:** The Sacred Greenhouse is an ancient, magically preserved structure of cloudy, enchanted glass and silver-veined wood, housing plants that grow nowhere else in the region. Some of these plants even glow faintly in the misty air or react to magical energies. Adjacent to it, the Healing Spring bubbles with water that is naturally warm and possesses potent curative properties for minor ailments, injuries, and some toxins. Access to both the greenhouse and the spring is carefully controlled by the Elder Herbalist, a wise but stern elf named **Lyraeth**

Moonwhisper, who acts as the hamlet's leader and guardian of its secrets. These features make **Briarshade** a destination for those seeking rare remedies, but also a potential target for those who might wish to exploit its unique resources.

Rumors and Public Perception:

"A desperate noble from a distant city, perhaps Amn or Waterdeep, has offered a huge reward for a sprig of Moonpetal, a flower said to bloom only in **Briarshade's** Sacred Greenhouse under the light of a specific full moon, and rumored to be the only cure for a rare, incurable magical malady afflicting their heir."

Social/Political Atmosphere:

Insular, deeply traditional, and secretive. The people of **Briarshade** are quiet, observant, and possess ancient herbal and alchemical knowledge passed down through generations. They are wary of outsiders, especially those who seem overly curious about their unique plants or the spring, fearing exploitation or theft of their carefully guarded lore. Trust is earned slowly here, usually through acts that demonstrate respect for nature and their traditions.

Leader:

Lyraeth Moonwhisper, the Elder Herbalist, leads **Briarshade**. Her word is final on who may enter the greenhouse and the spring, who may buy the hamlet's remedies and who may stay the night.

The Look of the Place:

Briarshade lies in a misty hollow, ringed by a hedge of thorned briar taller than a rider. Inside the hedge, low stone houses with turf roofs sit among terraced herb beds. Drying sheds hang with bundles of leaves and roots. Warm steam rises from the spring at the center of the hamlet, and at night the Sacred Greenhouse glows faintly through the mist.

Goods and Services:

- Outsiders may stay only at the Waiting House, for 5 sp a night with meals.
- Remedies from the stillroom: healer's kits (5 gp), herbalism kits (5 gp), antitoxin (50 gp) and potions of healing (50 gp). Stocks are small, and the Elder Herbalist decides who may buy.
- Common herbs and dried roots, 1 sp to 1 gp a bundle.
- Plants from the Sacred Greenhouse are not for sale.
- A soak in the Healing Spring, by the Elder Herbalist's leave only. No price is asked, but a gift or a service is expected.

Places of Note:

- **The Thornhedge Gate.** The only way through the briar hedge. The gatekeeper asks

every visitor's name and business. Visitors leave drawn weapons at the gate.
- **The Waiting House.** A long stone guesthouse inside the gate, where outsiders stay until the Elder Herbalist agrees to see them. That can take a day or a tenday.
- **The Stillroom and Drying Sheds.** Where the hamlet's remedies are made, under the care of Lowen Rue.
- **The Sacred Greenhouse.** Closed to visitors.
- **The Healing Spring.** A warm pool in a stone ring at the center of the hamlet.

Goldgrove (Orchard and Beekeeping Hamlet)

- **Population:** 50-70 villagers (mostly humans, with a strong halfling contingent).
- **Location:** 28 miles northeast of **Cobblecrest**.
- **Focus:** Specialized honey production (particularly spiced varieties), mead brewing, fruit orchards (pears, plums, cherries).

Notable Features:

- **Renowned Spiced Honey Mead: Goldgrove's** Spiced Honey Mead, particularly their "Sunfire Nectar" vintage, is renowned far and wide, often fetching high prices in **Cobblecrest** and beyond. The secret lies not just in the unique blend of local orchard fruits and wildflowers the bees frequent, but also in a specific, carefully guarded combination of spices added during fermentation. The seasonal migration of the "Sunfire Bees" to particular ancient flowering trees in the nearby hills is a local event, believed to imbue the honey with almost magical properties, making the mead exceptionally flavorful and invigorating.

Rumors and Public Perception:

> "Someone's been trying to steal **Goldgrove's** secret spice blend for their mead. A shadowy figure was seen snooping around the Mead Master's stores late one night, and a sack of common spices was found disturbed, as if used to try and mask a theft of the rarer, more valuable ones. **Brynn Hargreaves**, the hamlet's Mead Master, is offering a quiet reward for the culprit's identity."

Social/Political Atmosphere:

Industrious, proud, and somewhat competitive regarding their brews. The villagers of **Goldgrove** are hardworking and take immense pride in their unique meads and honeys. There's a friendly rivalry between different beekeeping families and mead brewers. They are generally welcoming but fiercely protective of their apicultural and brewing secrets.

Leader:

Marigold Underbough, a halfling, is the Keeper of the Hives. The beekeeping families choose the Keeper every three years. The Keeper settles quarrels between families, decides where

each family may set its hives and leads the watch for the Sunfire Bees' yearly flight to the hills.

The Look of the Place:

Goldgrove spreads across gentle slopes planted with pear, plum and cherry trees. Hive boxes stand everywhere, and each family paints its hives its own color, so the orchards look like a patchwork quilt. A long stone mead hall with a cellar of oak casks stands at the center. The air smells of spice all year.

Goods and Services:

- No inn. The mead hall rents bunks in its loft for 1 sp a night, and some families take guests for 5 sp a night with supper.
- Spiced honey, 3 sp a jar. Plain honey, 2 sp a jar.
- Mead, 1 sp a mug. Sunfire Nectar, 2 gp a bottle in **Goldgrove**. It sells for far more anywhere else.
- Fresh and dried pears, plums and cherries.

People of Note:

- **Marigold Underbough**, Keeper of the Hives. Small, patient and stubborn.
- **Brynn Hargreaves**, the Mead Master, gruff but fair. She guards the spice blend for Sunfire Nectar.
- **Hesper Oakhollow**, the halfling cellarer who ages the casks in the mead hall.

Duskfield (Farming Hamlet – Wheat & Nightroot)

- **Population:** ~70 villagers (predominantly stoic humans).
- **Location:** 40 miles north of **Cobblecrest**.
- **Focus:** Farming, specializing in hardy wheat strains and the cultivation of Nightroot (a tuber used in potent sleeping draughts and certain shadowy potions).

Notable Features:

- **Stone-Walled Grain Silos:** Massive stone-walled grain silos are a testament to **Duskfield's** productivity in wheat, visible for miles across the plains that stretch towards the foothills.
- **The Whisperblade Windmill:** This tall windmill, its blades catching the near-constant wind from the plains, is named for the soft, eerie sighing sound it makes, which locals claim carries messages or warnings on the breeze, especially at twilight.
- **Morwen's Cottage:** Home to an eccentric and reclusive herbalist named **Morwen**, who claims to speak with "earthbound spirits" and deals primarily in the cultivation and trade of Nightroot. Her cottage is on the edge of the nightroot fields, often surrounded by strange wards and unsettlingly quiet.
- **Shrine to Chauntea ("The Harvester at Twilight"):** A simple fieldstone altar where

offerings of grain or nightroot are left at dusk to protect the crops, particularly the night-harvested nightroot, from blight and ill fortune.

Rumors and Public Perception:

"The Whisperblade windmill has been heard turning counter-clockwise on moonless nights, and those who live nearby hear faint, sorrowful voices, not just sighs, carried on the wind it generates. Some say it's a warning from spirits disturbed by the deep ploughing uncovering something best left buried."

Social/Political Atmosphere:

Stoic, pragmatic, and with a strong undercurrent of superstition. The people of **Duskfield** are hardworking and resilient, accustomed to the whims of the weather and the isolation of their fields. They tend to keep to themselves but respect the cycles of nature. They give a wide berth to **Morwen** and her "spirits," treating her with a mixture of fear and respect for her unique knowledge.

Leader:

Joss Wainwright is the Silo Warden. The Warden measures the harvest into the stone silos, keeps the tally of what each family put in and decides when grain is sold. The post has passed down the Wainwright family for four generations.

The Look of the Place:

Duskfield sits on open wheat plains that run north toward the foothills. The stone silos rise above everything, and the Whisperblade windmill turns beside them. The farmhouses are long and low, built of fieldstone with small windows against the wind. Rows of dark nightroot grow in staked fields east of the houses, and **Morwen's** cottage stands alone at their far edge.

Goods and Services:

- No inn. The miller lets travelers sleep on the mill's ground floor for 1 sp a night.
- Flour (2 cp a pound) and grain (1 cp a pound).
- Bread, cheese and plain meals at a family's table, 6 cp a day. Feed and water for horses, 5 cp a day.
- Dried nightroot, 1 gp a bundle, sold only by **Morwen**.

Places of Note:

- **The Stone Silos.** The Warden keeps his tally room at their base, and grain is sold here and nowhere else.
- **The Whisperblade Windmill.** The miller, Gideon Hale, grinds the hamlet's wheat here.
- **Morwen's Cottage.** The only place to buy nightroot.
- **The Harvester at Twilight.** The fieldstone shrine where offerings are left at dusk. No

one in the hamlet ever touches them.
- **The Nightroot Fields.** Nightroot is harvested at night by shuttered lantern. Outsiders are kept off the fields after dark.

Shadowfen (Swampland Hamlet)

- **Population:** 30-40 villagers (a hardy, reclusive mix of humans and occasional bog-dwelling folk).
- **Location:** 64 miles east of **Cobblecrest**.
- **Focus:** Swamp alchemy ingredients, fen-berry and marsh-root foraging, and mudlarking for lost things and old bog artifacts.

Notable Features:
- **Stilt Walkways:** The whole hamlet stands on a labyrinth of rickety but sturdy wooden walkways raised above the shifting waters of the fen — the architecture that defines its way of life and reaches ingredients and fishing spots no one else can.

Rumors and Public Perception:
"Gus Gratch, who lives on the deepest stilts at the edge of the fen, hasn't been seen for a tenday. His nets are still set, heavy with rotting fish, and a strange phosphorescent slime is creeping up his hut. Some say a Fen Grabber finally got him; others whisper he delved too deep into forbidden bog magic."

Social/Political Atmosphere:
Secretive, insular, and self-reliant. The fen-folk know the swamp's dangers and bounties better than anyone and do not readily share, viewing outsiders with distrust until proven useful. Their alchemist, Lyra Blackwater, pays well for rare ingredients — and asks no questions about how they were gathered.

Leader:

Wenna Reedmoor is the Fen-Warden. In **Shadowfen** the person who keeps the walkways in repair is the person everyone follows, because the walkways are all that stands between the hamlet and the water. She decides which outsiders may cross.

The Look of the Place:

Shadowfen is a cluster of gray timber huts with reed roofs, raised on stilts above black water and joined by a maze of plank and rope walkways. Flat boats are tied beneath the huts. Fog lies on the fen most mornings. Fish-oil lamps burn on posts along the main walkway, and the air smells of peat smoke.

Goods and Services:

- No inn. A roofed guest platform at the landing has hammocks for 1 sp a night.
- Fen-berries, marsh roots, smoked eel and peat bricks for fuel.
- Common alchemical ingredients, 1 sp to 1 gp each, and rarer ones from **Lyra Blackwater** when she has them.
- A flat boat for 5 sp a day, or a local guide for the walkways and the open fen for 5 sp a day.

- Oddments dug from the mud, at whatever price the finder names.

Places of Note:

- **The Landing.** Where the path from the river road ends and the walkways begin. Someone meets every stranger here.
- **Lyra Blackwater's Stillhouse.** A hut on the highest stilts, hung with drying plants.
- **The Mud Market.** A wide platform where mudlarkers trade what they have dug from the bog, every third day.
- **The Drowned Causeway.** A road of old cut stone just under the water, older than anyone's memory of the hamlet. At high water it cannot be seen at all.

Fairmeadow (Farming Hamlet – Produce & Livestock)

- **Population:** Around 90 villagers (a cheerful mix of humans, halflings, and a few gnomes).
- **Location:** 20 miles north of **Cobblecrest**.
- **Focus:** Diverse farming (prized spiced carrots), livestock and famous goat cheese, and cider production.

Notable Features:

- **Spring Cider Festival:** A joyous week-long celebration renowned for spiced carrot ciders, apple ciders, and spirited competitions — archery, log rolling, and pie-eating.
- **Open-Air Community Market:** Held twice weekly near the village green; produce, crafts, and news all change hands here.
- **Barn-Temple of Eldath & Chauntea:** One end a communal barn, the other a shared shrine, with a waterfall-fed pool said to carry minor blessings for herd and harvest.

Rumors and Public Perception:
“At the last market day a hooded traveling merchant sold ‘miracle’ seeds. Farmer Giles planted one, and now a colossal, rather aggressive pumpkin with thorny vines is taking over his field — and it seems to be watching him.”
Social/Political Atmosphere:
Open, festive, and community-minded. **Fairmeadow’s** folk are hospitable and proud of their produce, fiercely competitive at festival time in a friendly way, and welcoming to strangers who respect their ways.

Leader:

Merrit Applewhite, a halfling, is the Chair of the Green. **Fairmeadow** chooses its Chair each spring at the Spring Cider Festival, by a show of hands on the village green. The Chair runs the market, keeps the peace at the barn-temple and speaks for the hamlet in **Cobblecrest**.

The Look of the Place:

Fairmeadow is open, green and busy. Timber-framed farmhouses with flower boxes ring a broad village green with a duck pond. There are goat pens everywhere, and goats everywhere else. The big barn-temple stands at the north end of the green, and ribbons from the last

festival still hang in the trees.

Goods and Services:

- The Goat and Barrel: a modest room for 5 sp, modest meals 3 sp a day.
- Silver-Rind goat cheese, 1 sp a hunk or 1 gp a wheel. Spiced carrot cider and apple cider, 4 cp a mug or 2 sp a gallon.
- Fresh produce, and goats (1 gp) and cows (10 gp) on market days.
- On market days, stalls sell rope, sacks, baskets, candles and soap.

Places of Note:

- **The Village Green and Market.** The twice-weekly market.
- **The Barn-Temple of Eldath and Chauntea.** The waterfall pool is open to anyone who leaves an offering.
- **The Goat and Barrel.** The inn on the east side of the green, kept by Bodo Tumbleford, a gnome with an opinion on every cider.
- **The Cheese Caves.** Cool cellars in the hillside where Silver-Rind cheese ages for a year, kept by the head cheesemaker, Ada Penhallow.
- **The Cider House.** The pressing house beside the stream, where every family takes turns at the press.

Crystalglen (Mountain Hamlet)

- **Population:** 40-60 villagers (mostly hardy humans and dwarves, with a few gnomes skilled in gemcutting).
- **Location:** 16 miles south of **Cobblecrest**.
- **Focus:** Mining (crystals, some precious metals), crystal crafting, creation of enchanted jewelry and foci.

Notable Features:

- **The Glimmering Forge:** Built directly into the mountainside, its chimney issuing faintly sparkling smoke from the unique minerals burned in its forge. Here, master crafters shape the locally mined crystals into tools, arcane foci, and renowned enchanted jewelry, using techniques passed down through generations, some say learned from ancient earth spirits.
- **The Shimmerstone Inn:** A cozy, if somewhat rustic, inn named for the massive, polished crystal geode that serves as its hearthstone, radiating a gentle warmth and soft light. It's a common meeting place for miners, crafters, traders seeking rare crystals, and adventurers bound for the buried city of **Nhalvyr En'Zorai** beneath the distant **Maerthwatch**, or seeking rare glassteel components said to be traded from there.

Rumors and Public Perception:

> "An old, tattered map fragment, bought for a song (or a stiff drink) at the Shimmerstone Inn from a grizzled prospector, supposedly shows a hidden chamber

within the **Crystalglen** mines that contains a 'Heartstone,' a massive, flawless crystal of immense magical power, guarded by ancient constructs or earth elementals."

Social/Political Atmosphere:

Industrious, somewhat isolated due to its mountain location, yet open to the opportunities that trade and adventuring bring. The people of **Crystalglen** are skilled artisans and hardy miners, proud of their craft. Their remote location makes them self-sufficient, but they are welcoming to those who come for legitimate trade or to brave the nearby ruins, seeing them as a source of income and exciting tales. There's an undercurrent of ambition and sometimes greed related to the value and power of their unique crystals.

Leader:

Brannoch Brightseam, a dwarf, is the Forge Master of the Glimmering Forge, and he leads **Crystalglen**. He decides who may work the mines and who may stamp crystal for the road north, and he sets the price of cut crystal.

The Look of the Place:

Crystalglen climbs a steep foothill at the end of the Shardway. Stone houses stand on narrow terraces, and cut crystal set in their windows catches the light. The Glimmering Forge is built into the mountainside, and its chimney gives off faintly sparkling smoke. Mine openings dot the slope above the houses. Wyverns sometimes circle high over the peaks behind the hamlet.

Goods and Services:

- The Shimmerstone Inn: a modest room for 5 sp, a comfortable room for 8 sp. Meals 3 to 5 sp a day.
- Crystal arcane focus (10 gp), common gems (10 gp) and jeweler's tools (25 gp). Enchanted jewelry is made to order at the Forge.
- Climber's kits, rope, pitons and lanterns.
- A guide to the **Crystal Caverns**, 2 gp a day.

Places of Note:

- **The Glimmering Forge.** Where crystal becomes tools, foci and jewelry.
- **The Shimmerstone Inn.** Kept by Hilde Graymantle. Rooms are scarce when the crystal buyers are in.
- **The Consignment Yard.** Where cut crystal is weighed, stamped and crated before the wagons start north through **Cobblecrest**.
- **The Mines.** Timber-framed openings above the hamlet, where **Crystalglen** digs its own crystal.
- **The Guides' Post.** A stone hut at the trailhead to the **Crystal Caverns**, where guides are hired.

Greenveil (Forest Trading Hamlet)

- **Population:** 50-70 villagers (a mix of humans, half-elves, and a small permanent elven envoy family).
- **Location:** 50 miles west of **Cobblecrest**, on the forest road toward the **Chondalwood**.
- **Focus:** Trade with travelers on the forest road and with the elf clans of the deeper **Chondalwood** — herbal goods, rare woods, and elven crafts.

Notable Features:

- **The Emerald Pavilion:** A large open-sided market hall of polished greenwood, its roof carried by living trees artfully shaped. Humans and forest elves trade here under a

reputation for fair dealing, and exotic wares appear that **Cobblecrest** itself never sees.
- **Whisperwood Shrine:** A quiet sacred grove just outside the hamlet, its mossy standing stones and soft wind chimes honored by humans and elves alike.

Rumors and Public Perception:
"The elf traders from the deep wood missed the last two market days. Loriniel Swiftbrook, the elf liaison who lives in **Greenveil**, has gone quiet about it — and the merchants are starting to worry about more than their supply lines."
Social/Political Atmosphere:
Tolerant and diplomatic, with the underlying tension of any border settlement. **Greenveil** lives on the delicate balance between human enterprise and elven tradition; respect is paramount, and those who disturb it find every door politely closed. It is also the gateway to **Thalanthir** — all sanctioned contact with the hidden elven community passes through **Greenveil** (see Chapter 7).

Leader:

Calder Wynne is the Pavilion Master. He runs the Emerald Pavilion and speaks for the human households. The elven envoy family, the Swiftbrooks, speaks for the elves. Calder and **Loriniel Swiftbrook** must both agree before anything changes at the Pavilion.

The Look of the Place:

Greenveil sits where the forest road ends and the **Chondalwood** begins. The houses are timber, and many have living trees grown into their walls. The paths are packed earth, never paved, by an old agreement with the elves. The great forest rises behind the hamlet like a wall, and the wind chimes of the Whisperwood Shrine can be heard from every house.

Goods and Services:

- The Mossgate House, a small inn: a modest room for 5 sp, modest meals 3 sp a day.
- At the Emerald Pavilion: herbs and salves, bark-spices, rare woods, moth-silk (10 gp a square yard) and elven greenwood bows (shortbow 25 gp, longbow 50 gp).
- Salt, lamp oil, needles, dyes and fine thread. These are the goods the elves want in trade, and the gifts that travel well to **Thalanthir**.
- An escort along the forest road, 2 gp a day.

People of Note:

- **Calder Wynne**, Pavilion Master. Friendly and ambitious, and a little too quick to promise things.
- **Loriniel Swiftbrook**, the elf liaison of the envoy family. Courteous, careful and never hurried.
- **Corrigan Vane**, a fur and timber trader who would like to deal with the elves more directly.

Chapter 7: Landmarks and Expanded Geography

Beyond the organized settlements, the **Cobblecrest** region is home to several sites

of interest, danger, and mystery. These landmarks often hold historical significance, harbor unique creatures, or offer the promise of adventure.

Regional Geographic Features

The Chondalwood Edge

Located approximately 60 miles west of **Cobblecrest** (a journey of roughly two and a half days), the **Chondalwood Edge** signifies the often indistinct and perilous frontier where cultivated lands and managed forests begin to yield to the vast, ancient, and fey-haunted depths of the formidable **Chondalwood** forest proper.

This transitional realm is a place of wary resourcefulness, home to hardy logging camps like **Whispering Pines**, isolated homesteads, and vigilant protectors who cautiously glean the forest's bounties. They must constantly contend with the frequent spillover of its dangerous fey denizens, unpredictable wild magic, and predatory beasts from the deeper, primeval woods. The very air here feels charged with the potent, ancient magic of the **Chondalwood**, and an atmosphere of constant watchfulness pervades this frontier, making it a vital but often treacherous source of unique resources (rare herbs, magical woods, fey-touched items) and grim warnings for nearby **Cobblecrest**.

The Maerthwatch Mountains

The rugged and imposing **Maerthwatch Mountains** rise significantly 60 miles to the northwest of **Cobblecrest** (approximately a two-and-a-half-day journey). Their distant, often mist-shrouded or snow-capped jagged peaks mark a formidable wilderness frontier.

These treacherous mountains are renowned for holding coveted mineral deposits (iron, silver, gems), luring hardy prospectors and well-equipped expeditions from **Cobblecrest** despite the infamous presence of lumbering trolls with their regenerative might and various clans of formidable giants (hill, stone, and frost giants further north) who jealously guard their ancestral territories. As such, the **Maerthwatch** range serves as a challenging and remote hinterland, a source of both potential wealth for the daring and a persistent reminder of the monstrous threats that dwell within the untamed northern wilds, occasionally venturing forth to trouble more settled lands like **Cobblecrest**. **Dragon's Peak Sanctuary** is a key bastion of good within this range.

The Adder Peaks

A mere 20 miles south of **Cobblecrest** (a journey of about six hours to reach the lower foothills, though treacherous; the **Crystal Caverns** deep within the peaks lie a full day’s travel on), the **Adder Peaks** thrust skyward as a forbidding spine of sharply-etched, volcanic mountains. Their name is a stark warning of the venomous wyverns that nest upon their highest crags and command the turbulent skies with predatory hunger.

These rugged slopes, an imposing and constant feature on **Cobblecrest's** southern horizon, are not only the perilous domain of these winged beasts but are also renowned for guarding the hidden entrances to the legendary **Crystal Caverns**, whose rumored crystalline beauty and mineral riches present a tantalizing yet deadly temptation to local folk. Consequently, the ever-near **Adder Peaks** represent both a source of grim local legends and an immediate, persistent menace for **Cobblecrest**, a dramatically beautiful yet perilous wilderness where aerial threats jealously protect stunning subterranean wonders, demanding unwavering caution from the nearby villagers.

Notable Landmarks and Ruins

The Crystal Caverns

> The caverns are not easily plundered. They are rumored to be guarded by strange, luminous creatures (perhaps crystal-infused elementals, territorial subterranean beasts, or even fey beings drawn to the magical energies).

The **Adder Peaks** themselves are home to wyverns, which may patrol the skies above the cavern entrances. The caverns are also said to contain unstable geological formations, hidden pitfalls, and pockets of magical energy that can be hazardous to unprepared explorers. Despite the dangers, the lure of perfect, uncut gems and unique crystalline formations draws brave or foolish prospectors and adventurers. **Gemma Stonecutter** in **Cobblecrest** relies on skilled, daring individuals to source her finest gems from these perilous depths.

Nhalvyr En’Zorai

This ancient and partially reclaimed Netherese site facilitates a rare trade in glassteel with the surface world. Those permitted to visit may experience the following areas of the enclave:

- **The Core Dome:** A 100-ft silver-white sphere suspended over a shattered dais, encircled by two rune-etched rings. Visitors will note a bright, steady light, a harmonic hum felt in the bone, and intermittent drift pockets that tug at loose gear.
- **Sanctum of the Keepers:** The historic quarters of the Keepers of the Core, featuring living stone ribbed in obsidian and arcanite. It houses the Echo Hall where question-lamps answer yes/no/name in Loross after midnight; every sanctioned query is ledgered.
- **Market Tier:** A narrow terrace of smith-cells and ledgers. Here, billet desks triple-stamp glassteel lots to mark their maker, ring-cycle, and resonance. Visitor quarters sit behind a soft-gate and counter.
- **Fallen Gate Bridge:** A toppled sky-dock frame repurposed as a narrow catwalk across the chasm. Trade transfers occur here by triple-witness handoff, with re-assay at mid-span if a dispute arises.
- **Cisterns & Fungal Oases:** Bioluminescent gardens and medicine plots in warm humidity and slick stone. Spore masks are highly recommended for visitors.

Public Hazards:

Travelers should beware of tremor pops, toxic cistern blooms, shard falls in the Arcane Ward, and magnetized drift zones.

Dragon's Peak Sanctuary

High in the **Maerthwatch Mountains**, some sixty miles northwest of **Cobblecrest**, a fortress-monastery is carved into the living rock of a peak the faithful call Celestine's Ascent. Reaching it is a hard journey of roughly two and a half days along mountain paths, but pilgrims make the climb gladly.
The sanctuary is a bastion of **Bahamut**, the Platinum Dragon, and has stood as a stronghold against evil dragons and their cults for longer than anyone in **Cobblecrest** can remember. It serves as a place of pilgrimage, a refuge for the just, and a training ground for those who would defend the innocent. It is held by an order of dragonborn paladins and clerics — the **Platinum Sentinels** — under the guidance of their High Cleric, **Thakaar**.
Use in Play: A destination for those seeking blessing, healing, sanctuary, or aid against the darkness stirring in the region — and a source of quests for the same.

Heartvein Delve

Heartvein's weekly ore-trains rumble down the **Veinway** to the Netherese bridge, where shipments are handed off to **Nhalvyr's** lift crews. This is the primary iron stream enabling large-scale glassteel production in the region. **Cobblecrest** supplies grain, timber, lamp-oil, tar, ropes, draft animals, and wheels; **Heartvein** returns pig-iron, nails, tools, and coin from precious-metal assays. The hold is well-defended, and bell signals and braziers relay along the **Veinway** to warn **Cobblecrest** of danger.

Public Hazards & Threats:

- **Natural Hazards:** Bad-air pockets, hidden voids in old stopes, spring melt inrush, and heat-shift "pops" (rock spalls).
- **Monstrous Threats:** Rust beasts haunting waste-piles, grimlocks testing the Quiet Ways, and trollkin nosing into the deep drifts during lean months.

People of Note:

- **Greta Ironfist:** A dwarf trader who maintains a permanent stall in the Stonecrown market and arranges mixed cargo back to town.
- **Bera Stonewheel:** A shield dwarf roadwright who oversees **Veinway** repairs, culverts, and braziers. She knows every lay-bay by name.
- **Harl Coppershaw:** A human teamster factor who runs the mule strings. He is pragmatic, ensures fair-weight, and loathes bribes and sloppy lashings.

Methvale Ruins

Northeast of **Cobblecrest**, east of the **Winding River** and near the eaves of the Methwood, lie

the broken remnants of what was once a thriving vale town. **Methvale** was bled dry by the repeated, increasingly brutal raids of the **Cult of Tiamat** — some say a chromatic dragon among them — until its people abandoned it to silence.
Use in Play: Now only crumbling foundations and wind remain. Travelers speak of restless spirits on moonless nights and of caches left behind in the flight, though few are willing to test either. It stands as a grim warning of what the Cult leaves in its wake.

Thalanthir and Greenveil

Thalanthir is a hidden elven community deep in the **Chondalwood**. **Greenveil** (see Chapter 6) is the open trading hamlet at its threshold, and all sanctioned visits pass through it. Those seeking to visit or trade must adhere to the following rules.

Visiting Etiquette:

- Arrive by day via **Greenveil** escort; keep voices low after sunset.
- No open flames beyond the Guest Perch; no cutting live wood; ask before touching Waystones.
- **Gifts that travel well:** salt, needles, dyes, clean lamp-oil, fine thread.
- **Good questions to ask:** “What needs mending?” “Which path is safest tonight?” “Who keeps the oldest story of this tree?”

The Standing Stones of Aelindor

Some fifteen miles west of **Cobblecrest**, within an outlying arm of the **Chondalwood**, stands a ring of twelve weathered monoliths, each carved with faint druidic symbols, celestial patterns, and natural motifs. At the center lies a larger, flatter stone cupped with a shallow, moss-lined basin. Wildflowers bloom there in every season, and a low breeze seems always to move through the ring.
The Stones are the work of an ancient druidic order, the **Verdant Circle**, raised to honor the old powers of nature — Silvanus, **Chauntea**, and, some say, Selûne. They are also the threshold to the **Hawthorn Court**: when its keeper permits, the ring opens onto a fey road into Lady Saelisanthe's demesne (see the following entry).
Use in Play: A place of pilgrimage, quiet power, and passage between worlds — and a site the local druids watch closely.

The Hawthorn Hold & the Hawthorn Court

A hidden Feywild demesne reachable through the **Standing Stones of Aelindor** when its keeper permits. It is ruled by Lady Saelisanthe, an archfey styled "Lady of the Hawthorn, Keeper of the Long Twilight" — beautiful, cool, and exacting, who grants shelter but never for free ("her leave has a price, as all true things do"). The Hold itself is a warm green hollow of lantern-light, clear springs, and blossom that never falls, wide enough to shelter a whole town; those who enter feel their fear leave them. Time runs strangely there — a span the Court calls "a night under our boughs" can be three tendays in the waking world. The Court's emissary is the Hawthorn Herald, an antler-crowned, bark-brown figure, courteous and never hurried, who guides travelers and speaks the Lady's terms. The gateway itself — the **Standing Stones of Aelindor**, a ring of twelve ancient monoliths fifteen miles west of the village, within an outlying arm of the **Chondalwood** — opens only when the Court permits.

Venturing Forth: Settlements Beyond the Immediate Horizon

Torsh Village

A remote and resilient settlement found 280 miles southeast of **Cobblecrest**. Reaching it is a significant undertaking, requiring a challenging twelve to fifteen-day trek that winds directly through the fey-haunted depths and ancient mysteries of the formidable **Chondalwood**.

This small, often insular community has carved out a hardy existence on the perilous edge of primal wilderness. Its villagers are renowned for their exceptional woodcraft, their cautious dealings with the forest's unpredictable wild magic and often dangerous denizens (including monstrous spiders and territorial fey), and a profound, wary respect for the enigmatic woods that both sustain and threaten them. Life in **Torsh Village** is thus intimately bound to the rhythms of the **Chondalwood**, a constant balance of harvesting its carefully managed bounties while maintaining vigilant defenses against its many lurking dangers. Their local culture is steeped in unique forest lore and the hard-won secrets of survival, making them a potential source of rare knowledge or unique forest-based goods for those brave enough to make the journey.

Mirath's Landing

On the southwestern shore of the vast **Akanamere**, **Mirath's Landing** thrives as a bustling hub of trade and travel — the closest significant town to **Cobblecrest** across the **Maerthwatch Mountains**, merchants who brave the mountain passes and dangerous terrain often find a quicker path to trade than by traveling by boat around the land mass of Chessenta. Some nine hundred souls live there, governed by a council of influential merchants under the shrewd and diplomatic Guildmaster Elysora Mirn, a half-elf trader, and kept safe by a small but well-drilled militia.
Its docks and market plaza bustle with forges, apothecaries, and lakeside taverns, and a quiet shrine to **Eldath** offers travelers a moment's peace before they move on. For adventurers, it is a natural crossroads — a place to resupply, take ship, or pick up word of what stirs along the Vilhon Reach.

Chapter 8: Guilds and Factions

Several influential groups and organizations operate within **Cobblecrest** and its surrounding region, their goals and methods often bringing them into contact—or conflict—with adventurers and the local populace. Understanding these factions is key to navigating the political and social undercurrents of the area.

Blackthorn Syndicate

A shadowy criminal organization with tendrils reaching into many frontier settlements, including whispers of influence in **Cobblecrest**. They specialize in smuggling, extortion, illicit trade, and occasionally, assassination or political manipulation to achieve their aims.

Key Figures (Local/Regional):

- **Kara "Red" Thornblade:** An ambitious and ruthless operative, often described as an assassin or enforcer. Since the death of the former leader, **Boss Thorn**, she has run the Syndicate's business in this region in practice — a lieutenant in name only — known for her cunning and brutal efficiency.
- **Boss Thorn (deceased):** The former leader whose legacy of fear and control still lingers. His methods established the Syndicate's operational style.

Influence in the Cobblecrest Region:

The Syndicate operates in the shadows, using a network of informants, enforcers, and bribed officials. They might control smuggling routes through the mountains or the **Chondalwood**, extort protection money from isolated hamlets, or try to infiltrate legitimate businesses in **Cobblecrest** itself.

Interaction with Adventurers:

Players might be hired to disrupt their operations (e.g., by honest merchants or concerned

citizens), or conversely, they might be approached by Syndicate agents with morally gray offers of employment. They could face threats or ambushes if they interfere with Syndicate activities. Uncovering their agents in **Cobblecrest** could be a major undertaking.

“Red Mist” (Dockside Rumor)

Every so often the wharves buzz with talk of “red mist” — a rare and dangerous alchemical weapon said to choke and burn anyone caught in its cloud. Most honest folk have never seen it and hope they never will.
Now and again a shipment is rumored to have been quietly intercepted on its way through **Cobblecrest**, and the anxieties flare up again for a tenday before fading back into dockside legend. What it truly is, and who is behind it, no one on the docks can say for certain.

The Scarred Oak Fellowship - Adventurers’ Guild of Cobblecrest

> The **Scarred Oak Fellowship** exists to serve as the central hub for explorers, monster hunters, treasure seekers, and those who dare to venture beyond the safe walls of the town. Situated at the heart of a region defined by the treacherous **Adder Peaks**, the deep **Chondalwood** Forest, and the ancient ruins in the **Maerthwatch Mountains**, the guild’s mission is to coordinate, support, and regulate the activities of those who seek adventure in these wild lands.

Structure & Ranks

- **Leadership Structure:** The Adventurers’ Guild operates under a single Guildmaster model, chosen by senior members through a ceremonial vote every few years (or when a Guildmaster falls in battle). The Guildmaster is both a leader and a symbolic figure—more guide than dictator—responsible for upholding the guild’s code, maintaining relations with the town council, and ensuring the safety and prosperity of its members.
- **Support Network:** The guild’s Steward ensures that injured adventurers are cared for in the infirmary and that families of fallen members receive support—a widow’s fund, education for children, or help with burial costs.

The Guild House

The guild hall stands proudly on the main road leading into the town’s **Market Square**, a place both welcoming to travelers and firmly rooted in the life of **Cobblecrest**. Its position makes it a beacon for new arrivals—and a constant reminder to townsfolk of the guild’s protective presence.

Rumors & Public Perception:

Some whisper that the guild’s influence on the town council is greater than most suspect, with old alliances and quiet favors shaping local politics. A few believe the guild harbors members who delve too deeply into forbidden ruins.

The Cobblecrest Exchange - Merchants' Guild of Cobblecrest

The **Cobblecrest Exchange** exists to regulate trade, foster commerce, and protect the economic interests of its members. As the town's lifeline for goods from the **Adder Peaks**, the **Chondalwood**, and the wider region, the guild ensures fair trade practices, negotiates trade agreements, and sets standards for everything from caravan tariffs to local market stalls.

Unique Identity & Values

- **Guild Motto:** "Through trade, prosperity. Through unity, strength."
- **Unique Identity:** The **Cobblecrest Exchange** is known for its blend of tradition and ambition. Founded by the original settlers who recognized the town's strategic location along the **Winding River**, the guild has grown into a powerful force—balancing **Cobblecrest's** local needs with opportunities from the wider region. Its members pride themselves on fair dealing, robust negotiation, and a deep respect for **Cobblecrest's** role as a trade hub.

Trade & Services:

- **Market Regulation:** Oversees the operation of the town's **Market Square**, ensuring fair pricing and quality control on goods sold—from Adder Peak ores to **Chondalwood** timber and beyond.
- **Caravan Contracts:** Organizes and licenses caravans traveling to and from **Cobblecrest**, negotiating safe passage with local adventurers and ensuring proper documentation.
- **Auction Hall:** Runs regular auctions for high-value or bulk goods—ores, timber, rare herbs, and even trade licenses—drawing merchants from **Torsh** and other neighboring settlements.
- **Merchant Advocacy:** Represents the interests of **Cobblecrest's** merchants in negotiations with the town council, adventurers' guild, and neighboring communities.
- **Economic Stability:** Acts as a bank of sorts, offering loans and credit lines to local merchants and traders, especially those looking to expand their business or secure a stake in the town's lucrative trade routes.

Significance:

In a region as dangerous and opportunity-laden as **Cobblecrest**, the **Merchants' Guild** is the glue that holds the town's trade economy together. Its leaders are seen as both powerful brokers and influential political players, balancing profit with **Cobblecrest's** growth and stability.

Key NPCs:

- **Marnie Goldweaver** *(Guildmaster)*: Proprietor of **Silverstream Tailors** and **Cobblecrest's** foremost supplier of fine textiles and enchanted fabrics. **Marnie** is driven,

confident, and always impeccably dressed, her keen eye assessing every detail. A shrewd negotiator known for her gilded tongue and unflinching fairness. **Marnie's** leadership style is calm and methodical—she's known to weigh every word like gold on a scale. She's fiercely protective of **Cobblecrest's** reputation as a trade hub and often steps in personally to mediate disputes.

- **Gregor Daleson** *(Council Elder)*: A rugged, middle-aged spice merchant known for his warm charm and traveling caravan that brings exotic goods and rumors from afar. His satchel of spices is often accompanied by tales of his children.
- **Tobias Grumblefoot** *(Council Elder)*: Owner of the **Rusty Cauldron**, **Tobias** acts as the bridge between the **Merchants' Guild** and **Cobblecrest's** adventuring community, connecting traders with caravan guards, guides, and mercenaries.
  - **Henrik the Steward** *(Market Warden):* Keeps order at the market square and settles trade disputes swiftly.
  - **Aurum Valtheris** *(Treasurer):* Head of **Aurum House** and master of **Cobblecrest's** banking sector.
  - **Eryndor Featherfoot** *(Scribe of the Ledger):* Records and reviews the guild's trade agreements.
  - **Miranda Fairweather** *(Community Liaison):* Oversees information-gathering and the guild's social events.

The Crafters' Hall of Cobblecrest

The **Crafters' Hall** is the heart of **Cobblecrest's** artisan community, uniting smiths, woodworkers, potters, leatherworkers, weavers, and makers of every kind under one banner. Its purpose is to protect the integrity of local craftsmanship, uphold quality, and speak for the interests of those who work with their hands.
Guild Motto: "From raw to refined, we shape the town's future."
Trade & Services:

- **Quality Control:** Maintains the "Made in **Cobblecrest**" mark, a guarantee of honest workmanship.
- **Apprenticeships:** Places young makers with masters and oversees their training.
- **Commission Work:** Coordinates larger projects and custom orders on behalf of the town.
- **Advocacy:** Represents artisans before the council and the other guilds.

Leadership: The Hall is led by a **Council of Masters**, who choose a **Guildmaster Artisan** to guide it. That seat is held by **Balin Ironhand**, master smith of **Ironhand's Anvil**, alongside fellow councillors **Callen Wreave** (weaver), **Rowan Stonewright** (carpenter), and **Gemma Stonecutter** (jeweler).
Key NPCs:

- **Thalia Softwhisper** *(Keeper of Marks):* A quiet but insightful artisan who oversees the registry of craft marks, ensuring each piece is authentic and disputes are settled fairly. Her fine jewelry often attracts the wealthiest buyers.
- **Emeric the Stalwart:** A blacksmith's apprentice eager to prove himself under **Balin's** guidance.

- **Elendra Thistlebrew:** An alchemist whose potions and elixirs are known for their potency — and their occasional unpredictability.
- **Durra Ashspoke:** A dwarf wheelwright who builds and mends wheels, carts and wagons, including the iron-rimmed wheels for the Heartvein ore wagons.
- **Wim Hoopwood:** A halfling cooper who makes the casks, barrels and buckets the village runs on.

The Winding Shadow (Thieves' Guild) of Cobblecrest

The **Winding Shadow** operates as **Cobblecrest's** unofficial thieves' guild, a hidden network of pickpockets, fences, spies, and black marketeers. Its purpose is to facilitate illicit trade, manage local crime, and maintain a delicate balance between power and profit without drawing too much attention from the town guard—or rival syndicates.

Trade & Services:

- **Black Market Trade:** Provides a clandestine market for stolen goods, restricted items, and contraband.
- **Information Brokerage:** Sells secrets to the highest bidder—whether rumors of trade caravans, merchant secrets, or adventurers' plans.
- **Protection Rackets:** Offers "protection" for local businesses—ensuring safety from petty thieves or rival gangs.
- **Smuggling:** Moves goods—both legal and illegal—through hidden compartments and arrangements no one will confirm.
- **Services for Adventurers:** Sometimes hires or sells information to adventurers who need guidance in less-than-legal matters (for the right price).

Rumors & Public Perception:

Marked by a faint dagger-shaped shadow etched in alleyways, the **Winding Shadow** touches every corner of town: stolen goods move through candle-lit basements, rumors are brokered in taverns, and some swear tunnels snake beneath the market. Protection, information and discreet favors can be had – for a price. Crossing the guild can mean vanishing without a trace.

Chapter 9: Notable Faces of Cobblecrest

The streets of **Cobblecrest** are bustling with individuals from all walks of life. The following directory serves as a guide for adventurers looking to make contacts, find work, or simply navigate the social landscape of the village and its surrounding regions.

Major Civic and Village Figures

Thomas Greenfield

- **Role & Location:** Mayor of **Cobblecrest**; often found at the **Cobblecrest Town Hall**.
- **Appearance & Personality:** Calm, middle-aged human with a neatly trimmed beard, keen blue eyes, and the air of an experienced mediator.
- **Background:** Has guided **Cobblecrest** through trade expansion and fended off regional pressures, gaining a reputation as a steady hand.
- **Use in Play:** Local authority who posts official notices, bounties, and offers quests; can provide legal guidance or call on adventurers to deal with threats.

Henrik the Steward

- **Role & Location:** Market master of the **Cobblecrest Market**; manages stalls and enforces trade rules.
- **Appearance & Personality:** Officious human, balding with a neatly curled mustache; barrel-chested and ruddy-cheeked, he keeps a meticulous brass ledger and carries a ceremonial market staff.
- **Background:** Former scribe who rose to market master, known for keeping vendors honest while discreetly brokering deals.
- **Use in Play:** Source of bounties, rumors, and supplies; gatekeeper for market permits; can be an ally or obstacle depending on players' approach.

Captain Elara Dawntracker

- **Role & Location:** Leader of the **Cobblecrest Guard**; commands patrols around the market and outlying farms.
- **Appearance & Personality:** Human veteran with auburn hair worn in a tight braid and a thin scar across one cheek; she carries an heirloom longsword and shield and moves with soldierly precision.
- **Background:** Decorated Battle Master who defended **Cobblecrest** during bandit raids; appointed captain for her tactical acumen.
- **Use in Play:** Law-enforcement contact; can deputise adventurers or oppose them if they break local laws.

Lieutenant Ryn Talmar

- **Role & Location:** Constable of the **Cobblecrest** militia; keeps the peace day to day and

runs the town lockup.

- **Appearance & Personality:** A trim, sharp-eyed human woman in her late thirties, with short dark brown hair and a militia tabard over chain mail. She is even-handed and unflappable, and she would rather defuse a brawl than win one. She writes in a worn notebook while people talk.
- **Background:** Grew up in **Cobblecrest** and joined the militia at seventeen. She served under **Captain Elara Dawntracker** through the bandit raids, and Elara made her constable.
- **Use in Play:** Usually the first official a newcomer deals with. She can detain, question and deputize, and she wants a suspect alive and talking.

Eddred the Elder

- **Role & Location:** Village elder and historian; often seen near **Featherfoot's Tales** or at seasonal festivals.
- **Appearance & Personality:** Eccentric old man with a long white beard, robes marked with faded silver runes, and a sharp gaze; carries a gnarled, owl-topped staff from his adventuring days.
- **Background:** Survived the **Silent Blight** and compiled the surviving accounts of the founding of **Cobblecrest's** founding; finances local celebrations such as the Midsummer fireworks.
- **Use in Play:** Source of lore, maps, and quests related to ancient ruins; can identify objects or recount forgotten legends.

Jonas and Bethany Miller

- **Role & Location:** Mill owners and grain merchants at the **Winding River**.
- **Appearance & Personality:** Hardworking human couple; **Jonas** has broad shoulders and a flour-dusted apron, Bethany is pragmatic with a ready laugh; both smell faintly of grain.
- **Background:** Inherited the mill from **Jonas's** parents and expanded production to supply surrounding hamlets.
- **Use in Play:** Hire adventurers for guard work or to fix damaged waterwheels; can offer gossip about local trade. They also keep the village granaries beside the mill.

Joren "Old Man" Jenkins

- **Role & Location:** Elderly farmer living on the outskirts of **Cobblecrest**.
- **Appearance & Personality:** Weathered but hale farmer of about fifty-two who works the fields near the **Standing Stones**; a forearm scar marks a corrupted-beast attack, and he spends afternoons whittling wood while humming old tunes.
- **Background:** Neighbors call him "Old Man" for his worn look and long memory; he swears he has seen strange things in the hills, though few believe him.
- **Use in Play:** Provides local colour and cryptic warnings; might gift a family heirloom or point toward a hidden cave.

Dusty Highguard

- **Role & Location:** A noble knight of **Cobblecrest**, sworn to the Oath of the Crown, who serves the village as a mediator and protector. He works closely with Mayor Greenfield and is respected by **Captain Elara Dawntracker**, and turns up wherever a dispute needs settling or innocents need a shield.
- **Appearance & Personality:** A commanding man in his mid-forties, tall and broad, black hair going silver at the temples, with a weathered, disciplined bearing. He wears polished half-plate and a blue tabard bearing a silver crown. Stern but fair, formal and measured in speech, he rests a hand on his sword's pommel when he speaks and prefers calm resolution before force.
- **Background:** Born to a noble house, Dusty took up the Oath of the Crown out of a conviction that a ruler's first duty is to the people. He has spent his life placing himself between conflict and the innocent, negotiating peace, commanding troops, and calling on his family's connections when **Cobblecrest** needs them. He carries the quiet strain of balancing loyalty to his house against his duty to the village.
- **Use in Play:** A steady ally for negotiations, civic disputes, and the defence of **Cobblecrest**. He can rally townsfolk, mediate between factions, and hold the front line when the village is threatened. Bring him a matter of law or protection and he will hear it out, though he holds firmly to justice and can be unbending when compassion might serve better.

Merchants and Service Providers

Arthur Windham

- **Role & Location:** Retired scout and proprietor of the **Cobblecrest Stables**; stables located near the village edge.
- **Appearance & Personality:** Lean human with grizzled hair, calloused hands, and a scar across one cheek; often chews on a wheat stalk.
- **Background:** A retired scout who once mapped the local trails, now **Cobblecrest's** stablemaster; he breeds and stables horses.
- **Use in Play:** Provides mounts, riding lessons, and information on safe routes; may hire adventurers to deal with horse thieves.

Balin Ironhand

- **Role & Location:** Master dwarf blacksmith and guildmaster of the **Crafters' Hall**; operates **Ironhand's Anvil**.
- **Appearance & Personality:** Muscular dwarf with a braided beard and anvil tattoos on his forearms; radiates gruff kindness.
- **Background:** Descended from the dwarves who established **Cobblecrest's** forge; his weapons helped defend the village during past crises.
- **Use in Play:** Sells weapons, armour, and metal goods; can repair damaged gear or forge

bespoke items.

Bartholomew “Bart” Johnson

- **Role & Location:** Expert fisherman; runs **Misty Pond Fisheries** near **Misty Pond** and the **Winding River**.
- **Appearance & Personality:** Weathered human with leathery skin, a missing tooth, and a perpetual twinkle in his eye; smells of smoke and river mud.
- **Background:** Grew up on the river and knows its currents better than anyone; once survived a river creature attack.
- **Use in Play:** Sells fresh and smoked fish, rents boats, and ferries travellers; can share local legends about river monsters.

Briar Thistlenook

- **Role & Location:** Halfling farmer and herbalist; runs **Briar’s Bounty** produce stall in **Cobblecrest Market**.
- **Appearance & Personality:** Cheerful halfling woman with curly auburn hair, soil-stained hands, and bright green eyes; often humming folk songs.
- **Background:** Inherited her family farm; has a reputation for mixing simple remedies using local herbs.
- **Use in Play:** Provides fresh produce, common herbs, and minor potions; can identify plant-based ingredients.

Callen Wreave

- **Role & Location:** Weaver and member of the **Crafters’ Hall**; the town weaver, supplying fine cloth and banners.
- **Appearance & Personality:** Middle-aged human with nimble fingers, a tape measure draped around his neck, and a calm demeanor; always dressed in impeccably made clothes.
- **Background:** Apprenticed under **Marnie Goldweaver**; served briefly as quartermaster during the **Silent Blight**.
- **Use in Play:** Provides custom clothing and minor enchantments; can repair or disguise gear.

Durra Ashspoke

- **Role & Location:** Dwarf wheelwright; her workshop stands in the yard of the **Crafters’ Hall**.
- **Appearance & Personality:** Stocky and broad-handed, with a gray-shot black beard braided short and a scorched leather apron. She is blunt and patient, and she will not take a rush job at any price.
- **Background:** Came down from **Heartvein Delve** as a young journeywoman and stayed. She builds the iron-rimmed wheels for the ore wagons that run between Heartvein and **Cobblecrest**.

- **Use in Play:** Builds and repairs carts and wagons. One look at a wagon tells her how far it has come and where it was built.

Eleanor Swiftarrow

- **Role & Location:** Half-elf bowyer and fletcher; proprietor of **The Enchanted Quiver**.
- **Appearance & Personality:** Lean half-elf with forest-green eyes and a long scar across one forearm; her workshop smells of wood, feathers, and wax.
- **Background:** Former ranger who retired after a leg injury; uses her experience to craft finely balanced bows and arrows.
- **Use in Play:** Sells and repairs ranged weapons; can train characters in archery or share tactical advice.

Elendra Thistlebrew

- **Role & Location:** Proprietor of **Thistlebrew's Potions & Elixirs**; small apothecary in **Cobblecrest**.
- **Appearance & Personality:** A half-elf in her late twenties with wild, unkempt auburn hair, freckles, and a work apron stained with colourful liquid; her fingers shimmer faintly with alchemical residue.
- **Background:** A reclusive tinkerer, a hermit turned artisan, who experiments with potions and occasionally blows up her own shop.
- **Use in Play:** Sells potions and alchemical supplies.

Eryndor Featherfoot

- **Role & Location:** Elegant elf proprietor of **Featherfoot's Tales** bookshop; located off the market square.
- **Appearance & Personality:** Tall, slender elf with immaculate robes, silver hair, and a calm demeanor; the scent of parchment and incense surrounds him.
- **Background:** A scholar with a vast personal library of arcane tomes and maps; rumored to be centuries old.
- **Use in Play:** Sells books, spells, and maps; can decipher runes and provide historical context.

Gemma Stonecutter

- **Role & Location:** Discerning dwarf jeweler and proprietor of the **Crystal Caverns** shop in **Cobblecrest**.
- **Appearance & Personality:** Stout dwarf with an eye loupe constantly at hand and fingers blackened by polishing compounds; speaks in a measured tone.
- **Background:** Comes from a line of miners; sources gems from the **Adder Peaks** and sometimes enchants her pieces.
- **Use in Play:** Provides gem appraisal, commissions custom jewelry, and can sell arcane foci.

Gregor Daleson

- **Role & Location:** Affable spice merchant and council elder of the **Merchants' Guild**.
- **Appearance & Personality:** Stocky human with spice-stained hands, a thick moustache, and an easy smile; often carries a pouch of exotic aromas.
- **Background:** Traveled across Faerûn trading spices before settling in **Cobblecrest**; sits on the merchant council.
- **Use in Play:** Source of rumours and unusual culinary ingredients; can sponsor trade missions.

Greta Ironfist

- **Role & Location:** Dwarf miner and ore trader associated with **Crafters' Hall**.
- **Appearance & Personality:** Broad-shouldered dwarf woman with tangled braids, soot on her cheeks, and a booming laugh; wears a necklace of polished ore samples.
- **Background:** Owns stakes in several **Maerthwatch** mines; known for negotiating tough but fair contracts.
- **Use in Play:** Can arrange mining jobs, provide raw materials, or share news from underground.

Haldor Ironbeard

- **Role & Location:** Retired dwarven warrior operating **The Stout Hammer** weapons shop.
- **Appearance & Personality:** Stocky dwarf with a braided grey beard and numerous battle scars; speaks gruffly and loves recounting war stories.
- **Background:** Fought in several campaigns; now crafts sturdy weapons emphasising durability over flashy design.
- **Use in Play:** Sells melee weapons and provides training in weapon maintenance.

Hollis Amberleaf

- **Role & Location:** Half-elf bard and local tutor; teaches music and storytelling at **The Gilded Lily**.
- **Appearance & Personality:** Graceful woman with golden hair and delicate features; her voice carries warmth and authority.
- **Background:** Trained at a famous bardic college before returning to mentor young performers.
- **Use in Play:** Provides songs and rumors; can train characters in Performance.

Ivakhar

- **Role & Location:** Proprietor of **Ivakhar's Tonics & Teas**, a tea house and alchemist's shop in **Cobblecrest**.
- **Appearance & Personality:** A jovial, slightly eccentric merchant in colorful, layered Durpari robes, his shaved head and warm, disarming smile as much a fixture of the shop

as the ever-present scent of spiced tea. Talkative and quick with a bit of banter.
- **Background:** He came to **Cobblecrest** some years ago from the eastern lands and opened his tonic-and-tea shop, building a steady trade in unusual brews and herbal remedies.
- **Use in Play:** A source of teas, tonics, minor potions, and alchemical curiosities — and, for those who linger over a cup, a generous well of local gossip and rumor.

Jospher Brightshade

- **Role & Location:** Farmer and amateur illusionist; entertains at fairs and taverns.
- **Appearance & Personality:** Sun-tanned human with floppy straw hat and a mischievous grin; often carries a deck of painted cards.
- **Background:** Learned minor cantrips from a traveling wizard; now delights locals with small magical shows.
- **Use in Play:** Provides levity or minor magical entertainment.

Kellan Wryhide

- **Role & Location:** Half-orc leatherworker; runs **The Tanned Hide**.
- **Appearance & Personality:** Broad-shouldered half-orc with greenish skin, tusks, and coarse hair; works with remarkable finesse.
- **Background:** Once served in a mercenary band; now crafts armor and leather goods.
- **Use in Play:** Sells leather armor and gear.

Leia Jenkins

- **Role & Location:** Server at **The Rusty Cauldron** tavern.
- **Appearance & Personality:** Youthful human woman with braided hair and quick hands; balances plates with ease while listening to rumours.
- **Background:** Grew up in **Cobblecrest** and knows many patrons by name.
- **Use in Play:** Good source for overheard gossip; can point adventurers toward jobs.

Loriel Sunshadow

- **Role & Location:** Elven proprietor of the **Eldertree Apothecary**, located near the market.
- **Appearance & Personality:** Tall elf with pale skin with faint green undertones, emerald eyes, and long, straight raven-black hair streaked with silver; her shop smells of fresh leaves.
- **Background:** Rumored ties to the fey; learned healing arts in the **Chondalwood** and moved to **Cobblecrest** to study common folk remedies.
- **Use in Play:** Provides potions, salves, and herbal knowledge; may offer quests tied to fey or natural spirits.

Marnie Goldweaver

- **Role & Location:** Guildmaster of the **Merchants' Guild** and proprietor of **Silverstream Tailors**; influential textile merchant.
- **Appearance & Personality:** Meticulous human with sharp features, gold-threaded clothing, and a calculating gaze; often wears a pen tucked behind one ear.
- **Background:** Built her wealth through fabric trade; fiercely protective of guild interests.
- **Use in Play:** Can hire PCs for trade missions, arbitrate disputes, or provide high-quality garments.

Miranda Fairweather

- **Role & Location:** Owner of **The Gilded Lily** inn and tavern; also community liaison for the **Merchants' Guild**.
- **Appearance & Personality:** Charming human woman with auburn hair and a welcoming smile; dresses elegantly yet practically.
- **Background:** Discreetly connects patrons with adventure opportunities.
- **Use in Play:** Provides safe lodging, introductions to employers, and information gleaned from travellers.

Nella Greenbriar

- **Role & Location:** Proprietor of the **Golden Roll Bakery**.
- **Appearance & Personality:** Plump halfling with flour-covered hands, warm cheeks, and an infectious laugh; always smelling of baked goods.
- **Background:** Sister of **Samuel Greenbriar**; runs the most popular bakery in town.
- **Use in Play:** Offers delicious rations; can provide special baked goods.

Odile Varrow

- **Role & Location:** Harbormaster of the **Cobblecrest Docks**; keeps a record room on **Dock Lane**.
- **Appearance & Personality:** A lean, weathered human woman in her forties, with dark hair tied back under a scarf and ink on her right hand. Precise and unhurried, she writes everything down.
- **Background:** Her family has twisted rope on the riverbank for three generations, and her brothers run the ropewalk now. The Town Hall made her harbormaster.
- **Use in Play:** Knows what has come and gone by river, because she records every barge, berth and cargo in her book.

Poppy Quickstep

- **Role & Location:** Halfling server at **The Rusty Cauldron**.
- **Appearance & Personality:** Energetic and short; bounces between tables with a perpetual grin; wears mismatched earrings.
- **Background:** Former street urchin adopted by **Tobias Grumblefoot**.
- **Use in Play:** Can overhear and relay tavern gossip; may act as a messenger.

Rowan Stonewright

- **Role & Location:** Master carpenter and builder; member of **Crafters' Hall**.
- **Appearance & Personality:** Broad-shouldered human carpenter with dark hair tied back in a short ponytail and strong hands; always smells of sawdust.
- **Background:** Designed many buildings in **Cobblecrest** and constructed sections of the fortifications.
- **Use in Play:** Can craft wooden structures, reinforce wagons, or build siege equipment; may hire PCs as guards for logging expeditions.

Samuel Greenbriar

- **Role & Location:** Human proprietor of **Greenbriar's Goods** general store.
- **Appearance & Personality:** Stout man with a well-trimmed beard, quick smile, and a merchant's eye; adept at haggling.
- **Background:** Of Calishite heritage; runs **Greenbriar's Goods** as the legacy of his late wife, meaning it one day to pass to his daughter, Leena, and long a fixture of **Cobblecrest**.
- **Use in Play:** Source of general supplies, rumours, and information about goods; can arrange credit or barter.

Tobias Grumblefoot

- **Role & Location:** Halfling brewmaster; runs **The Rusty Cauldron** brewery and tavern.
- **Appearance & Personality:** Round-bellied halfling with a bushy moustache and an infectious laugh; always wiping his hands on a stained apron.
- **Background:** Comes from a long line of brewers; organizes community brew competitions and fosters camaraderie.
- **Use in Play:** Offers food, drink, and rumours; can host contests or mediate between rowdy patrons.

Wim Hoopwood

- **Role & Location:** Halfling cooper; his cooperage stands in the yard of the **Crafters' Hall**.
- **Appearance & Personality:** Round-faced and quick, with curly brown hair and a sawdust-covered vest. He whistles while he works and likes to talk.
- **Background:** Makes the casks and barrels the village runs on, from the **Rusty Cauldron's** mead barrels to the fish casks of **Misty Pond Fisheries**. **Tobias Grumblefoot** is his oldest friend.
- **Use in Play:** A cheerful source of gossip. He knows who has ordered how many barrels, and he finds it hard not to say so.

Aurum Valtheris

- **Role & Location:** Treasurer of the **Merchants' Guild** and head of **Aurum House** bank.
- **Appearance & Personality:** Distinguished man with gleaming golden hair, flawless skin,

and piercing eyes.
- **Background:** Oversees commerce and ensures a stable economy in **Cobblecrest**.
- **Use in Play:** Can provide loans, secure valuables, and influence financial matters.

Religious Figures

Sister Eliza

- **Role & Location:** Keeper of the **Shrine of the Harvest Moon**; priestess of **Chauntea**.
- **Appearance & Personality:** Middle-aged human woman with kind eyes, greying hair, and calloused hands from working the earth; carries a basket of seeds and a silver sickle.
- **Background:** Led the prayers that ended the **Silent Blight**, saving **Cobblecrest's** crops and animals.
- **Use in Play:** Provides blessings, healing, and agricultural lore; can call on the local community to support worthy causes.

Thakaar

- **Role & Location: High Sentinel of the Sanctuary and protector of Dragon's Peak; still widely called the High Cleric of Bahamut, and he answers to either.**
- **Appearance & Personality:** Elderly dragonborn with golden scales, piercing eyes, and an aura of serenity; wears ornate ceremonial armour and carries a sceptre.
- **Background:** Veteran of past conflicts; leads the centuries-old sanctuary, restoring its strength to train paladins and protect the region.
- **Use in Play:** Quest giver for holy missions; can grant boons or training in smiting evil.

Thavaar the First

- **Role & Location:** Founder of **Dragon's Peak Sanctuary** and its first High Sentinel. Long dead, or so the order assumes.
- **Appearance & Personality:** Remembered as an ancient platinum dragonborn. No other platinum dragonborn appears anywhere in the order's records, before him or since, and the Sentinels have never agreed on what that means — some hold that **Bahamut** marked him at hatching, and some that the early records are simply incomplete.
- **Background:** The date of the founding is not recorded. **Thurkear's** annals give three different centuries and decline to choose between them, and the order treats the ambiguity as appropriate rather than embarrassing.
- **Use in Play:** A name invoked in oaths and ceremonies. The legend of the **Ever-Watching Guardian** — a platinum dragon sleeping beneath the mountain against the day the temple falls — has a second telling in which what sleeps below is **Thavaar** himself, who never died and only set his vigil down. Both stories end at the same sealed door, the **Founder's Stair**, and nobody has been permitted below to check.

Thalgron

- **Role & Location: Master of the Scale at Dragon's Peak Sanctuary; head of the order's**

scholars, with Thurkear and Varek Lightshard beneath him.
- **Appearance & Personality: Gold dragonborn scholar-priest with stern features;** a tome bearing **Bahamut's** sigil hangs chained at his belt and his staff hums with holy magic.
- **Background: A Knowledge cleric who served as a soldier before taking holy vows and becoming a keeper of lore. His domain is prophecy and danger — the wards, the readings of the Platinum Prophecy, and the Reliquary of objects too dangerous to display.**
- **Use in Play:** Conducts ceremonies, offers counsel, and trains characters in martial devotion.

Thurkear

- **Role & Location: Brass dragonborn Life cleric and the Platinum Sage at Dragon's Peak Sanctuary.**
- **Appearance & Personality: Tall dragonborn with warm brass scales and a calm, healer's manner, robed in deep blue and white.**
- **Background:** Chronicled legends and gathered lore on draconic heritage.
- **Use in Play:** Provides historical context, lore on dragons, and translation services.

Qorath Silentstorm

- **Role & Location: Warden of the Northern Wilds and wilderness liaison for Cobblecrest. He rides for the Platinum Sentinels as a sworn lay outrider, not as a Sentinel of the order, which takes only dragonborn.**
- **Appearance & Personality:** Stoic half-orc with steel-grey eyes and black hair braided at the back; carries a greatsword and radiates quiet strength.
- **Background:** A Gloom Stalker ranger who patrols the wild borders of **Cobblecrest**; has no patience for arrogance.
- **Use in Play:** Guide, tracker, and early warning for anything coming out of the wilds; can escort PCs through dangerous country.

Brother Cedric

- **Role & Location:** Priest of **Chauntea**; helps **Sister Eliza** at the **Shrine of the Harvest Moon**.
- **Appearance & Personality:** Humble human man with thinning silver hair and a short, neat beard, sun-weathered skin, and a perpetual smile; carries gardening tools more often than weapons.
- **Background:** Once a farmer, he took holy vows after the **Silent Blight** and now ministers to the agricultural community.
- **Use in Play:** Offers blessings for crops and minor healing.

Elder Selyndra

- **Role & Location:** Elder druid of the **Chondalwood**; guides local druidic circles.

- **Appearance & Personality:** Tall moon elf woman with silver eyes, long moon-white hair, and flowing green-and-silver robes embroidered with **Chondalwood** and moon-phase symbols; she carries a carved living-wood staff.
- **Background:** Has maintained the balance between human settlements and the forest for centuries.
- **Use in Play:** Provides guidance on nature magic, introduces players to fey politics, and can call on woodland allies.

Aerendyl Moonsong

- **Role & Location:** Archdruid of the Whispering Hart circle; resides in **Thalanthir**.
- **Appearance & Personality:** Patient elf with a quiet smile, plain elm staff, and long hair; formally speaks for the Circle and the Moonpool.
- **Background:** Leads the elven druidic enclave and negotiates pacts with nearby settlements.
- **Use in Play:** Provides nature-themed quests, healing, and druidic training; can offer sanctuary to allies.

Ciryanna Brightbough

- **Role & Location:** Waywarden and ranger-captain of **Thalanthir**.
- **Appearance & Personality:** Wood-elf with quick eyes and braided hair; moves silently and can loose two shafts in the time others fire one.
- **Background:** Defends **Thalanthir** from poachers and monsters; known for reading battlefields by listening to birdsong.
- **Use in Play:** Guides PCs through the **Chondalwood**; can train them in stealth and tracking.

Talanor Evershade

- **Role & Location:** Diplomatic envoy of **Thalanthir**; manages pacts via **Greenveil**.
- **Appearance & Personality:** Elf with ink-stained fingers and diplomatic demeanor; swift with pen and pact.
- **Background:** Negotiates agreements between elves and humans; ensures fair trade.
- **Use in Play:** Provides legal counsel, translation of elven customs, and formal introductions.

Lethailin “Letha” Mossglow

- **Role & Location:** Apothecary in **Thalanthir**; sells balm leaves and sleep-song sachets.
- **Appearance & Personality:** Elven woman with moss-green skin and glowing freckles; carries pouches of dried herbs.
- **Background:** Mastered herbal lore under druids; concocts potent salves.
- **Use in Play:** Provides herbal medicine and restful charms; can identify plant toxins.

Harrow-Under-Oak

- **Role & Location:** Ancient treant who remembers the first pact between elves and humans.
- **Appearance & Personality:** Massive tree-creature with deep-set eyes and bark etched with countless names; speaks slowly and with great wisdom.
- **Background:** Witnessed the forging of the Whisperwood Compact; holds the names of all who broke the pact.
- **Use in Play:** Can grant knowledge of old treaties, reveal hidden paths, or call upon woodland spirits.

Guild and Faction Figures

Roderic Brightshield

- **Role & Location:** Human paladin and Guildmaster of the **Scarred Oak Fellowship** (Adventurers' Guild).
- **Appearance & Personality:** Large man with a silvered breastplate emblazoned with the guild crest; his calm voice commands respect.
- **Background:** Earned leadership after defending the market from a wyvern attack; mentors younger adventurers.
- **Use in Play:** Quest giver; can sanction expeditions, settle disputes, or call upon PCs for defence.

Ferren Dawnbreaker

- **Role & Location:** Half-elf ranger and Questmaster of the Adventurers' Guild.
- **Appearance & Personality:** Wiry ranger with a weathered face and keen green eyes; usually seen comparing maps.
- **Background:** Knows the **Chondalwood** intimately.
- **Use in Play:** Provides missions, wilderness training, and advice on survival.

Hester Vancroft

- **Role & Location:** Human rogue quartermaster of the Adventurers' Guild; manages supplies and inventory.
- **Appearance & Personality:** Practical woman with short hair and quick hands; scar across her cheek from a former guild mission.
- **Background:** Ensures members are well-equipped.
- **Use in Play:** Issues equipment, sells adventuring gear, and can procure specialized items.

Durgan Flinthelm

- **Role & Location:** Dwarf paladin trainer at the Adventurers' Guild.
- **Appearance & Personality:** Stocky dwarf with braided beard and stern gaze; carries a heavy warhammer.

- **Background:** Veteran of numerous battles; took vows to **Bahamut**.
- **Use in Play:** Provides combat training, weapon drills, and guidance on smiting evil.

Miriel Silverfrond

- **Role & Location:** Half-elf bard steward of the Adventurers' Guild.
- **Appearance & Personality:** Warm, charismatic person with silver hair and expressive eyes; maintains the guild's social bonds.
- **Background:** Once performed in courts across Faerûn; now coordinates guild events and bonding rituals.
- **Use in Play:** Can help craft ballads of the party's deeds or introduce them to important patrons.

Aric Thandrel

- **Role & Location:** Human sorcerer tutor at the Adventurers' Guild.
- **Appearance & Personality:** Middle-aged man with glowing tattoos along his arms; emanates latent magic.
- **Background:** Born with wild magic; seeks to understand and control it.
- **Use in Play:** Provides spellcasting tutelage, identifies arcane items, and offers advice on harnessing power.

Lyria Wrenleaf

- **Role & Location:** Elf druid representative at the Adventurers' Guild.
- **Appearance & Personality:** Lean elf with twig and leaf ornaments; speaks softly but carries great respect for nature.
- **Background:** Helps keep the guild in harmony with nature; acts as liaison to druidic circles.
- **Use in Play:** Offers nature spells, healing, and mediates disputes with druids.

Thorn Deepdelve

- **Role & Location:** Gnome ranger and trap expert for the Adventurers' Guild.
- **Appearance & Personality:** Small, wiry gnome with dirt under his nails and an ever-present grin; loves tinkering with crossbows.
- **Background:** Survived numerous expeditions into the **Maerthwatch**; developed new trap designs.
- **Use in Play:** Provides training in traps and survival; sells unique gadgets.

Regional and Landmark-Linked Figures

Vara Basaltborn

- **Role & Location:** Forge-Chair of **Nhalvyr En'Zorai**; oversees the glassteel process and the hidden city's industry.

- **Appearance & Personality:** Earth-genasi with skin like polished basalt, glowing eyes, and a stern expression; hands are scarred from forging.
- **Background:** Took charge of revitalizing the Netherese city's magical forge and now controls glassteel production.
- **Use in Play:** Quest giver for obtaining rare ores, securing trade, or repairing ancient devices.

Ruk Stonewatch

- **Role & Location:** Ward-Chair of **Nhalvyr En'Zorai**; veteran warden who patrols and purges crypt threats.
- **Appearance & Personality:** Earth-genasi with craggy skin and granite-coloured eyes; carries a crystal-headed hammer.
- **Background:** Served as a guardian of the city's necropolis; knows the catacombs intimately.
- **Use in Play:** Provides exploration missions, guidance in underground hazards, and access to restricted areas.

Nedi Gravelark

- **Role & Location:** Way-Chair of **Nhalvyr En'Zorai**; cartographer and diplomat mapping safe routes and negotiating surface ties.
- **Appearance & Personality:** Earth-genasi with warm brown skin and eyes that gleam like quartz; carries rolled maps and a stylus.
- **Background:** Bridges their hidden city with the outside world; negotiates with surface merchants and adventurers.
- **Use in Play:** Offers navigation information, forges trade pacts, and may ask PCs to deliver diplomatic messages.

Other Notable NPCs

Garrick the Wanderer

- **Role & Location:** Traveling bard who passes through **Cobblecrest**.
- **Appearance & Personality:** Human, with a road-worn lute, colourful cloak, and an ever-expanding repertoire of stories.
- **Use in Play:** Can introduce plot hooks from distant places, relay rumours, or teach bardic skills.

Gerak (Grateful Goblin)

- **Role & Location:** Goblin who owes **Cobblecrest** residents a favour.
- **Appearance & Personality:** Green-skinned goblin with oversized ears and a nervous smile.
- **Background:** Saved by villagers or adventurers and now endeavours to repay his debt.

- **Use in Play:** Can act as a guide through goblin territory or provide minor assistance.

Grimm

- **Role & Location:** Former soldier turned bandit leader operating in the **Cobblecrest** region.
- **Appearance & Personality:** Muscular human with grim demeanour, battle-scarred armour, and a knack for tactics.
- **Background:** Disillusioned after war; formed a band of thieves and outlaws.
- **Use in Play:** Antagonist or reluctant ally.

Harlan Wolfsbane

- **Role & Location:** Hunter and trapper living near the **Chondalwood**.
- **Appearance & Personality:** Rugged human with wolf pelts draped over his shoulders and a scarred face; travels with trained hounds.
- **Background:** Known for taking down wolves and dire beasts; sells pelts and meat.
- **Use in Play:** Can provide beast trophies, tracking expertise, or act as a wilderness guide.

Liora Windwhisper

- **Role & Location:** Ranger known for scouting and messenger work along the **Winding River**.
- **Appearance & Personality:** Athletic woman with long black hair and a cloak embroidered with feathers; rarely seen without her bow.
- **Background:** Grew up on the river and can navigate its rapids blindfolded.
- **Use in Play:** Acts as a guide, scout, or messenger; can deliver urgent warnings.

Marin Vale, “Old Marin”

- **Role & Location:** Sheep drover; waters her flock at the seep west of the north road, about eight miles north of **Cobblecrest**.
- **Appearance & Personality:** A human woman in her sixties who goes barefoot at the water and sits on an upturned pail. She is warm, talkative and glad of company.
- **Background:** She has brought her sheep to the same seep for thirty years. It is the only water between **Cobblecrest** and the foothills. She goes by “Old Marin.”
- **Use in Play:** She sees most of what passes on the north road and will tell travelers what she has seen.

Oswin Hardacre

- **Role & Location:** The village butcher. He raises livestock on Hardacre Farm outside town and sells fresh meat from his stall in the market square on market days.
- **Appearance & Personality:** A broad-shouldered human in his fifties, with thick forearms, close-cropped gray hair and a leather apron. He is blunt and busy. He does not haggle, and he will not sell on credit to anyone.
- **Background:** His grandfather cleared the farm. Oswin buys cattle from Fairmeadow and

sheep from the drovers on the north road. All three inns buy their meat from him, he cures pork for Briar Thistlenook, and his hides go to Kellan Wryhide. Every autumn he gives the first cut of the slaughter to the Shrine of the Harvest Moon, in thanks for the herd Sister Eliza saved during the Silent Blight.
- **Use in Play:** A good source of everyday news from the farms. He knows which herds are sick, which farms are struggling, and who has been buying more meat than usual.

Sariel Moonsight

- **Role & Location:** Wandering seer.
- **Appearance & Personality:** Half-elf with star-scattered hair and distant eyes; carries a crystal orb.
- **Background:** Witnessed the destruction of her enclave by unknown forces.
- **Use in Play:** Provides cryptic visions and guidance on cosmic dangers.

Thimble Nox

- **Role & Location:** Maskwright and costumer in **Cobblecrest**; crafts disguises and performance attire.
- **Appearance & Personality:** Inventive gnome with charcoal-stained fingers, a belt of tools, and a mischievous grin; loves theatrics.
- **Background:** Former circus performer who settled down to open a costume shop.
- **Use in Play:** Provides disguises, stage props, and information about local festivals.

Vaerthrax Silverclaw

- **Role & Location:** Veteran silver dragonborn paladin and Platinum High Marshal of **Dragon's Peak Sanctuary**.
- **Appearance & Personality:** Tall, imposing figure with gleaming silver scales, bearing Justice's Edge (a radiant longsword) and a mirror-bright shield; trains recruits with strict discipline.
- **Background:** His military experience shapes sanctuary training.
- **Use in Play:** Mentor or challenge; can offer training, sparring sessions, and martial quests.

Ormaad the Unhurried

- **Role & Location:** Copper dragonborn warrior-monk; Master of the Trials of the Wing at **Dragon's Peak Sanctuary**.
- **Appearance & Personality:** Weathered copper scales and an unbothered manner; the only member of the sanctuary's leadership who jokes, and candidates mistake that for leniency exactly once.
- **Background:** Rose through the Trials himself and now judges them. He sits outside the training chain on purpose, because the one who trains a candidate does not judge them.
- **Use in Play:** Administers trials and tests of character; needles PCs to see what is

underneath, and waits longer than is comfortable.

Valnaar

- **Role & Location:** Silver dragonborn paladin (Oath of Devotion) who serves as a noble defender of **Dragon's Peak Sanctuary**.
- **Appearance & Personality:** Gleaming silver scales and a calm demeanor; sapphire eyes and a warhammer bearing **Bahamut's** crest, embodying both martial skill and spiritual insight.
- **Background: Learned from both monks and paladins; now mentors young paladins and leads the defense of the Platinum Spire under Vaerthrax Silverclaw.**
- **Use in Play:** Offers sanctuary, spiritual counsel, and meditation techniques; a steadfast ally in any defense of the temple.

Varek Lightshard

- **Role & Location: Archivist of the Twin Scales at Dragon's Peak Sanctuary; of the Order of the Scale, under Thalgron.**
- **Appearance & Personality: Bronze dragonborn divine scholar and Arcana cleric,** with calm, penetrating violet eyes and stacks of scrolls; he speaks softly but keeps the Twin Scales.
- **Background:** Oversees records of **Bahamut's** teachings and major events.
- **Use in Play:** Provides research assistance and can translate ancient draconic inscriptions. He also reads objects at the **Twin Scales** — two dragon scales kept as a matched pair, one metallic and one chromatic, because the difference between them is choice and not blood. An object laid between them shows how it was made, in devotion or in appetite. It gives no name and no history, only intent, and **Varek** is careful to say so.

Captain Varkaan

- **Role & Location:** Bronze dragonborn commander of the gate guards at **Dragon's Peak Sanctuary**; Order of the Aegis. The first face anyone climbing Celestine's Ascent ever sees.
- **Appearance & Personality:** Sea-green eyes and dark bronze scales weathered matte by mountain wind, in a grey-and-platinum tabard over plate repaired more often than replaced. He stands in the open gateway in all weather rather than in the guardhouse.
- **Background:** Twenty years in the Order of the Aegis escorting relic caravans before he asked for the gate, which most Sentinels consider a demotion and he considers the opposite.
- **Use in Play:** He requires every arrival to state their purpose in **Draconic**; those who cannot are not turned away, but wait at the arch until someone can speak for them. Unhurried, unbribable, and he answers rudeness by getting slower.

Vorgrath of the Cinder Fang

- **Role & Location:** Hobgoblin warlord of the **Cinder Fang** clan; leads his warband in the high passes of the Maerthwatch, and reveres the old millpond northeast of the market as his people's first ground.
- **Appearance & Personality:** Imposing and disciplined, in much-repaired patchwork plate and bearing an ancestral greataxe; he speaks plainly and means exactly what he says.
- **Background:** Leads the **Cinder Fang** on the claim that the **Winding River** valley was once their people's land. Among his own kind he is a warrior of strict personal honour.
- **Use in Play:** A dangerous but reasonable adversary who keeps every agreement he makes and does not execute the defeated. By his standing decree three sites are never to be touched by his warband — the **Shrine of the Harvest Moon**, the ancient **Silvered Oak**, and the **village well** — and his terms range from a formal acknowledgement of the old claim to tribute in iron and grain.

Zephra, Forge-Keeper

- **Role & Location:** Gold dragonborn forge-acolyte of **Bahamut**; tends the Celestial Forge at **Dragon's Peak Sanctuary**.
- **Appearance & Personality:** Broad-shouldered and soot-streaked, with brass-gold scales and a scorched leather apron; soft-spoken and reverent, she treats each commission as a prayer.
- **Background:** Trained as an armourer before taking **Bahamut's** vows; she now works blessed armaments in celestial flame for champions the Sanctuary deems worthy.
- **Use in Play:** The hand behind sanctified gear — she reforges, repairs, and blesses weapons and armour for those who earn it. Major works require Sanctuary materials and time.