

## MAP 2454173

### Encounters for Village

#### **Building # 1 - Stable**

This 40x50 foot wooden building has two stories. Up to 18 horses can be quartered here, and 3d6+0 are currently present. There is always an old wagon or cart for sale here, as well as the horses on hand. For a modest daily rate, the owner – Zelf Cotoz will feed, exercise, groom, and house horses.

Coaches from the city in transit to other destinations routinely visit this location to exchange horses, make repairs, and park for the evening.

Zelf has a modest one room dwelling built into the ground floor of the building, it serves as both his bed and office, and has a wood floor where the rest of the building has dirt. The second floor is filled with hay, spare tack and harness, tools, and wagon parts in storage. Under a loose floorboard buried in the dirt, is a leather sack in which Zelf hides everything of value he owns. (2<sup>nd</sup> Level Treasure)

Zelf employs a part-time stable boy, and a full time horse handler.

#### **Building # 2 - Stock Yard**

This 40x50 foot wooden building has but one floor. It is used mainly as a livestock auction house, with small wooden bleachers surrounding a dirt arena to show animals. There is a single entry for patrons, and the animals have both an entry and exit. There are two one large pens, and several smaller ones for purchased animals. 3D12+2 cattle are present, and 6d12+4 sheep. The building also has a small office that doubles as the owner's living quarters.

Ira Lanum has a modest one room dwelling built into the ground floor of the building, it serves as both his bed and office, and has a wood floor where the rest of the building has dirt. He auctions animals for farmers and ranchers within ten miles of the village, he gets 5% of the sale price paid by the seller. He keeps his fortune in an iron trunk under his bed. (3<sup>rd</sup> Level Treasure)

Should anyone from outside the village participate in an auction, the locals will conspire to to drive up the price of anything they might try to purchase, or refuse to bid on anything they might sell. The group usually settles up with Ira at the tavern later that night.

Ira employs two part-time stable boys, and an animal handler who freelances as a veterinarian.

#### **Building # 3 - Tanner**

This 50x50 foot two story wooden building has no basement. It is used mainly as an animal hide tanning factory. The first floor has a small retail showroom where the tanner's wife sells here shoes and leather works. Nira and Lita Tuman live above the store, and Lita's leather and shoe workshop is in an adjacent room.

Nira sells full size cow hides for half a gold each, Lita makes all manner of leather goods including, horse tack & harness, belts, knife sheaths, shoes, boots, saddles, saddle bags, coats, capes, hats, and gloves. Most of her work is commissioned by local buyers, but there is a 20% chance she will have an item on hand to sell. Most items take her 1d4+1 days to make with a similar waiting period. For a bonus, she can begin work on an item immediately.

They keep little cash in the store on the first floor, a wooden box behind the counter contains a 1<sup>st</sup> Level treasure, a wooden chest in their room that serves as a night stand contains a 2<sup>nd</sup> Level treasure.

#### **Building # 4 – Stone Mason**

This 40x40 foot two story wooden building has no basement. It is stone mason's work shop. The dirt floor is littered with stone chips and large blocks. Feti Lutens lives above the shop in a 10x40 room along the front of the building with his apprentice, Nalen Kine. The remaining area is devoted to tool sharpening, and numerous holes thru the floor have ropes and pulleys to hoist and move blocks.

Feti eagerly shows his works to visitors. He built the stone bridge in the village, and doesn't let anyone forget it. If only he had a copper from everyone that crossed it.... He has three statues that are covered, two are works in process , the third is a finished life sized female dressed in leather armor and holding a bow. The workmanship is exquisite.

He sells stone blocks suitable for building foundations, bridges, etc. He also makes funerary urns, headstones, markers, obelisks, and crypts. He will carve a bust on commission, but needs 40 hours of sitting time to make a sketch and 3 weeks to carve the work. He has sandstone, limestone, granite, and marble to work with.

The stone mason shop has no money to speak of, they spend it as fast as they can make it, and have little to show for it. Perhaps half a case of the finest imported wine remains of their last commissioned work, somewhere in their room above the shop.

#### **Building # 5 – Residence**

This 40x40 foot one story wooden building has a cellar. Sateri and Lori Land raise two daughters, Nesa and Kari, in this spacious, but simple dwelling. The cellar is a storage place for grain, and tubers. Lori has a large loom in the main room, where she makes cloth, mostly sheets and drapes for the hotel. Sateri works at the warehouse.

#### **Building # 6 - Hotel**

This 40x40 foot three story wooden building has a cellar. The upper two floors have 4 rooms each with a central stair case leading to the lobby. The first floor has a dining room, lobby, front desk & kitchen, and a very modest room for the owners to sleep in. The cellar is used for storage, including beer kegs, wine bottles, flower, linen, plates, cups, firewood, and feathers for mattresses and pillows.

The owner, Lotel Naris works the front desk, his wife Nupa cooks. They employ two maids who also serve meals to customers. A 4<sup>th</sup> Level treasure can be found in an iron trunk locked under the owner's bed.

The food here is the best in town, Lotel sees to that. The Tavern is their only competition, and they salt the food too much to make the patrons thirsty. They serve breakfast free to their customers, and have no lunch menu, but dinner is where they make their money. The dinner buffet includes beef, pork, poultry, and fish. Bread, tubers, vegetables, soup, and exquisite deserts made from puddings, breads, cakes, and gelitans.

Rooms are half a gold per night per occupant, dinner is an additional gold, and drinks are extra – ranging from a silver for beer to 5 gold for their best bottle of wine.

#### **Building # 7- Tavern**

This 40x60 foot two story wooden building has a cellar. The upper floor has bedrooms for the owner and family. Tucar Root is a stout burly man, and so is his wife Tiia. Their teenage daughter services the tables, and Tiia cooks. The food is not as good as the Hotel across the street, but one can eat there at any hour. The beer and wine are stored in the cellar. The main floor has a fireplace, common seating area with tables and chairs, and more secluded seating in private booths along one wall. Chairs are available at the bar also. Some overstuffed chairs face the fireplace with small short tables.

Several of the locals have nightly reserved seating, both the private booths and the common tables. If occupied, the intruder will be asked to move, if refused, the owner will throw them out. Fighting is not permitted in the tavern, Tucar or a family member will insist that any fights be taken out into the street, and will bar the doors to prevent the participants from re-entering. Those in the tavern, are stuck there until the belligerents disperse.

Drinking contests, card, and dice games are common here. Those unfortunate to pass out here find themselves in the street gutter in the morning, stripped and penniless. They can usually get their clothes back by digging thru the tavern's garbage, but useful items make their way to the nearby city on the morning carriage with the driver in his trunk.

#### **Building # 8 - Saw Mill**

This 30x40 foot wooden building has a single story, wood floor, and basement. The floor has several slits that great crosscut saws fit thru. A worker on top and bottom saw massive trees into planks and beams. The basement is filled with sawdust that gets shoveled out once each month. They have no space for storage, large logs are floated down the river and caught by ropes and nets at the stone bridge. There they are hauled out by horse teams and a days work stored behind the mill. Cut planks and beams are immediately loaded on wagons and either taken to the Warehouse or taken off by the purchaser. The near by city's docks demand at least half the timber they can cut. The building also has a small office that doubles as the owner's living quarters.

Nefar Yarn has a modest one room dwelling built into the ground floor of the building, it serves as both his bed and office. He keeps his fortune in a wooden trunk under his bed. (2<sup>nd</sup> Level Treasure)

### **Building # 9 - Residence**

This spacious 30x50 foot two story wooden house is home to the Pobak family. Ligos and Suri raise two sons, Bulo and Jogy, and a daughter Jala. Ligos and his two sons work at the saw mill, Suri and Jala spin wool and cotton into thread for the Land family's looms.

### **Building # 10 – Glass Blower**

This 40x50 foot crude field stone building has one floor, a sod and dirt roof and cellar. It is used mainly as a furnace for blowing glass. There are 6 working glory holes, and this modest factory works long hours to meet the demand of the nearby brewery. The building also has a small office that doubles as the owner's living quarters.

Toni Sagin has a modest one room dwelling built into the ground floor of the building, it serves as both his bed and office. The strong wood floor is covered with stone tiles two inches thick. He keeps his fortune in a locked and trapped iron trunk under his bed. (5<sup>rd</sup> Level Treasure)

Toni employs 2 professional glass blowers and an apprentice. He, himself is a master glass worker and is always looking for special works to be commissioned from visitors. Anything other than the endless drudgery of blowing beer bottles will interest him.

### **Building # 11 – Farm House**

This spacious 70x50 foot two story wooden house with basement is home to the Fong family. Citok and Iera raise two sons – Lujar and Luni, and two daughters – Feti and Puna. Iera's parents live with them, Selt and Vura. They operate the most successful farm in the village. Much of their house is devoted to storage, the basement has wool, and cotton bales, grain. The main floor has their kitchen, equipment storage, and bales of hay and straw. The second floor has their rooms and living quarters. They raise cattle, including a few dairy cows, sheep, and grow cotton, and wheat. They are the only source of milk, butter, and cheese for the village. The cheese is not that good, more like curds or cottage cheese. Better cheese is brought in from the nearby city.

### **Building # 12 – Temple**

This 50x50 foot two story white marble classical greco-roman temple has lower levels. The main floor has a 30x30 foot stone enclosure surrounded by five massive columns on each side. Although the building is to stories high, the main floor takes up all the vertical space. A 30 foot wide stone staircase leads ten feet up from the ground to the temple's main level. An alter resides in the main room, and two spiral stairs down are set into corners by the only entrance to the room.

This temple can be dedicated to any god the GM desires, we suggest a neutral one so that all players can use the temple. If you are using this temple in conjunction with the Cavern of the Kobold King, it should be dedicated to a chaotic neutral god, and the temple will be closed to all outsiders, only the village residents are allowed access to it. There will be five priests at the temple in that case:

Lotis Tovata, 10<sup>th</sup> Level Cleric, Temple High Priest, in league with the Kobold King  
Suka Fanz, 10<sup>th</sup> Level Cleric  
Nute Tanin, 9<sup>th</sup> Level Cleric  
Tosir Kat, 8<sup>th</sup> Level Cleric  
Tika Fink, 6<sup>th</sup> Level Cleric

Upon the demise of Lotis Tovada, Suka Fanz will become the high priest, and rededicate the Temple to a neutral deity, open to all to use.

The lower levels contain the sleeping quarters, meditation rooms, and a crypt. The temple sells healing and other spell services according to the capabilities of the priest's level and ability. They also have some potions and wands of the healing and restorative sort. The priests do have candles of invocation, they are not for sale, but if the party needs a higher level spell cast they can add the price of the candles to the service and accomplish the task.

### **Building # 13 - Residence**

This spacious 30x50 foot one story wooden house is home to the Sinq family. Runo and Sabi raise a son, Seti, and daughter Peaka. Runo teaches his son the fine art of carpentry on their covered back porch. They make beds frames and headboards, tables, chairs, and trunks. Occasionally they make chests of drawers, armoires, night stands, and dressers. Runo occasionally works at a clients site installing and delivering his work, repairs, and adding wood trim to interiors. Carefully hidden in his

home is a 3<sup>rd</sup> level treasure, hidden and concealed in a secret drawer of his desk.

### **Building # 14 – General Store**

This large 40x80 foot two story wooden building is a converted warehouse and home and business to the LaBudge family. Nuben and Toneria raise a son, Levek, and daughter Satu. Toneria's parents also live and work at the store; Pedo and Mika Balden. They live in rooms above the back office, and have windows that look out into the store's first floor. The main floor has a very tall ceiling with open wooden rafters supporting the roof. The LaBudge family also owns the warehouse across the street, and usually owns the goods within the warehouse. Since they have constant shipments to and from other villages and the nearby city, the warehouse is pretty busy. From their appearance, the LaBudge family are quite ordinary, one would not suspect that they are the wealthiest merchants in town and own a rather large inventory, with warehouses in other towns and villages. Their back office has a large iron safe, bolted to the floor and wall, with a complex combination lock. It is hidden behind a wooden lattice screen with boxes and barrels piled about it. A bed sheet covers the front of it, only Nuben and Toneria know the combination. Within is a 10<sup>th</sup> Level treasure.

They will buy almost anything they can resell, either in this village or in town. They usually pay half what the item will sell for. Their store stocks farming implements, feed, seed, tack, harness, rations, wine, oil, rope, bolts of cloth, beer, nails, wood, tools, mining equipment, basic weapons, and leather, chain, and splint armor.

When purchasing something – roll to see who is manning the cash box making the sale:

- 1 – Nuben, always has exact change, usually mentions something he has just got in this week but not on display. (see #15)
- 2 – Toneria, always has exact change, always tries to push a piece of candy on the customer for a copper.
- 3 – Levek, after clipping a silver from your change, he pushes a tip bowl in front of you.
- 4 – Satu, a 17 year old with the mind of a moronic child, she dumps your coin in the box and wails loudly. (no change)
- 5 – Mika, she'll give you a 10% discount, and a free piece of candy.
- 6 – Pedo, he doesn't handle money, you can settle up with Nuben when you return, and he gives you a firm handshake.

### **Building # 15 – Warehouse**

This large 40x60 foot single story wooden building is a warehouse. Part of the rafters are planked and hold boxes, crates, and kegs. Ropes and pulleys are also set to the rafters to more easily hoist loads on and off the wagons. There is only room for one wagon at a time to fully enter this building. Two burly men work here Sateri Land, and ????. The warehouse takes all the sawdust that the sawmill can provide, it is used as packing material for barrels, which could contain just about any dried good, implement, or tool you can think of. Barrel packing in this manner is preferred for shipping by boat. Many of the shipments to the nearby city are packed this way because it is a major sea port. Sometimes a local good packed in this way, can be mistaken for a pricey import and fetch a better price at market. Many of the barrels have marks from foreign ports. Crates and straw are used for local and nearby deliveries.

The warehouse, by volume, is filled mostly with wood, then stone blocks, then cases of beer. The most valuable items are not usually sold in this village but simply being stored for later sale or in transit to another destination. Nuben may mention them if he is making a sale at the General Store. These might include fine porcelain, imported cloth, manuscripts and books for the library in the nearby town, exotic furs and rugs, +1 arms and armor for the nearby city's guards, or shipment of potions exchanged between temples. The possible list is endless, but these few examples will be a start.

Anyone inquiring at the warehouse, will be directed to Nuben at the General Store. The warehouse is off limits, and is locked up at night. Two very large attack dogs sleep there and are not seen by day. (Figurines of Wondrous Power?)

### **Building # 16 – Mill**

This large 50x70 foot two story wood and stone building with cellar is home to Rakani and Kinas Nitam. The cellar has wooden shafts and gears that connect to a water wheel set into the river and provides mechanical power to the stone grinding wheels on the main level. Cart loads of grain arrive daily and are dumped into the center of the millstone's reservoir and the powdered flour is ground out the edges and collected into square ceramic pots that cloth bags can be fit over. The miller and his wife live on the upper floor. In a sack under their mattress can be found a first level treasure. The employ one laborer who shovels out the carts, Rakani and Kinas fill the sacks and collect the money from the farmers that wait for their flour to be ground. They often visit the brewery, since they also make deliveries there too. The brewer has a small table under his back awning that they often sit at while downing a pint or two as they discuss the days deliveries, and the next order.

### **Building # 17 – Brewery**

This large 40x60 foot two story wood and stone building with cellar is home to Zurin and Tili Lakun. The cellar has ten large wooden kegs 8x16 feet in size. Two are always on their side and tapped. The main floor is covered with stone slabs and has 3

huge covered brewing cauldrons under which bonfires are kindled to cook the brew. A large opening and stair to the cellar has ropes, block and tackle, and serves as a hoist to raise kegs for filling bottles on the main floor. The second floor is the brewer and his wife's living quarters. A small 10x10 foot front room serves the public, for pick up and order taking and payment. The brewer's wife also dabbles in making her own potions, and always has 6 available of 8 different kinds for purchase. This list changes every week. She also grows their hops in her vegetable garden. A locked trunk in their bedroom contains an 8<sup>th</sup> level treasure and an additional dozen potions of different kinds (usually the more difficult ones to make). They employ an apprentice brewer that does much of the bottling work.

### **Building # 18 -Farm**

This 50x60 foot two story wood farm house is home to the Fink family. They are poor dirt farmers. They grow barley, wheat, potatoes, broccoli, beans, and what ever they think they can sell. The growing season is long enough that they can get two crops in each year, and spread out their planting for several weeks so that they can deliver a steady supply of produce throughout most of the summer and fall. Torc and Nura raise 3 sons, Nifi, Igor, and Buddy, and a daughter Airex. They all work the fields. They have a mule and a cart. Most of their produce is sold to the hotel or tavern, the remainder sold from a stand along the road, the excess flour is sold to the general store and shipped to the city.

### **Building # 19 -Residence**

This 40x60 foot two story wood house is home to the Lasat family. Luja and Rejin raise their daughter Tesi. Luja works at the saw mill, and Rejin makes pottery, Tesi helps paint it. She fires a kiln in her back yard every week with scrap lumber from the saw mill. She makes stoneware for the tavern directly, and sells here surplus to the general store. A clay pot under their bed holds a first level treasure.

### **Building # 20 -Blacksmith**

This 30x30 foot single story stone building is owned by Zuto Nadaro, his needs are modest. He sleeps in a hammock in the cellar. He never cooks, and eats at the tavern most nights, but weekly he bathes and eats at the hotel. His smithy can accommodate 3 metal workers, and when demand is high for arms and armor, he can staff 3 shifts and work around the clock. Most of his wealth is in finished goods stored in the cellar. A large barrel filled with oil is stuffed with various swords, usually 25 of any given type. He crafts chain mail, banded, splint, and occasionally plate mail. He has one suit of full plate armor oiled and stashed in a trunk for safe keeping. It has been crafted with exceptional quality and represents work he used to do 10-15 years ago. The high demand for fast weapons has driven down the quality lately, as well as his late nights at the tavern during down times. If times were slow and he got a fat piece of commission work, he could craft even better quality work if he sobered up and took his time on it. Something suitable for a wizard to add some enhancements to I would think. He also shoes horses, repairs farming tools, and sharpens all manner of implements.

### **Building # 21 -Residence**

This 80x120 foot three story wood and stone villa began as a modest retirement home for the Narobi family. Tosiro and Latira moved here from the city some twenty years ago, Tosiro died three years after moving here, and Lateria has become elderly since. She maintains a staff of three -a cook, maid, and a butler who also runs errands. She doesn't get out much and refuses to climb the stairs to the old living quarters anymore. This villa is similar to the historical Villa dei Papiri, and filled with stone and bronze statues, potted plants and trees, and ornamental shrubs. The gardener ran off with the previous maid a few years ago, such a scandal. The many plants have gotten a bit out of control, as well some of the doors, latches, and locks have become stuck over the years. She will often have the butler post a note in the tavern for an experienced locksmith to pay them a visit. The job often begins with a simple stuck door or latch so she can get to meet the locksmith. A second call will usually involve opening a small locked box with cheap jewelry and trinkets inside to test their actual skill..Her ultimate goal is to get her late husbands safe open so she can get to her real jewelry she hasn't seen or worn in 17 years. She also hopes there is enough coin within to pay the servants this years wages. (see the sub-adventure for the villa included with the building floor plan map before you try to conclude this encounter)

### **Building # 22 -Residence**

This 50x60 foot two story wood house is home to the Julick family. Teasel and Sukat raise their two sons Val and Rigo and a daughter Nilly. Teasel and the eldest are glass blowers, the younger son Rigo works at the saw mill. A glass jug in the corner of their bedroom holds a third level treasure.