

DRAGON DROP SETTLEMENTS ATMOS VALE



5E Supplement

**DRAGON TURTLE
GAMES** 

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Contents

Contents	1
Credits	1
Atmos Vale	
Atmos Vale	2
Size	2
Food Source	2
Religion	2
Important NPCs	2
Places Of Interest	3
Map	4
Places Of Interest Cont.	5
License	8

Credits

Designer: Robert Marriner-Dodds

Atmos Vale

The trading town of Atmos Vale is a thriving human settlement, that was founded three centuries ago as a simple watchtower, keeping an eye on an important trade route during a minor land dispute. As the town flourished, the watchtower was soon replaced with a modest estate for the noble De Sarlat family to keep an eye on the edges of their land.

Since then, the town's strategic importance has long fallen to the wayside. However the town has continued to grow year after year, as hardy travellers make their home in this idyllic town.

Size

Around 450 people live and work in Atmos Vale and the surrounding area. The town, while not big enough to be included on most maps, has seen steady growth over the past three centuries since it was founded.

Food Source

The people of Atmos Vale believe in a philosophy of self sufficiency, and wherever possible, they grow their own food in their gardens.

While a noble pursuit, it would be impossible for the people to grow all of their own food, and the local's demand for variety has led to the success of several orchards and farms surround the town, along with herds of cattle and livestock grazing outside the walls.

Religion

Inside a single building of worship, the town has shrines devoted to the worship of

Tiandril, a minor Goddess of agriculture, gardeners and summer, and to the worship of Telwon, a lesser deity of winter, death, and spices.

These conflicting beliefs come from the two groups of initial settlers in the region, which lead to a lot of trouble in the early days of the settlement, and even today, religion is still very taboo in Atmos Vale and is rarely discussed.

Important NPCs

This is a reference list of important NPCs in Atmos Vale, and where to find them when the party first approach the town,

Francis Reynolds - Eccentric patriarch of Reynolds family, Reynolds Orchard.

Mr. Cool Dragon - Orphaned beggar and inventor of trinkets with a quest for the party, North or South Gate.

Grandma Irvine - Sharp tongued healer, Grandma Irvine's Apothecary.

Tronine - Reclusive wizard. Involved in *Of Worgs & Goblins*, Wizard's Tower.

Scram - General Store proprietor, Family Store General Store.

Clickelroy - Town smith, Mongruff's Smithy.

Perrigrin Northville - Innkeeper, has a quest for the party, The Crown and Ladle

Basil Tarragon - Priest, The Shrine

Viscount De Sarlat - Town leader. Involved in *Of Worgs & Goblins*, De Sarlat Manor

Places of Interest

North & South Gate

The once high, ancient walls surrounding the town have half collapsed and are overgrown in several places with plantlife. Both north and south gates to Atmos Vale are basic sets of double wooden gates banded with iron strips, propped open and manned by singular guards.

Quest: Mr. Cool Dragon's yo-yo.

A small scruffy boy calling himself only Mr. Cool Dragon has come up with the concept of a toy he calls a yo-yo. Lacking the skills required to construct the toy, he pitched the idea to several locals, who all refused to take him seriously. Recognising that the party are outsiders, Mr. Cool Dragon will approach them at the first chance he gets, begging them to construct it for him. He offers no material goods in return, but is willing to tell the party anything they wish to know about the town.

If the party helps the boy, two days later, a shady travelling merchant begins selling counterfeit yo-yos outside The Crown and Ladle. Nobody in town will believe that Mr. Cool Dragon invented them, and the boy is distraught. If the party wish to help Mr. Cool Dragon, they can vouch that he invented the yo-yo and have the counterfeiter ran out of town.

Reynolds Orchard

Reynolds Orchard is a large apple orchard just north of the town. Consisting of one modest farmhouse that acts as the family home, and several acres of neatly arranged and well maintained appletrees boasting large red apples.

Francis Reynolds is the 60 year old patriarch of the well known human family. His eccentricities are clear to anybody who meets him. Despite being human, the man refuses to wear any shoes, a tradition he claims is to honour halflings, whether they like it or not. He is a grumpy man and will refuse to talk kindly with anyone who causes him even slight insult.

Francis' four adult sons all live with him still at the orchard. Like their father, they are all rude and obnoxious.

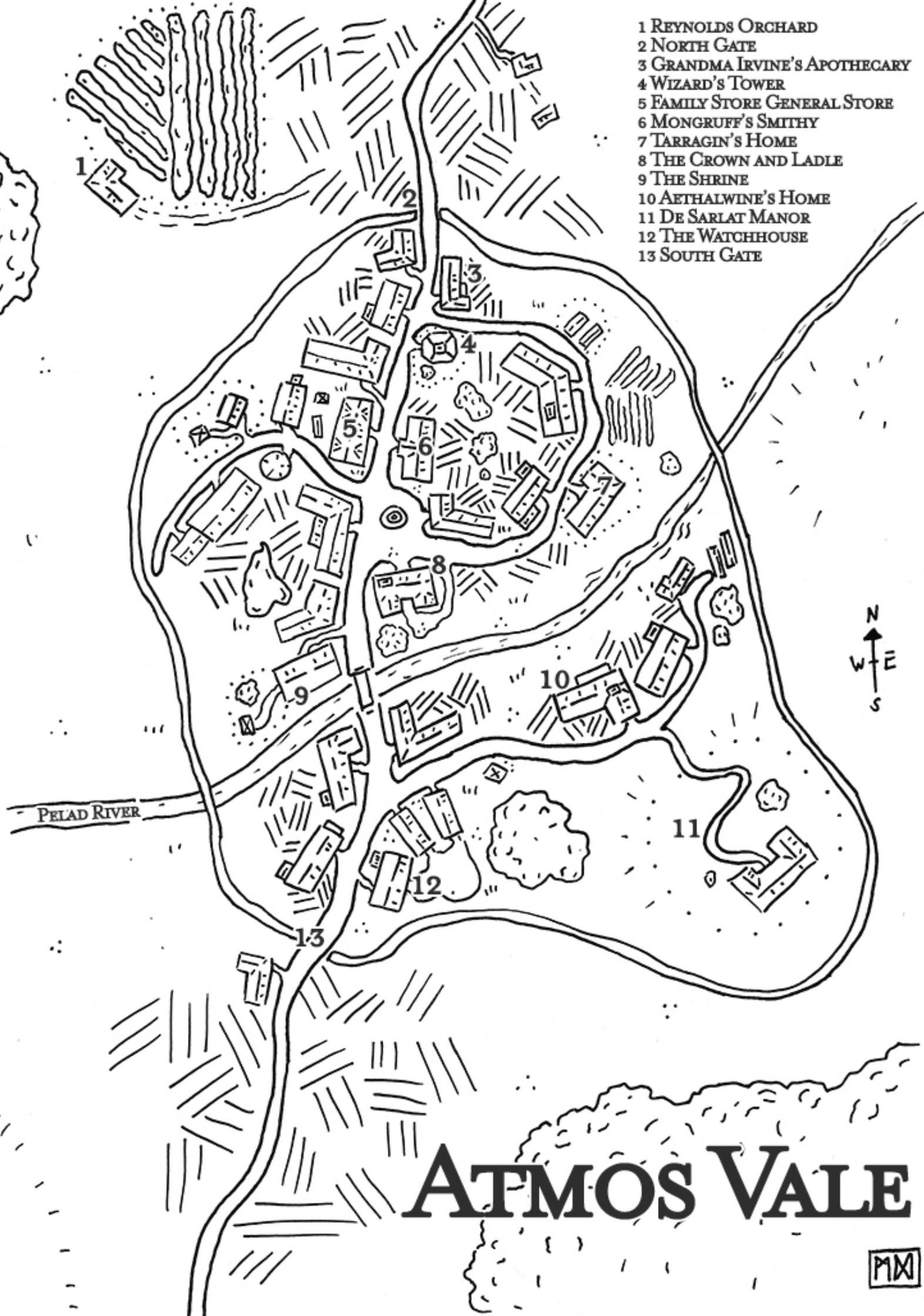
The Reynolds family is typically avoided by the generally more respectable townsfolk, although Perrigrin is fond of them, and allows them to stay with his family during the rare town lockdowns.

Grandma Irvine's Apothecary

The upper floor of this small two story stone building leans precariously over the edge of the street. The building is identifiable by a sign hanging out the front depicting a cauldron overflowing with flowers and adorned with the words Grandma Irvine's Apothecary. Inside, the ground floor appears more like a forest meadow than a building. Potted plants and flowers cover almost every surface, with a counter dominating the area.

Grandma Irvine is a mean old human woman who serves as the town healer. She is very sharp tongued and is known to be on the bad side of Viscount De Sarlat. She isn't actually the grandmother of anybody in town. Helping her in the shop is a very kind, young woman; her apprentice Jasmine. Here, the two women brew and sell potions, and supply basic alchemy equipment.

- 1 REYNOLDS ORCHARD
- 2 NORTH GATE
- 3 GRANDMA IRVINE'S APOTHECARY
- 4 WIZARD'S TOWER
- 5 FAMILY STORE GENERAL STORE
- 6 MONGRUFF'S SMITHY
- 7 TARRAGIN'S HOME
- 8 THE CROWN AND LADLE
- 9 THE SHRINE
- 10 AETHALWINE'S HOME
- 11 DE SARIAT MANOR
- 12 THE WATCHHOUSE
- 13 SOUTH GATE



ATMOS VALE

Wizard's Tower

The Wizards Tower is a tall and ancient brick and plaster structure dominating the Atmos Vale skyline.

The building is ringed by an iron fence, barely managing to contain an overgrown garden. According to local legend, the tower has passed down from wizard to apprentice for countless generations, and even stood here before the town was founded. The current town wizard is a reclusive young Drow woman named Tronine, who is yet to take an apprentice of her own following the sudden death of her own mentor two summers ago.

Quest: Of Worgs & Goblins.

Tronine, and Viscount De Sarlat are involved in the adventure module 'Of Worgs & Goblins'.

Family Store General Store

The only trading post in Atmos Vale, the single story wooden Family Store General Store serves very few travellers. The store survives on the trade and business of the local workers.

The store meets the needs of most travellers however, as it stocks bedrolls, blankets, rope and, rations. The only weapons sold here are daggers.

This general goods store is run by Scram, a very polite, and small Goblin who also sleeps in a bedroll behind the counter. Scram was raised by Grandma Irvine after he was abandoned here during a goblin raid.

Although fluent in Common, he often repeats himself with slight variation to get his point across, a perfect example being the name of his store.

He doesn't approve of the increased activity by the goblins outside the walls and is embarrassed by their relation to him, trying to distance himself as much as possible from his goblin roots.

Scram is also known to the rebellious teens of the town for his highly unusual skill at tattooing.

Mongruff's Smithy

An elderly, kind, well built and balding man named Clickelroy runs and maintains the town smithy. The son of the original town blacksmith, named Mongruff, the smith is very fond of the town that his father helped build. Most the time, due to the demands of the townsfolk, the talented smith simply makes mundane items such as door hinges and horse shoes. He hasn't made arms and armour for many years, but is dying for the chance to.

Clickelroy is extremely superstitious and requests that any customers touch a lucky wooden carving sat by the side of the smithy's entrance, before entering.

The Crown and Ladle

The Crown and Ladle is a large building standing near the town center. The lower story of the building is constructed with stone, while the upper floor is made from timber, painted white.

The upper floor of this inn has four modest rooms for rent, while the downstairs functions as a taproom, and restaurant, open to all.

The inn is ran by a middle aged, cheerful, blonde haired halfling named Perrigrin Northville who lives out of two rooms on the upper floor of this inn, along with his

wife Via and young daughter Keyia. His family have allegedly been in the barkeeping business for thousands of years.

Rumors. Gathering rumors in the taproom at The Crown and Ladle can point the players in the directions of various quests throughout the town. The rumors that can be found in The Crown and Ladle are:

- Patrick, a local woodcutter: “Aethalwine’s last party was really something! Although his wife apparently wasn’t too happy about it.” (See the “Aethalwine’s Home” section for more information.)
- John, a laborer “That boy with the stupid name keeps asking me to make him a toy.” (See the “North & South Gate” section for more information.)
- Via, Perrigrin’s wife “Perrigrin has been awfully stressed lately about the price of produce. I don’t know how much longer we can afford to stay open” (See the “Quest: Something fishy” section below for more information.)

Quest: Something fishy. Perrigrin is concerned that the price of fish being sold to him by the local fishermen has gone up a considerable amount. Perrigrin wants somebody to talk the fisherman into lowering their prices.

The fishermen reveal that the local fishing hole is being repeatedly poisoned and is not producing as many fish as it used to. They ask the party to find the saboteur.

A local man named Homin, recently exiled from the town, is the source of the poisoning, and sneaks to the

fishing hole at midnight every night to drop one vial of **poison (PHB)** into the waters.

The Shrine

The Shrine is clearly one of the oldest sites in the town. It comprises of a single greystone building of worship decorated with stained glass windows. Inside are shrines devoted to the worship of Tiandril, a minor Goddess of agriculture, gardeners and summer or to the worship of Telwon, a lesser deity of winter, death and spices. There is a small area out back used for the placement of the ashes of the deceased. The Shrine is ran by an old human Priest of Tiandril named Father Basil Tarragon, who sports thick grey hair and a small moustache. Father Tarragon refuses to disclose which faith anybody in town subscribes to. Father Tarragon will cast healing spells for a price.

Aethalwine’s Home

Aethalwine is a well dressed 30 year old redhaired man. He is a local tradesman who is better known perhaps for frequently holding lively gatherings at his well residence. Gatherings held by Aethalwine are always the talk of the town, the most recent of which was a housewarming party celebrating the purchase of a house close to De Sarlat Manor.

Quest: We’re all adulterers here.

A well dressed middle aged human woman will approach the party in the town center and tell them quietly “I know what you all did, but don’t worry, I don’t blame you. We are alike, and that’s how I know I can trust you with this.”

“I need you to break into Aethalwine’s house and see what he has in his basement. I’ve heard depraved things and worry about the people of the town. You have to do it while he is distracted by one of his events”

The woman, who will not give her name, waits until the party is in the basement during Aethalwine's next celebration before barging in and exclaiming shock. In reality, she is the wife of Aethalwine, and is looking for an excuse to divorce him. She will pretend she thinks he is having an affair with the party, and that’s why they are in the basement during the gathering. Unless persuaded otherwise, the rest of the town will believe her, leading to the party being shunned.

De Sarlat Manor

De Sarlat Manor is a grand mansion sat atop a modest hill, behind a wrought iron fence in the south of the town.

The ancestral home of the De Sarlat family, the manor is a sight to be seen, and - thanks to its position atop the hill- is visible almost anywhere inside the town walls.

Viscount De Sarlat is a tall, thin man dressed in dusty black clothing, and the de facto leader of Atmos Vale. His family earned the land in a battle many generations ago.

The Watchhouse

The Watchhouse is one of the few wooden structures in town and is a rickety old building. This building serves as home to the day watch, the neat Captain Shepard and shabby Constable Delina, as well as to

the night watch, the grizzled Captain Briggs. There is also a jail; a single empty cell, with a bench and bucket.

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