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10 KIJGOOM SEEOS PLAINS







By Tiz Smith



10 Kingdom Seeds Plains

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To Qwilion of Questhaven; Greetings!

Having received your enthusiastic response to the initial pair of reports, I enclose this third set for your perusal. While small, the places within have some difficulty with the proposal that out of sight is out of mind, as the plains are flat enough that very little is out of sight, given only a small vantage point.

That said, for the same reason, these make excellent centers for those rulers who have "acquired" persistent pursuers due to not entirely accidental deaths, as those approaching can be observed while they are still over a day away.

In respect, Zaidia Starsnake

Belpond

LG village

Corruption +0; **Crime** +1; **Economy** +0; **Law** -2; **Lore** -1; **Society** +5

Qualities academic, notorious

Danger +10; Disadvantages none

Terrain type warm plains

DEMOGRAPHICS

Government council

Population 77 (29 halflings, 15 half-orcs, 13 halfelves, 8 humans, 12 others)

NOTABLE NPCS

Falquin, Guildmaster of the Thieves' Guild (LG male halfling rogue 5)

Elient, council representative of the Tricksters' Guild (NG female half-elf bard 7)

Esclas, Guildmaster of the Adventurers' Guild (LN female half-orc sorcerer 8)

MARKETPLACE

Base Value 650 gp; Purchase Limit 3,750 gp; Spellcasting 4th

Minor Items 2d4; Medium Items 1d4; Major Items -



Belpond is laid out in an arc of smaller sections along the edge of an oxbow lake and is run by the heads of the various guilds. Each section mimics in miniature a different part of a larger city. Here is a market place, there a patch of narrow alleys, here a street of taverns and businesses, there a fragment of an entertainment district, and here a dock.

In these patchwork fragments apprentice thieves, tricksters, and other covert types train and learn to ply their trades in a host of different contexts, before graduating to full guild members and often moving away to work elsewhere. As a result, the population here is constantly turning over as new apprentices arrive and graduates leave. On the other hand, it also means that nobody comments on arrivals, departures, or where someone comes from, as all three topics are too common to be interesting.

The Lewd Beggar

This single story, wood-framed inn has colorful images telling the tale surrounding its name painted on the white-washed interior walls in a sequence that makes a complete circuit of the main room. Other than that, the furnishings are simple tables and benches, some sized for humans, some sized for halflings. Owned by Elient, who often performs here, and primarily run by her partner Rione (LG female half-elf rogue 3), patrons often find their payment picked out of their pockets, and their change handed back, before they can retrieve it themselves. Esclas often frequents the Beggar, treating her latest lover to a meal or a drink. New servers often find themselves dazzled and stunned for being too slow, and too clumsy with their hands and Esclas' pockets.

Lost and Found

Despite the name, Falquin's little shop is more likely to buy and sell, though Falquin pointedly asks no questions about the origins of any items, leading to a somewhat eclectic selection of goods, including whatever magic items show up in the village. He runs anything out of the ordinary over to Esclas for her thorough and professional scrutiny and, despite her charm and constant rumors, tries to keep their interactions on a professional level. He doesn't always succeed, which in turn creates more rumors to plague him.

Rumors

1. The master of the Thieves' Guild accepts bribes from adventurers for exceptions and favors.

2. Lady Monde was heard boasting to Esclas over mead that she has discovered a forgotten tomb filled with treasure.

3. Marget lost her entire estate gambling at the Lewd Beggar and believes the cards were marked.

Tightley

LE thorp

Corruption +1; **Crime** -1; **Economy** +0; **Law** +2; **Lore** +0; **Society** +0

Qualities insular

Danger -10; Disadvantages none

Terrain type cold plains

DEMOGRAPHICS

Government autocracy

Population 13 (10 humans, 3 others)

NOTABLE NPCS

Huntmistress Atrin Cane (LE female human ranger 4)

Sigra Thrund (LN female human expert 4)

MARKETPLACE

Base Value 50 gp; Purchase Limit 500 gp; Spellcasting 1st

Minor Items 1d4; Medium Items -; Major Items -

From a distance, Lightley's handful of sod houses looks like nothing more than a series of low mounds dug into the ground. A closer view reveals doors that have been carved, painted, and decorated with animal images. Bears dominate the display, just as the twice-yearly bear hunting seasons dominate Lightley's pattern of living. Built on the migration route between the bears' summer fishing grounds and their winter dens, Lightley has both cultivated and selectively culled their numbers for decades, and in addition to the bear meat, parts, and furs, is also sought out by the occasional druid or ranger who wants a bear companion. Lightley is too small to have a dedicated inn or tavern, but most of the houses have room to sleep a visitor or two.

The Claw and Hammer

Sigra's blacksmith shop houses any miscellaneous and magical oddments in addition to the weapons, tools, and armor that Sigra crafts in the attached forge. Everything there is guarded by two wolfhounds, bred and trained by the Huntmistress.

Rumors

1. This year the bear migration is led by a werebear determined to protect his brethren from hunters.

2. The carvings animate if the settlement is threatened.

3. Sigra is actually a wizard in disguise and all her creations are magical.

Morlea

LN hamlet

Corruption +2; Crime -2; Economy +1; Law +3; Lore +1; Society -2

Qualities prosperous

Danger -5; Disadvantages none

Terrain type cold plains

DEMOGRAPHICS

Government overlord

Population 40 (27 half-orcs, 8 humans, 5 others)

NOTABLE NPCS

Clan Chief Kynder Uffen (LN male half-orc bard 6)

Ellet Grove (LN male human druid 4)

MARKETPLACE

Base Value 260 gp; Purchase Limit 1,500 gp; Spellcasting 2nd

Minor Items 1d6; Medium Items -; Major Items -

The people of Morlea live with and upon their herds of mammoth, and as a result the settlement moves along an annual circuit as the mammoths move to find grazing. Sturdy domelike homes, of mammoth-hair felt over frames of bone and ivory, come apart in their skilled hands and are bundled onto a mammoth's back for transport, and then each villager is swung up to ride on a mammoth's neck as the cavalcade sets off again. Observant eyes might notice that the hamlet travels and camps in order of rank within the settlement, and use that to find the people they seek.

The Red Flagon

Made of red-dyed hair felted into the flap, the red mug on the entrance of this building singles it out from the others, and its position at the rear marks it as a place designed for outsiders to stay. Inside it contains only the standard thick matting on the floor, a handful of pillows, and one of the tiny, dung-burning, portable stoves. When it is in use, Ellet's apprentice Arick (LN female half-orc druid 1) sees that it is stocked with khoumis, herbal tea, meat, cheese, and gathered greens.

Staves of Wind and Water

Placed at the heart of each camp, and bearing a ribbon for each of the settlement members

(men on water, women on wind), the Staves are simply carved wooden poles driven into the ground. In a place such as Morlea, where wood is rare and hard to come by, the Staves represent both sacrifice and investment. All formal ceremonies take place around the Staves, and if there is a dispute, then Kynder rules plainly, fairly, but firmly while standing between them. When a child is born, they are brought here to be presented to the hamlet, as a whole, and to have their ribbon formally tied to the Staves. When someone dies, their body is laid out here (if possible) for a final farewell, and their ribbon formally removed from the Staves. When Ellet transferred his ribbon from wind to water twelve years ago, that too took place in a formal ceremony of recognition.

Rumors

1. The center of the circuit holds a castle frozen in time.

2. One of the mammoths has been trained to steal small items and hide them.

3. Some strange force has warped and changed the local plants and now half of them are poisonous.



Ornesse

NG hamlet

Corruption +0; **Crime** +0; **Economy** +1; **Law** +0; **Lore** +1; **Society** +1

Qualities tourist attraction

Danger -5; Disadvantages none

Terrain type cold plains

DEMOGRAPHICS

Government autocracy

Population 30 (26 dwarfs, 4 others)

NOTABLE NPCS

Sanzur (NG male dwarf fighter 5)

Gerdga (NG female dwarf rogue 3)

Ukhur (NG female dwarf cleric 3)

MARKETPLACE

Base Value 240 gp; Purchase Limit 1,000 gp; Spellcasting 2nd

Minor Items 1d6; Medium Items -; Major Items -

Flanked on each side by a racing track—one straight and one oval—the settlement of Ornesse grows and shrinks with the season (the population above is that of the permanent residents). When the chariots are being raced in the late spring to early fall, it expands with row after row, circle after circle, of tents pitched by visitors. In the quieter off season, the tented part of the settlement simply vanishes, leaving behind only the core buildings. As a result, the council tends to dish out instant punishments to miscreants, before they have a chance to simply up and leave. This may be a fine of goods or coin, or being bound in the center of the oval track for a day to be mocked and pelted with objects as entertainment between races.

The Fifth Wheel

The Fifth Wheel is the main gambling point for the settlement, taking bets on any race and any team (Red, Blue, Green, or Yellow), as well as particular horses, drivers, or any other subject that Gerdga can be persuaded to let someone bet on.

The Rainbow

With its sign painted in all four team colors, the Rainbow is strictly neutral territory in a town that can break out in running scuffles at any time. Any brawl that breaks out in this tavern is dealt with swiftly and thoroughly, with the bartender Sanzur often aided by other patrons, and the troublemakers thrown out into the street to recover. Sanzur's neutrality is also the reason that the charioteers and their trainers keep electing him to mayor—they feel anyone else would favor one team above the others.

Rumors

1. The Blues are rigging the next mayor election.

2. An unknown plague is running through all the chariot ponies and soon there won't be any fit to race.

3. Ghostly charioteers can be seen rerunning their final race under the new moon.

Prydwin

TN hamlet

Corruption +0; **Crime** +0; **Economy** +0; **Law** -2; **Lore** +1; **Society** +3

Qualities rumormongering citizens

Danger -5; Disadvantages none

Terrain type warm plains

DEMOGRAPHICS

Government council

Population 52 (35 half-elves, 11 elves, 6 other)

NOTABLE NPCS

Eldradr (NG male half-elf alchemist 5)

Bertin (TN male half-elf druid 6)

Wilhya (LN female half-elf expert 8)

MARKETPLACE

Base Value 200 gp; Purchase Limit1.000 gp; Spellcasting 2nd

Minor Items 1d6; Medium Items -; Major Items -

Thatched wooden cottages stand in a grid, laid out as neatly and precisely as the vast herb gardens around them, and just as carefully maintained. Every herb bed is organized, trimmed, and labelled. Maps of the gardens have been pinned up inside the Gathering Hall, so that every single one of the herbs grown here, from the humblest cooking herb to the most exotic medicinal or magical, can be swiftly and easily located. Without constant attention, the herb gardens would swiftly devolve into a tangle of plant life that only Bertin could travel through, but at present the income from the sale of the dried and fresh herbs, and the pouches of herbal tea, is more than enough to persuade the residents to



maintain them. Keeping them free of unwanted pests is easier, as Bertin's chameleon companion thinks most of the local pests are delicious and will happily gobble them down.

Gathering Hall

The Hall's high roof space remains a constantly packed, constantly changing, drying space for the hamlet's herbs, which in turn fill the air with their scent. One wall holds a chalkboard with notes of what is drying where, the other three walls hold maps of the gardens. The central area is laid out with tables and benches, spaced widely enough that a step ladder can be placed or carried between them without problems. The responsibility for providing food and drink rotates among the councilors, but the general consensus is that while Eldradr is the best at cooking, his ale is vastly outshone by Wilhya's mead.

Rumors

1. Eldradr has been enslaved by faerie folk and replaced by a shapeshifter.

2. A slave trader arrives shortly, looking for herbs to drug their slaves into docility.

3. Traders in a nearby city are hoarding Prydwin's herbs to create a false shortage and drive their profits up.

Redvale

CG thorp

Corruption -4; **Crime** +1; **Economy** +0; **Law** +0; **Lore** +2; **Society** -1

Qualities holy site

Danger -10; Disadvantages none

Terrain type cold plains

DEMOGRAPHICS

Government magical

Population 19 (17 humans, 2 others)

NOTABLE NPCS

Caillum (NG male human druid 8)

Branwen (CN female human druid 8)

MARKETPLACE

Base Value 50 gp; Purchase Limit 500 gp; Spellcasting 4th

Minor Items 1d4; Medium Items -; Major Items -

During the brief summer, the low round homes of Redvale are visibly built of reddish sandstone. At other times of year, the stone vanishes under an insulating layer of snow. Some tales claim that the settlement is named for the color of the local stone, but



more and more storytellers dismiss that tale and replace it with stories of the red and purple dyes extracted from an abundant lichen that grows there. One particularly popular tale, which attracts pilgrims to the site, tells of a battle here between a creature of light and a creature of darkness, and how the light reddened as it bled from its wounds. The light was absorbed into the plants and soil, and now returns in the form of dye.

Fields of Stone

At a casual glance, the fields look like no more than an untidy array of boulders and rocks slightly softened about the edges by a layer of flat fuzzy blotches. Occasional animals and humans move among them, but no hunting is permitted in the fields, because too many of the "animals" are wildshaped druids taking on a form better suited to their task, such as digging lichen out of snow, or hauling a sledge-load of harvested plants over to the dye-extractors. Caillum, in particular, is especially fond of elk form for digging, though Branwen prefers wolverine on principle.

Horn and Hoof

The guest hall is focused on the battle legend, and profit from it by housing and feeding the pilgrims for a fee. Half its length is divided into tiny bedrooms for rent, the other half is split between a communal dining area and a handful of more private parlors. In addition, it serves more unusual meals in human bowls to druids who would rather grab a meal in wildshaped form than waste a use of wildshape by changing back to eat. Druids or other shapechangers wishing to use this service are expected to request it early in the day, leaving a note of their animal form and their food order with the guest hall owner (Josef, CG male human commoner 10).

Rumors

1. Josef's teenage daughter disappeared last spring, soon after a company of adventurers passed through.

2. The battle really happened, but it was the darkness that soaked into the land, not the light.

3. Someone tried to hunt Caillum when he was in elk form and the injury won't heal.

Shadowhurst

CN hamlet

Corruption +0; **Crime** +1; **Economy** +1; **Law** -2; **Lore** -1; **Society** +4

Qualities strategic location

Danger -5; Disadvantages none

Terrain type temperate plains

DEMOGRAPHICS

Government council

Population 49 (25 gnomes, 15 halflings, 9 others)

NOTABLE NPCS

Farm representative Bili (CN female gnome expert 9)

Crafter representative Gythiue (CN fluid gnome wizard 4)

Labor representative Rae (TN male halfling rogue 6)

MARKETPLACE

Base Value 220 gp; Purchase Limit 1,000 gp; Spellcasting 2nd

Minor Items 1d6; Medium Items -; Major Items -

Set on the point where a trade road meets and crosses a canal, Shadowhurst belies its name by being a bright and lively place surrounded by fields of wheat. While its bread and beer are decent enough, they are only a sideshow to Shadowhurst's crafting with straw. From patterns worked into the thatched roofs, to the straw sunhats that both the people and their working donkeys wear, and the braided decorations on the walls, straw appears everywhere in the hamlet.

The Docks

A long row of bollards for barges to tie up to, and a matching stable to house the barges' horses, marks the actual crossing point of canal and road. Warehouses line the bank either side of the bridge, allowing traders to shift goods from barge to wagon, and vice versa, under Rae's direction. Any trade disputes are brought before the whole council, which dispenses quick and rough—yet not always fair—justice.

The Corn Doll

The signboard for this inn is a humanoid doll braided from straw and renewed at the harvest each year. Inside, the wooden walls have been plastered and whitewashed, and a clutter of tables and stools—mostly sized for gnomes or halflings—fill half the floor space, with the rest taken up by a dance floor. Food here is good but simple, with a heavy reliance on breads.

Corn Market

Open on all four sides, the Corn Market is more of a shelter than a building. Under its spreading roof, crafters and traders meet, work, and haggle under the watchful eye of Gythiue. More than one unscrupulous trader has assumed that Gythiue's practice of crafting hats as they watch means that Gythiue isn't watching particularly carefully and been abruptly disabused of that notion when a pebble starts tapping the trader's shoulder like an annoyed finger.

Rumors

1. The straw hats that Gythiue makes are quite magical.

2. Trader Tomas has been evading his taxes by doing his haggling in his warehouse rather than the market so that nobody on council knows what he pays.

3. Shadowhurst gets its name by being the haunt of evil shadows.

Souhill

NE village

Corruption +3; **Crime** -6; **Economy** +0; **Law** +4; **Lore** +2; **Society** -1

Qualities rumormonger, superstitious

Danger +0; Disadvantages none

Terrain type warm plains

DEMOGRAPHICS

Government overlord

Population 172 (90 elves, 28 half-elves, 26 humans, 18 halflings, 10 others)

NOTABLE NPCS

Lady Findanye (NE female elf fighter 5)

Mother Inyel (TN female elf adept 1)

MARKETPLACE

Base Value 500 gp; Purchase Limit 2,500 gp; Spellcasting 1st

Minor Items 2d4; Medium Items 1d4; Major Items -

From above Souhill resembles one of the sunflowers it specializes in growing, with the dark tile roofs clustered in the center and the golden fields in a circle around it. They dry and pack the seeds for travel rations, or crush out the oil for fueling lanterns and lamps. In the year since Findanye roused the mob against the old lord Argilwe (NE male elf sorcerer 3) for poisoning the village with his magic and dragged him to the stake to be burned alive, along with anyone who protested, the villagers have perfected the art of talking endlessly without giving anything away.

Shrine of the Eternal Flame

The shrine contains a simple stone altar with the symbols of all the local gods and goddesses carved into it, and a lamp molded in the shape of a flower that sits at the center and is kept lit at all times. Mother Inyel, last of the acolytes from before Findanye's takeover, claims either that it represents the gift of oil from the sunflowers, or that it represents the hope that burns as long as one person tends it and then flowers unlooked for in the heart. Which option she takes depends very much on who she is talking to.

The Broken Shield

The inn looks to have taken a battering in the recent past, with replacement tiles and clinker planks that have yet to weather to the point of blending in. Inside, green drapes dyed in leaf patterns turn it into a mockup of a woodland clearing, and the rough wooden furniture is cut to look like tree-stumps and fallen logs.

Rumors

1. Hundreds of rats were seen swarming down Beggar's Close last night.

2. Mother Inyel is hiding the young child of Lord Argilwe under the shrine.

3. The golem in the town square knows the truth of the takeover and will answer questions, but only in riddles.

Westerfox

LE village

Corruption +1; **Crime** +0; **Economy** +0; **Law** +2; **Lore** +0; **Society** +0

Qualities academic, pious

Danger +0; Disadvantages none

Terrain type temperate plains

DEMOGRAPHICS

Government autocracy

Population 146 (50 humans, 46 half-orcs, 30 halfelves, 15 elves, 5 others)



NOTABLE NPCS

Abbot Colm (LE male human cleric 9)

Prior Fethinn (LE male human monk 5)

MARKETPLACE

Base Value 500 gp; Purchase Limit 2,500 gp; Spellcasting 5th

Minor Items 2d4; Medium Items 1d4; Major Items –

More of a single sprawling complex than a traditional village, Westerfox is dominated by the horseshoe-shaped abbey and its outbuildings. Cloisters line three sides of the large training yard, and rows of cabbages fan out from its edges in an attempt at self-sufficiency. The abbot, Father Colm, rules with an iron hand and a thousand rules. Rulebreakers are handed over to the Prior to be used as living demonstration models for the monk trainees for a day. Lucky rulebreakers get only a beating. Unlucky ones have died.

Refectory

Everyone eats communally, just as they work and train communally, although when and what they get to eat depends very much on their rank with the community. The lower the rank, the later they eat, and the more the meal depends on cabbage or porridge. Westerfox claims to be a meritocracy, that anyone can work their way up the ranks if they just work hard and learn well. In practice, merit is strictly controlled and limited, and students that the prior deems unworthy of high rank are simply given "accidental" injuries to drop them back down the ranks. Visitors may either take a low ranked seat for free, or they can earn a higher place by successfully sparring unarmed with the trained monks.

Rumors

1. Some of the "trainees" are prisoners and hostages to ensure the neighbors' good behavior.

2. One of the rulebreakers defeated the monks who were supposed to demonstrate punches on her and escaped.

3. Senior monks are trained and hired out as assassins.

Woodedge

CE thorp

Corruption -1; Crime +1; Economy +1; Law +0; Lore +2; Society -2

Qualities prosperous

Danger -10; Disadvantages none

Terrain type temperate plains

DEMOGRAPHICS

Government magical

Population 16 (16 halflings)

NOTABLE NPCS

Erdin (CE male halfling verminous hunter 8)

Athala (CE female halfling verminous hunter 5)

MARKETPLACE

Base Value 65 gp; Purchase Limit 750 gp; Spellcasting 2nd

Minor Items 1d4; Medium Items -; Major Items -

Buried in banks of tall flowers and dwarfed by the passed by, except by the trade caravans looking specifically for it. Even traders approach warily, trying not to catch the attention of the giant bees that hum and swarm everywhere around the thorp. Erdin is fine with this, so long as the traders keep coming and buying the royal jelly that he gathers from the hives. He has mastered the technique of walking among the bees without being bothered by them, aided and abetted by his vermin empathy, and has raised his eldest daughter Athala to follow in his footsteps. He insists that only his family knows how to befriend the bees, and uses the threat of giant stings to keep the rest of the settlement in line.

The Honeyed Tongue

Placed on the edge of the settlement, away from the beehives, this inn caters to passing traders and the rare traveler that stops here. Seating consists only of cushions, but the honey-wine served is surprisingly potent. Unwary new traders plied with it often wake up the next morning with no profit for themselves but a bad hangover, and Erdin permits no alterations once he has the signed or sealed contract in his hands.

The Potteries

One of the apparent domed beehives is a pottery kiln, where jars to hold the royal jelly, honey, and honey-wine are made and fired, under the steady eyes of the crafter-priest Kerril (CN male halfling cleric 3), who believes that a person's worth and legacy lies only in the things they create, rather than money or fame.

Rumors

8

1. Erdin has so much control because his vermin companion is the queen bee of the hive.

2. Anyone who drops a stone into the old boarded up well will be cursed with infirmity.

3. One of the duped traders wants revenge and is looking to hire people to help him.



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