

MYTHMAGICA™

The Overlord's Guide to the Town of Chestnut

For use with Mythmagica Beta 11.0

A Mythmagica™ Dollhouse
for all Levels

by Whitson John Kirk III

05/27/2023



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The Overlord's Guide to The Town of Chestnut

Warning

This module provides a town setting for the Mythmagica RPG. It contains information intended only for the Overlord (Game Master). Read no further unless you intend to run a campaign using the town of Chestnut. Otherwise, if you continue reading, you could spoil some of the fun. However, if you're a player, you can get a good overview of the town in [The Player's Guide to the Town of Chestnut](#).

Introduction

This document describes the town of Chestnut. Although [The Player's Guide to the Town of Chestnut](#) provides a good overview of the town, this document contains additional background to help you bring it to life.

The town is intended as a sort of base of operations for the Avatars, a place of refuge. The town provides all of the Avatars' basic needs; food, shelter, and equipment, as well as most of the less extreme forms of magical healing. It is hoped that the players will see Chestnut as their home, and begin to cherish it as a place worth defending.

Chestnut has the normal politics and social tensions found in all towns. But, the interpersonal conflicts presented in this module are intentionally low-key. The purpose of this module is to provide the players with a sense of normalcy and refuge. As such, life-and-death struggles are relegated to other modules. (Although life-and-death struggles may certainly arise within the boundaries of Chestnut, and some of those may be the subjects of future modules.)

The combat stats for all of the module's non-player characters (NPCs) are provided as a matter of completeness, in case they are needed for some reason. However, the NPCs are not intended to be used as combat fodder. All of the named NPCs (of which there are many) have Guts points to spend, and will use them primarily in defense, escape, and otherwise preserving their own skins. It is advisable for you to set a basic rule to never spend enough of their Guts points that death becomes a possibility for them.

The shops and other buildings provided in this module are fleshed out with a reasonable level of detail. But, these islands of high-resolution minutia are mostly surrounded by

blank areas. This was also intentional, so as to allow plenty of "white space" for you and your players to fill in as the game progresses, and thereby make Chestnut your own.

Of course, as the Overlord, you may change any or all of the details in this module to tailor them to your group's needs.

Overview

Chestnut is tucked neatly into a valley of the Iron Hills in the Deep Wood, which lies a couple of days travel to the east of the Craggy Mountains. Chestnut consisted of little more than an ancient run-down keep until a few decades ago, when a prospector came across a nearby silver vein. A town quickly sprang up around the keep, and the areas around Chestnut proved to be quite rich in other minerals as well.

The town is ruled by Baron Langobard. He lives in Langobard Castle, the most imposing building in town. The castle's keep is situated directly to the north of the Town Square on a hill atop cliffs overlooking Chestnut Lake. It is surrounded by thick stone walls, into which the townsfolk retreat whenever dark forces from the surrounding regions attack. Fortunately, such attacks are infrequent, although not rare enough to allow the townsfolk to be complacent.

Chestnut lies on the Blue River on the northern boundary between civilization and wilderness. Its lake is man-made, whose waters are controlled by the Blue River Dam. A ferry periodically travels between Chestnut and a city several days to the south. Chestnut is the ferry's northern-most stop.

Chestnut has a thriving economy. The base of the economy is driven by the various mines in the surrounding hills. Copper, tin, iron, and silver are mined in the region. Without the riches of these mines, Chestnut could not exist so far into a wilderness populated by such an abundance of dangerous monsters. The income from these mines is intermittent at best, as it is frequently interrupted by beasts and bandits alike. But, it is steady enough that the town has flourished, giving rise to the crafting workshops of all fields needed to support the needs of the mining industry. There are a number of farms surrounding the town as well. But, they do not produce enough to feed the entire populace. So, a lot of food must be transported up the Blue River from the southern city.

Government Buildings / Grounds

Blue River Dam

The Blue River Dam controls the flow of the Blue River, causing its waters to form Chestnut Lake. Most of its water flows over the stone dam, although some of it is diverted to drive the waterwheel of Chestnut Mill, which is immediately to the south-east of the dam. The Waterwheel Tavern & Inn is on the river bank opposite the mill, overlooking the river. The dam is the town's main attraction. Many of the locals enjoy watching the waterwheel turn while sitting on the tavern's porch, sipping on a pint of ale.

There is a covered bridge built above the dam, next to which is a small toll booth. Pedestrians are allowed free passage over the bridge. But, wagons and carts are charged 1 s.oz. to cross. The toll-taking is rather informal, though. If nobody is manning the toll booth, they don't expect you to pay. The toll booth is manned by a troll named Reckel Illingsworth.

For the Overlord

From a game perspective, Reckel is intended to represent the face of Chestnut's police force, which is otherwise pretty much made up of nameless mooks. That way, the players have someone on the force with which they can develop a rapport.

Reckel Illingsworth (Level 4)

Reckel Illingsworth is a town guard of Chestnut, who carries a poleaxe. He is a typical troll, with a long hooked nose, and a wiry frame. The top of Reckel's head is completely bald, while the hair on the sides and back of his head are thick, although he keeps it short as per regulation.

Reckel is permanently assigned to man the toll booth of the Blue River Dam in the middle of town. As such, he is a recognizable fixture that has inadvertently become the face of the town's police force to its citizenry.

Race: Troll (Mixed) Sex: Male

For the Overlord

Traits: Constantly Complaining, Gullible

Classes: Town Guard

TN= 3; ST= 3; AG= 1; CR= -4; PC= 1; HT= 0; IN= 0

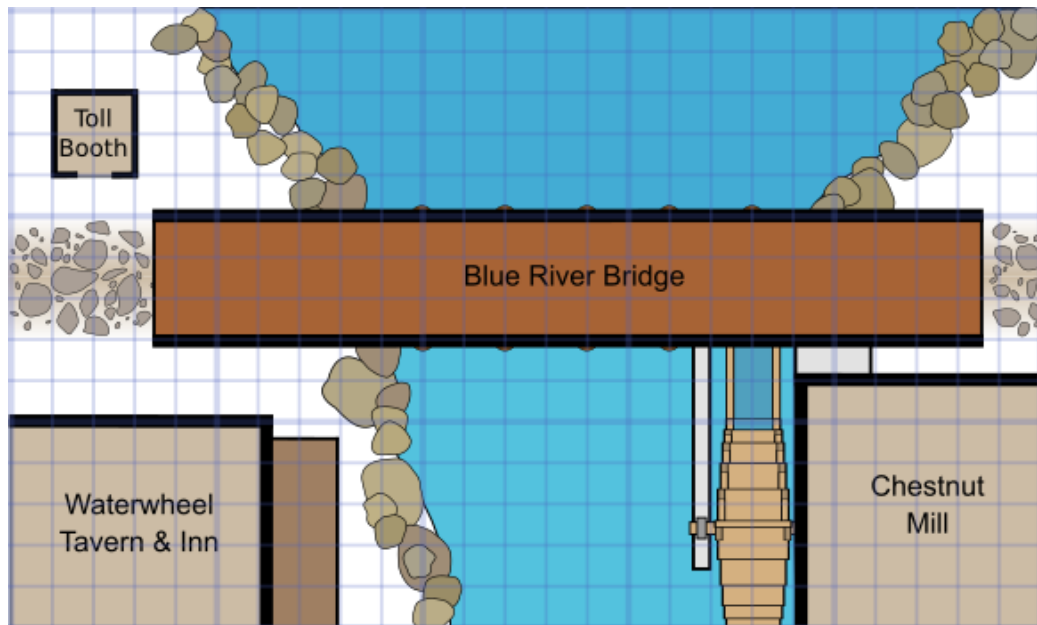
HP=54; FP=34; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: poleaxe=+11 | 10 | 22 | 22

Reckel's primary responsibility is to take tolls (of a silver piece apiece) from any wagon crossing the Chestnut Bridge, which is built above the Blue-River Dam. He will tip his hat and smile to anyone crossing the bridge. Reckel isn't stupid, exactly, but he is simpleminded with a one-track-mind focused on his job.

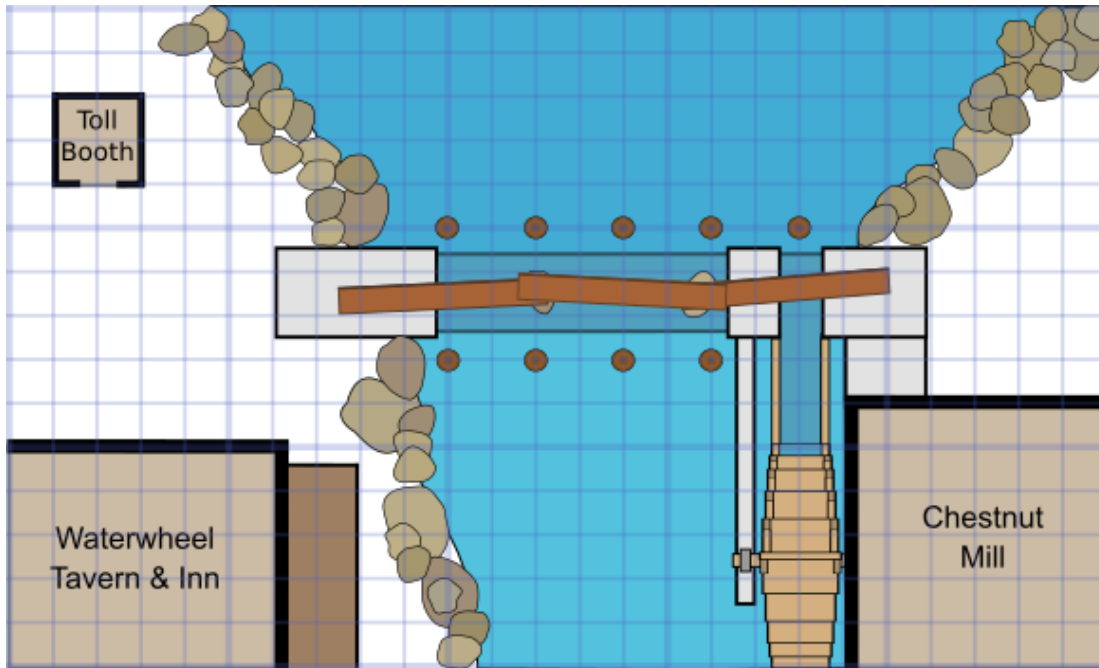
Due to Reckel's proximity to the Waterwheel Tavern & Inn, he is usually the first town guard to respond to any drunken altercations.

Motivations / Interests: Reckel has a personal vendetta against Billy Gruff, whom he views as the bane of Chestnut. He has never been able to catch Billy in the act of a crime, but believes that Billy is a mastermind criminal, who is behind every misfortune befalling the town. Reckel is convinced that if he can bring Billy Gruff to justice, he will be promoted.



Bridge over Blue River Dam

The Overlord's Guide to the Town of Chestnut



Blue River Dam
Under Bridge



Blue River Dam
Bird's-Eye View

Caravan Park

There is a wide open field just outside of town where merchant caravans and overland haulers commonly park their wagons while visiting Chestnut. This field is managed by the town, which allows wagons and caravans to camp there at no charge as long as they are doing business in town. The area has been unofficially dubbed “Caravan Park” by the locals. One of the more frequent users of the field is the Gorski Theatre Troupe.

Gorski Theatre Troupe

The Gorski Troupe comes into town one week every month to perform and entertain. They sing, dance, play instruments, perform skits, and dazzle with magical spectacle.

For the Overlord

The Gorski’s often temporarily employ one or two additional performers to keep their show fresh and give it more variety and pizzazz. Jugglers, dancers, and comedians are frequent attractions to their extravaganzas.

The troupe business brings in a decent income. However, they also augment their income with a smuggling business on the side. This mostly consists of stolen goods, which they purchase at rock-bottom prices in one town, and sell at a premium in another.

Dragomir Gorski (Level 6)

Dragomir is a human Wizard with a penchant for fire spells. He is the theatre troupe’s fire eater act, and promotes himself as “The Great Gorski”.

During the days of a performance, Dragomir wears a satin orange shirt, red leather pants, and a yellow sash around his waist. At other times, he wears common traveling clothes, and carries a staff. He has black hair and beard, lightly tanned skin, and an ordinary build, being neither highly muscular nor overweight.

Race: Human

Sex: Male

For the Overlord

Classes: Smuggler, Wizard

TN= 1; ST= 0; AG= 3; CR= 0; PC= 2; HT= 0; IN= 0

HP=35; FP=38; Ward=1; SP=40; Ref=ToT

Att | Dam | Def | Stab: scimitar=+12 | 6 | 25 | 24

Traits: Self Absorbed, Seeks Center of Attention, Primps Constantly, “Hey, guys, look here!”

Nora Gorski (Level 6)

Nora is a virtuoso singer with a beautiful voice, who accompanies herself on the lyre. She puts these skills to good use in the periodic performances she and her husband perform.

On stage, Nora wears a flowing gown of earthy greens and browns, adorned with blue ribbons. Otherwise, she wears practical traveling clothes and carries a dagger at her side. She is thin, bordering on gaunt, with lightly tanned skin, brown hair and blue eyes.

Race: Human

Sex: Female

For the Overlord

Nora is also a witch. In addition to the core witch spells available to all witches, Nora has the following spells in her spell-book, which she often uses in her performances:

- Play Prank of the Hedley Kow
- Beseech a Tree to Animate
- Flaunt Dryad’s Disguise
- Prime Servile Gloves
- Provide Apt Chameleon’s Gamble
- Transfer to Distant Tree

Her lyre is a family heirloom, and is of Quality Level 6.

Nora is the sister of Nina Bumbershoot, the apothecary’s wife. Her maiden name is Famulus.

Traits: Fierce, Bombastic, Risk-Taker

Classes: Minstrel, Witch

TN= 0; ST= 0; AG= 0; CR= 1; PC= 0; HT= 3; IN= 2

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 19

Celtic Temple

The town’s Celtic Temple is located at the center of Chestnut on the Town Square. It is dedicated to Lugh, the Celtic god of crafters. But, all of the gods of the Tuatha de Danann pantheon are worshiped there. The primary religious leader at the temple is Diedre Donn, a female elfin Druid. She is usually attended by one or two pagan initiates, each of which usually stays only a few months for training and then moves on to serve in other temples.

The building itself is a symmetric octagonal structure whose interior is one vast open sanctuary. The roof has two octagonal levels: a broad lower portion and a narrower central portion that rises high above the lower. The lower portion covers a palisade supported by columns that runs around the entire temple. The columns are sculpted to have the appearance of trees whose branches support the roof. Each of the eight walls of both the upper and lower levels has a circular window protected by a bronze grate fashioned with a unique Celtic design. These windows have shutters to protect against inclement weather, but are usually kept open day and night to keep the air fresh and to illuminate the sanctuary with the light of the sun and stars. The sole exception is the lower east wall, which has the temple’s only entrance.

In the very center of the sanctuary is an octagonal stone dais, about ten feet across, that is raised about six inches above the surrounding floor. This dais burns with dim slowly wafting tongues of cold ghostly flame.

Attending Priestess: Diedre Donn

For the Overlord

This fire on the dais is a Fell Balefire spell that has been made permanent.

Diedre Donn (Level 8)

Diedre is a Druid priestess, following the Celtic pantheon of the Tuatha de Danann. She is quite eloquent in her speech, and loves to tell stories. At every weekly service, Diedre enthusiastically conveys some tale or myth about the Celtic gods, and relates its meaning to everyday life.

Diedre has pale white skin, long silvery hair, and green eyes. When performing official duties, Diedre wears a simple white robe, with a golden torque around her neck. When walking around town, she wears a brown hooded cloak over a green dress, and carries a gnarly wooden staff.

Race: Elf (Daoine Sidhe)

Sex: Female

For the Overlord

Diedre is capable of casting Pagan spells of 8th level and lower from the categories of Healing, Nature, and Wrath. She wears a magical golden torque around her neck (detailed below).

Traits: Dauntless, Gentlewoman, Learned

Classes: Druid, Cleric, Healer

TN= -3; ST= -1; AG= 1; CR= 2; PC= 1; HT= 4; IN= 4

HP=23; FP=49; Ward=0; SP=30; Ref=CC&NN

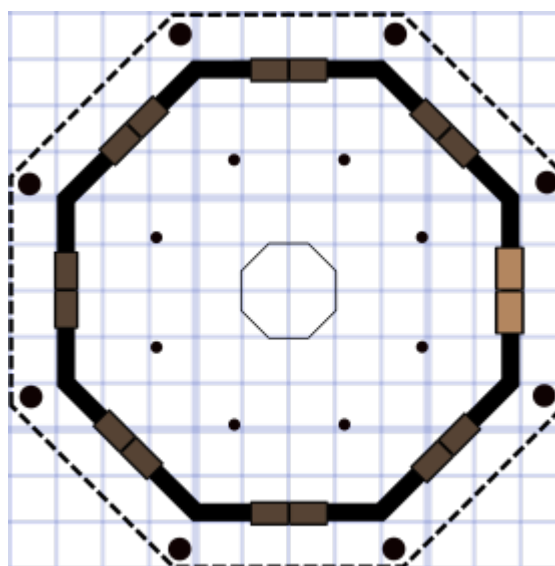
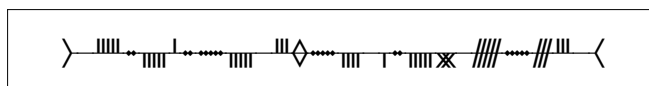
Att | Dam | Def | Stab: staff=+12 | 4 | 22 | 22

Torc of Mend Bone

This is a magical torc of Quality Level 9 (value of 14591 s.oz.). It is fashioned from gold and both ends are capped with white pearls. When its wearer speaks the command phrase “Conjoin this bony rift”, it draws 22 Setback from the wearer and casts the Pagan Healing spell Heal Bone. It is only usable by pagan priests.

The command phrase is engraved along its inner rim.

Anyone that can read Ogham Script can decipher them:



Celtic Temple

Chestnut Dock

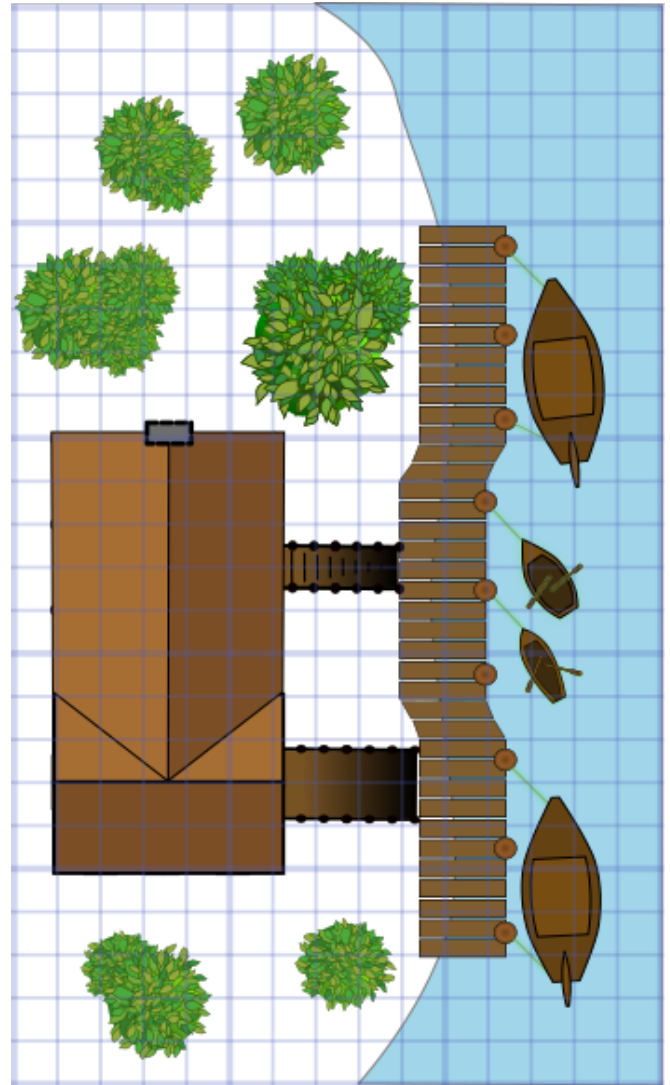
Chestnut Dock is comprised of a simple wooden dock, to which a variety of small boats are usually tied, and a building that serves as both a waiting station for travelers, and a small warehouse for goods. The Blue River is rather small, as far as rivers go, being anywhere from 50 to 100 feet across. Boats of 25 to 30 feet in length have no difficulty navigating its waters. But, travel in anything larger than that is problematic.

The dock is run by the local government, and is manned by a single attendant and a couple of town guards, who vary day-to-day.

The town charges a fee of 1 s.oz per day to dock a 4-man row boat, and 3 s.oz. per day for anything larger.



Chestnut Dock



Chestnut Dock
Bird's Eye View

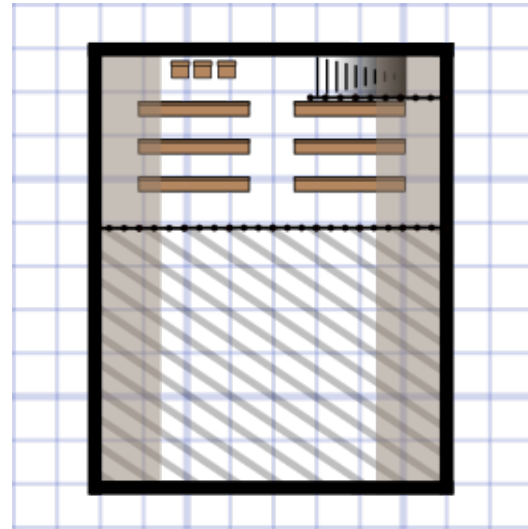
Chestnut Town Hall

The Town Hall of Chestnut is a simple wooden frame structure on the Town Square, which serves entirely as a meeting hall. The words "Town Hall" appear directly above the double doors at its entrance. Although its doors are normally kept locked, the building is open every weekend when the Farmer's Market is held in the Town Square, to give the citizenry a place to sit and mingle with one another. It is also used by traveling entertainers to put on shows, and by the Crafter's Guild to discuss and vote on business issues.

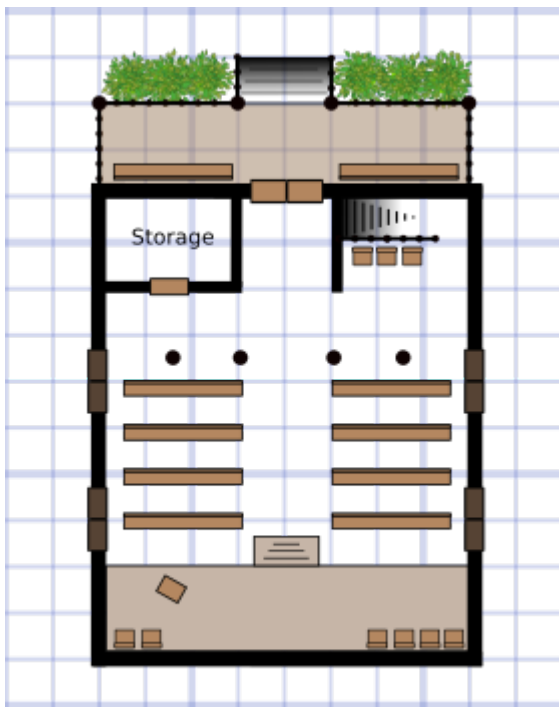
There is a small plaque next to the door that reads, "Anyone wanting to hold a meeting in the Town Hall may submit a request to do so at the Administrative Office in Langobard Castle".

For the Overlord

Nothing of significant value is kept in the building.



Chestnut Town Hall Level 2



Chestnut Town Hall Level 1

Langobard Castle

Langobard Castle is the central focus of Chestnut. Its imposing presence dominates the rest of the town. It is a functional limestone edifice designed with little artistic merit. It is the oldest building in town, by far, with nobody being quite certain of its origins, or how long it has stood. While it has been reasonably well maintained, its age is showing.

The castle acts as both the military and administrative center for Chestnut and the surrounding lands. On most days, there are a couple of guards posted at the gatehouse to keep order.

Everyone is allowed access to the Entry Hall on the public level of the castle, to which the keep's main entry stairs directly lead. From there, easy access is available to the Administrative Office, where mining claims, tax payments, and other day-to-day issues are dealt with. (The doors to the Throne Room are usually kept locked except when court is held.) Other areas of the keep are off-limits without an escort.

If an audience with Lord Langobard is desired on days when court is not held, a request can be made at the Administrative Office.

For the Overlord

On most days, there are a couple of guards posted at the gatehouse to keep order. They will generally ask anyone approaching what their business is in the castle. But, they will accept any answer that sounds even slightly plausible and allow the visitors to pass.

Herne Langobard (Level 8)

Herne Langobard is a local minor nobleman, a Baron, who rules Chestnut and its immediately surrounding areas. He lives in Chestnut Castle with his teenage daughter, Fionella, to whom he is totally devoted (and overprotective). He has fiery red hair and beard, has green eyes, and has a minor disfigurement, consisting of small deer antlers protruding from his head.

Herne Langobard is an avid hunter, who rides around the surrounding

countryside whenever possible. So, he will usually not be immediately available, and an appointment will have to be made.

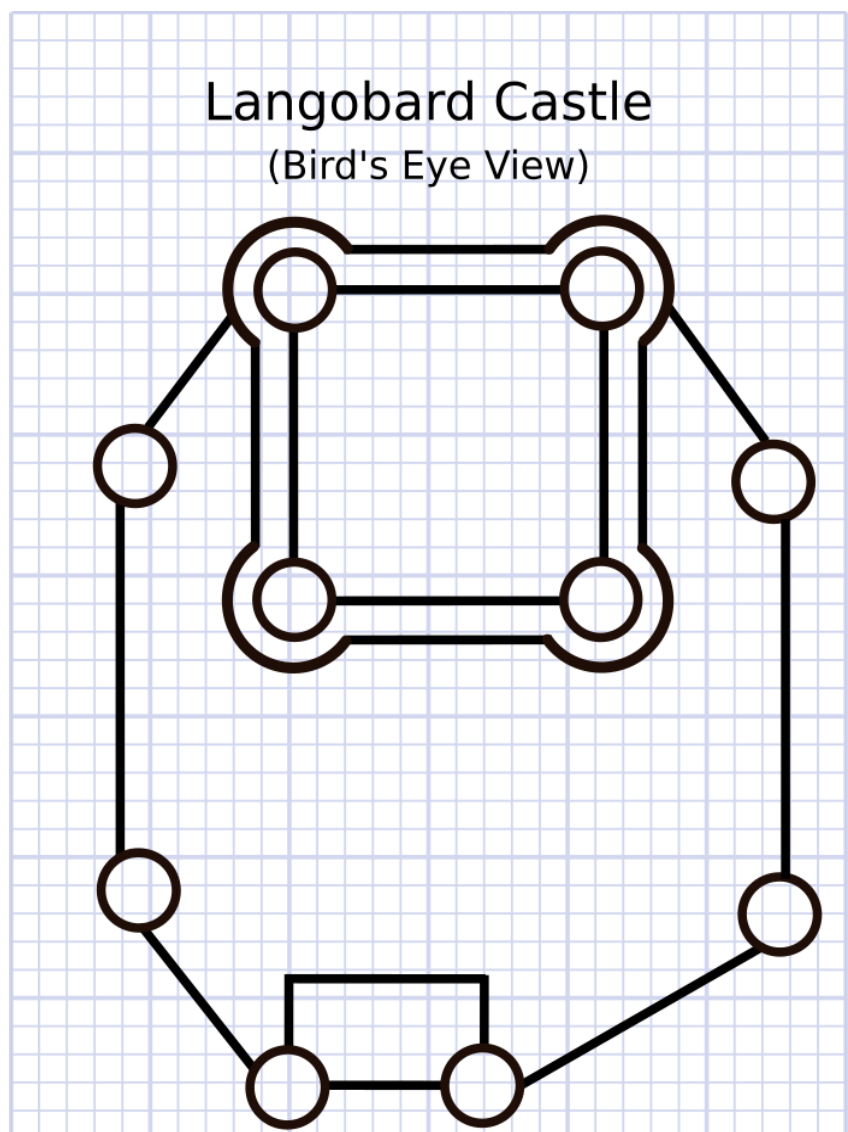
Race: Human

Sex: Male

For the Overlord

Herne's antlers resulted from a curse imposed on him for some foolish actions he took during an adventure in his youth. (He does not discuss the matter, if anyone inquires.)

Herne was quite well educated in his youth, having started his career in the Occult arts as a Forester. He has a love for the surrounding woods, which he knows like the back of his hand. These days, he views himself primarily as a trapper and a huntsman. He will reluctantly perform the duties expected of him as a Baron. But, he will be visibly resentful if he is kept away from hunting for more than a day or two.



Outlaw. She met him only briefly about a year ago when he clandestinely attended a party in the castle. In that short time, Sparrow managed to capture her heart, and she has been on the lookout for him ever since.

Traits: Pure of Heart, Charming, Loyal

Classes: Novice

TN= -1; ST= -2; AG= 2; CR= 0; PC= 0; HT= 2; IN= 1

HP=25; FP=38; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: bow=+6 | 5 | 13 | 11

Paul Troon (Level 8)

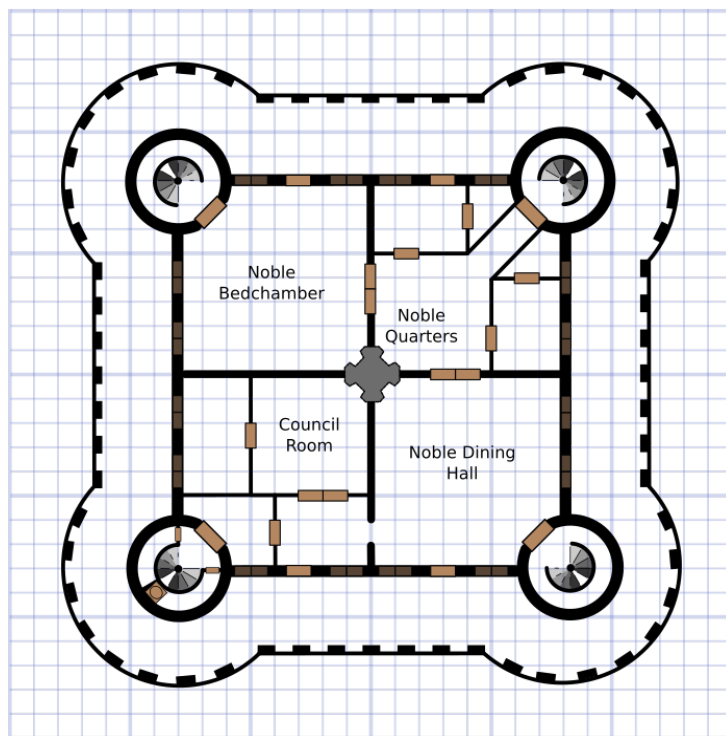
Paul Troon is the Sheriff, or Castellan, of Chestnut. He is Herne Langobard's second-in-command, who leads the local militia, such as it is. He is an unimaginative bureaucrat, who follows the letter of the law. His personal grooming is impeccable, and he wears clothing that would normally only be found on wealthier nobles.

Race: Human Sex: Male

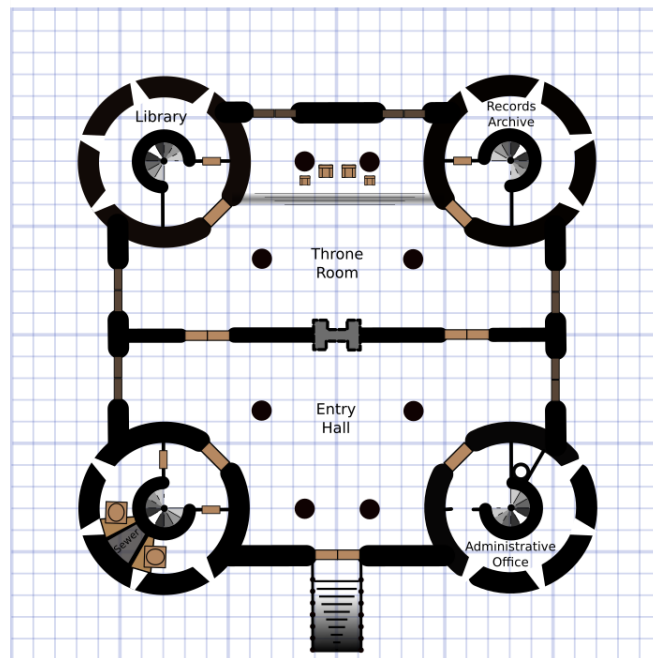
For the Overlord

Sheriff Troon's is a weak man who lacks self confidence, and compensates for this by being pompous and demonstrating his political influence whenever possible. He is a sycophant who sucks up to his immediate superior,

Langobard Castle
(Level 3 - Noble Chambers)



Langobard Castle
(Level 2 - Public Level)



Herne Langobard, and treats everyone else as inferiors. Almost nobody likes him, not even the Baron. But, the Baron puts up with him because he is efficient, and takes much of the day-to-day burden of governing off of Langobard's shoulders. Plus, the Baron values the Sheriff's plodding nature, as it means he does what he's told, and is unlikely to plot a coup. His sole companion is Lothario Gimcrack.

Motivations / Interests: Paul Troon seeks validation, and is constantly fishing for compliments. As such, he is easily influenced by flattery.

Traits: Snobbish, Demanding, Never satisfied, Easily influenced by flattery

Classes: Foot Soldier, Man-at-Arms

TN= 0; ST= 0; AG= 0; CR= 2; PC= 0; HT= 3; IN= 3

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: mace=+11 | 5 | 23 | 23

Lothario Gimcrack (Level 2)

Lothario is a flamboyant human duelist, who fancies himself a member of the noble court, and who is often seen hanging around the castle. He is a dandy, who usually wears a velvet jacket over a silk blouse with lacy collar and sleeves.

The Overlord's Guide to the Town of Chestnut

Race: Human

Sex: Male

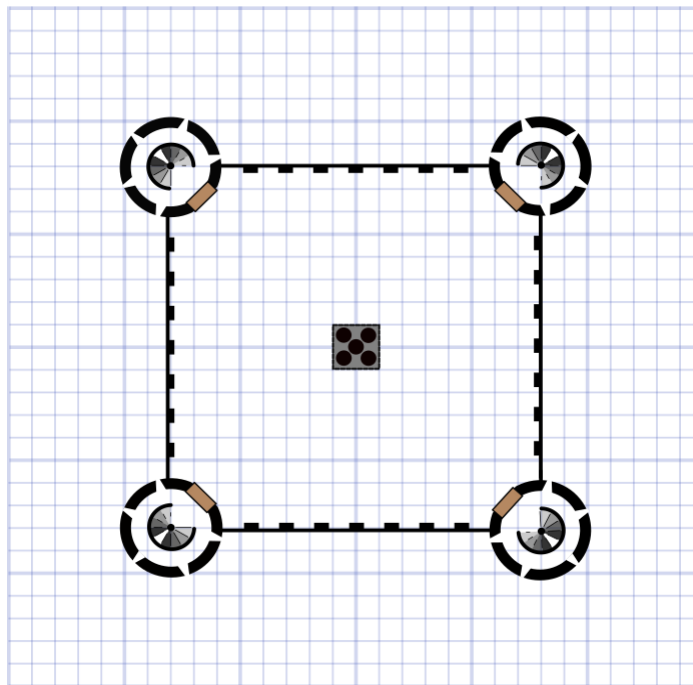
For the Overlord

Lothario has no official title. Rather, he is an unsuccessful, but undeterred, suitor trying to win the hand of the Baron's daughter, Fionella. As such, he continually hangs out in the public areas of Langobard Castle, primarily in the keep's Entry Hall. There, he greets visitors with whom he is unfamiliar with the feigned excuse of directing them to wherever they might need to go. The castle isn't so complicated that anyone actually needs help finding their way around, though. In reality, Lothario is merely trying to discern whether there is any new competition for Fionella's hand.

Lothario has a silver tongue, is often overly flirtatious with women, and looks down on less "refined" men, whom he considers to be beneath his notice. He always carries a perfumed lace handkerchief, which he raises to his face whenever approached by a man, as if to mask their odor. This is often accompanied by a whispered, "Oh, dear". Needless to say, this haughty behavior often lands him in trouble.

If he is insulted, Lothario will be quick to challenge his opponent to a duel. If accepted, he will insist that the duel be held no sooner than a day from then, so he can properly prepare for it. If his foe agrees, Lothario will simply fail to show up. If he is thereafter confronted about it, he always has a ready excuse, such as "I had a more pressing

Langobard Castle (Level 4 - Roof)



engagement elsewhere defending a woman's honor," or "I was otherwise preoccupied with court business."

Lothario does his best to stay in good graces with Paul Troon, so he can continue lingering within the castle. As such, is very free with compliments for the Sheriff, and takes any disparaging remarks about him as a personal insult.

Lothario concentrates his training on wielding rapier and dagger in a Florentine fighting style.

Traits: Jealous, Juvenile, "mine, Mine, MINE!!!"

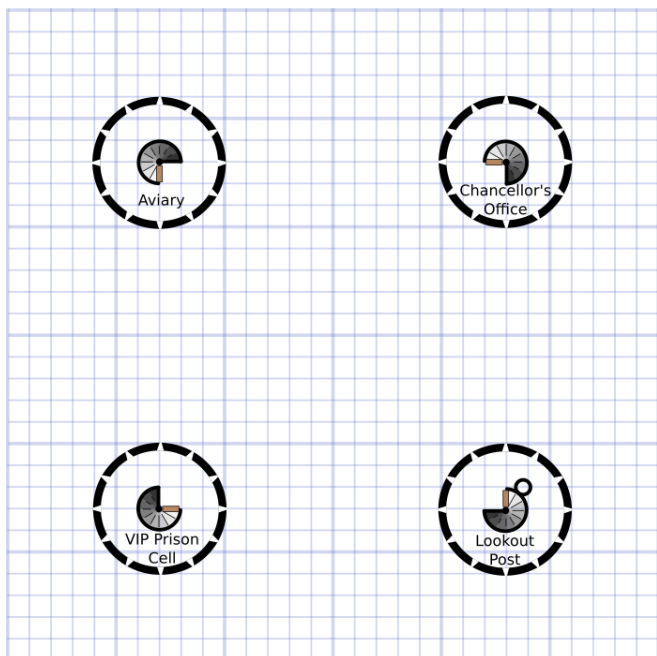
Classes: Duelist

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 1; IN= 1

HP=32; FP=34; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: rapier/parrying dagger=+5 | 7 | 18 | 18

Langobard Castle (Level 5 - Towers)



For the Overlord

Tatter knows all the shops in Chestnut, and will readily direct any newcomers who inquire about them. His parents died when he was an infant. He currently lives with his ailing grandmother on Demalion farm on the edge of town. However, he is not above accepting a silver piece for doing a favor. But, mostly, his preferred medium of exchange is gossip. He has no end of questions for strangers. And, he readily divulges everything he knows to anyone taking the time to listen. Everyone in town knows this, of course. So, they never tell him anything they want to keep quiet.

On the rare occasion that he and his grandmother can't get by honestly, Tatter has been known to swipe an apple from a farmer's cart or pick a pocket or two (having learned the practice from watching Billy Gruff). The town guards know this, of course, and are always on the lookout for him. But, Tatter has an uncanny knack of being elsewhere when the town guard appears.

Motivations / Interests: Tatter is continually looking for ways to improve the living conditions of his grandmother. He's young, though, and easily gets distracted. So, his efforts mostly revolve around various "get-rich-quick" schemes. He will happily join any adventure in which he is promised an equal share. Being so young, though, he doesn't have much to offer any such endeavor.

Traits: Ridiculously optimistic, Never meets a stranger, "I'm sure it's all for the best."

Classes: Novice

TN= -2; ST= -6; AG= 4; CR= 2; PC= 0; HT= 2; IN= 0

HP=16; FP=38; Ward=0; SP=25; Ref=ToT

Att | Dam | Def | Stab: dagger=+3 | 3 | 15 | 11

Businesses and Shops

Blacksmith

Chestnut has a small blacksmith shop, owned and run by Russet Coleman. The workshop is a simple stone structure with an angled shingle roof, and a chimney that emits dark black smoke continually throughout the day while the blacksmith is working.

The front room of the workshop has any number of wares hanging from hooks on the walls and sitting on tables. The forge in the back room can be easily seen from the shop area through a large arched opening.

The shop deals primarily in horseshoes and farm tools. However, the blacksmith, Russet, has weapons and other items available for purchase, and is quite willing to take custom metal forging orders. The forge is in its own building, set a short distance away from Russet's house, which is a small single-story log cabin with a wood shingle roof.

Proprietor: Russet Coleman

Russet Coleman (Level 4)

Russet Coleman has a thick torso and very muscular arms. While in his shop he is always working on one forging project or another. While doing so, he wears a leather apron, glistens in sweat from the heat, and is covered in soot.

Race: Human

Sex: Male

For the Overlord

Russet is a competent human metalworker, who is quite capable of fashioning any iron tools or weapons his customers may need. He is proud of his craft, but his skills don't reach the height of a master.

Russet greets anyone entering his shop with a nonchalant attitude. He rarely smiles, but is always polite. He answers questions directly, with a no-nonsense demeanor. If a customer is uncertain about a purchase, Russet will excuse himself and get back to work, leaving the customer to take their time in making a decision, while wasting as little of his own as possible.

Russet visits the Waterwheel Tavern & Inn at least a few times every week to socialize. On these outings, he always cleans himself up and dresses plainly, but respectably. This transformation is so dramatic that most people that don't know him well fail to recognize him as the same person.

Russet is a good friend of Chip Dinglebrook, and frequently interacts with him on a professional level. When Russet creates a weapon with a wooden handle, or a polearm, Russet invariably goes to chip for the woody components.

Motivations / Interests: Russet is a collector of unusual metal armaments, the more exotic the materials, the better. He can talk endlessly about various forging techniques, and knows a bit about smelting as well. He dreams of learning the techniques necessary to craft items from Damascus Steel, but is otherwise content with his life in Chestnut.

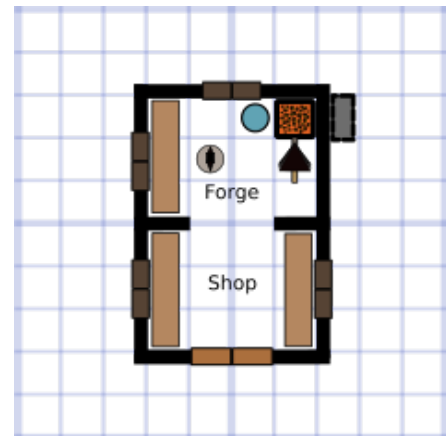
Traits: Patient, Practical, "Let's not over-complicate things."

Classes: Blacksmith

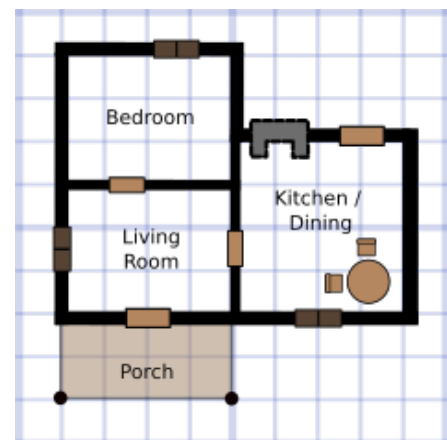
TN= 1; ST= 1; AG= 0; CR= 0; PC= 1; HT= 1; IN= 0

HP=38; FP=38; Ward=1; SP=35; Ref=ToT

Att | Dam | Def | Stab: hammer=+7 | 6 | 19 | 20



Blacksmith's Workshop



Blacksmith's House

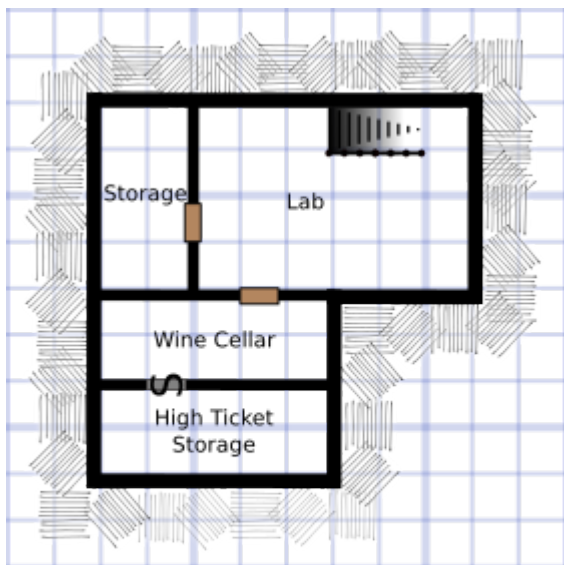
Bumbershoot's Apothecary

Bumbershoot's Apothecary is in a two-story building with a slanted roof. The lower level houses an apothecary shop and operating room, where the proprietor treats patients.

The back wall of the shop is lined with shelves containing myriad glass vials, jars, and bottles filled with various powders, liquids, and herbs. Several of these are often placed on the counter, along with a mortar and pestle. When not otherwise occupied, the proprietor will usually be seen methodically grinding away in the production of his wares.

For the Overlord

The upper level of the building serves as the Bumbershoot's living quarters.



**Apothecary Level 0
(Basement / Lab)**

Edwin Bumbershoot (Level 6)

Edwin Bumbershoot is the middle-aged human proprietor of Bumbershoot's Apothecary. Edwin is stiff-necked, extremely polite, and always speaks formally, even with family and friends. While working in the shop, he is either attending customers, or is preparing medicines. In doing so, he chops herbs, filters powders, and mixes chemicals of various kinds.

Edwin has a handlebar mustache, and is always impeccably dressed in the reserved attire of a gentleman. When he ventures out, Edwin wears a formal hat and carries a cane.

Race: Human

Sex: Male

For the Overlord

Edwin is Nina Bumbershoot's husband.

Motivations / Interests: Edwin is doing his best to perfect his skills, and is saving up money so that he can study Alchemy. Until then, he is building his reputation on the edge of civilization by collecting the rare ingredients available in the surrounding wilderness, and sending them to the city for sale to his potential mentors.

Traits: Bookish, Tall-Tale, Gentleman

Classes: Apothecary, Gallipot

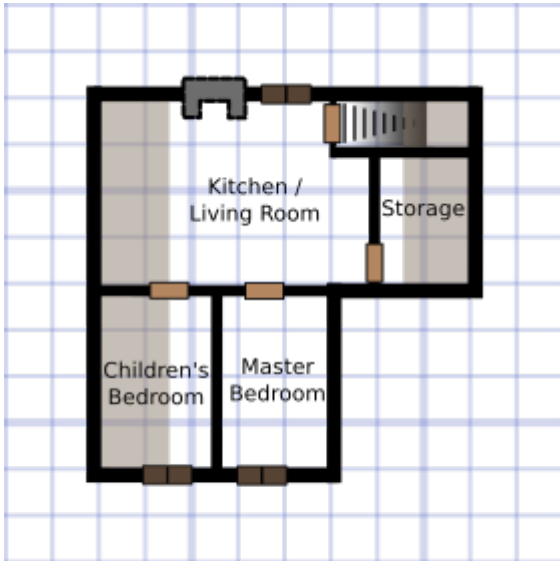
TN= 0; ST= 0; AG= 0; CR= 1; PC= 0; HT= 3; IN= 2

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: dagger=+11 | 3 | 19 | 19



**Apothecary Level 1
(Ground Floor)**



Apothecary Level 2
(Apartment)

Nina Bumbershoot (Level 4)

Nina Bumbershoot is a gifted gardener, who tends a large garden behind the apothecary shop. She is a hard-working matron, who can usually be found tending to her plants with a spade or trimming shears. While doing so, she wears either a simple dress or canvas pants, a scarf covering her hair, and work gloves on her hands. Nina will give a friendly greeting to anyone passing by, and will happily chat with anyone who seems to be in a talkative mood.

Race: Human

Sex: Female

For the Overlord

Nina's efforts provide many of the herbs Edwin needs to prepare his medicines. She also frequently sells her vegetables at the weekly Farmer's Market.

Nina is the wife of Edwin Bumbershoot.

Nina is the sister of Nora Gorski. (Her maiden name is Famulus.)

Traits: Tomboy, Cavort, Prone to Social Faux Pas, Harbors Great Rustic Wisdom

Classes: Peasant

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 3; IN= 1

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

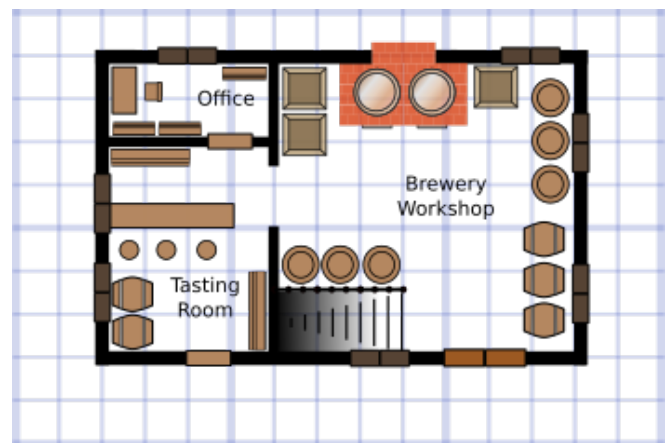
Att | Dam | Def | Stab: sickle=+8 | 6 | 17 | 17

Chestnut Brewery

Chestnut Brewery is a stone edifice with a flat roof. It also has a brick chimney which frequently emits smoke, although not so much as to be a nuisance to passers-by.

The brewery's shop is dominated by a counter with a handful of stools. In front of each stool is placed a pewter tankard and a wineglass. An assortment of bottles containing various ales and wines sits on shelves lining the walls. A couple of tapped barrels are placed next to the west wall.

The brewery sells all of the items on the Brewery Table in



Chestnut Brewery
Ground Floor

For the Overlord

Anyone entering the brewery will be greeted with a smile by Ainsley Barleyman, who will quickly invite the visitors to sit and sample his latest brewing recipes.

The brewery employs two or three workers, in addition to the owner.

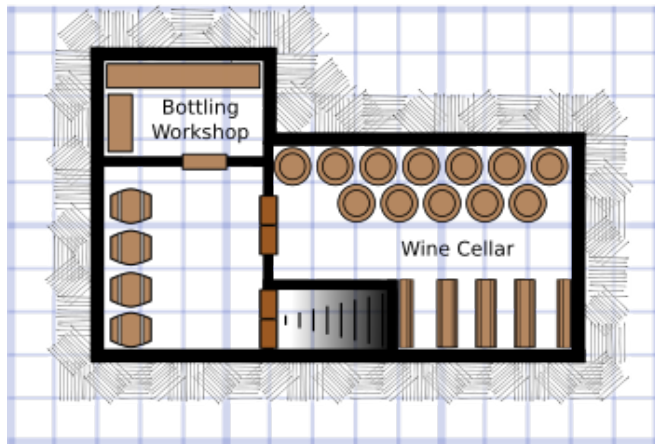
Proprietor: Ainsley Barleyman

Ainsley Barleyman (Level 4)

Ainsley is a pudgy hob with fat jowls, brown hair, and long, bushy sideburns. He often wears a flannel shirt, work pants, and a striped vest. He has a very cheerful countenance, with a toothy grin and a voice that is surprisingly loud for a person of his size.

Race: Hob (Mixed)

Sex: Male



Chestnut Brewery
Cellar

For the Overlord

Ainsley will often wager a bottle or two of his best ale on silly bets in which he has almost no chance of winning.

Ainsley has a true passion for fermentation and brewing, having inherited the family business long ago. He still faithfully follows his secret family recipes for all of his products. But, he also tinkers with them, making small changes here and there in a continual effort to improve on them. He never sells these experimental forays to customers, but will often offer a sample or two to get outside opinions. Ainsley will, of course, personally partake in these samplings so as to gain a proper understanding of any criticisms. Once in a great while, a new recipe will be overwhelmingly lauded, and he will incorporate it into his family recipe book.

He is supremely confident in the quality of his products, and is sure he will gain new customers if he can just get them to try them out. As such, Ainsley will often wager individual bottles in silly bets that he is likely to lose, such as arm wrestling competitions. He is likely to laugh louder when he loses than on the rare occasions that he wins.

Ainsley knows Sign Language, and is a close friend of both Finn Miller and Horn Wheaton, who work at the Chestnut Mill.

Traits: Brash, Boisterous, Overconfident, "I'll bet you a beer on that!"

TN= -2; ST= -6; AG= 6; CR= 2; PC= 0; HT= 3; IN= 1

HP=16; FP=41; Ward=0; SP=30; Ref=CC&NN

Att | Dam | Def | Stab: club=+8 | 1 | 21 | 15

Chestnut General Store

The Chestnut General Store is a simple wood-frame building with a wood shingle roof and a "Chestnut General Store" sign above the door. The shop itself contains several aisles of shelves filled with a hodgepodge of assorted food stuffs, utensils, tools, and other items.

Chestnut General Store sells all of the it

Grover Appleton ***(Level 4)***

Grover is an Erdluitle Dwarf, with rosy cheeks and pure white hair and beard. He dresses himself in practical robes that are so long that they bunch up on the ground, dragging along behind him as he walks. As such, they are invariably frayed. Even so, Grover's duck-like feet that he so desperately tries to keep hidden occasionally peek out from underneath the hem. When he notices this happening, he will quickly adjust his robes, and his usually smiling face will instantly assume a visage of shocked horror as he glances around to see if anyone else noticed his shameful display.

Race: Human

Sex: Male

For the Overlord

Traits: Ashamed of his duck feet, Plays the victim, Finds flaws in blessings, "Why is everyone always against me?"

Race: Dwarf (Erdluitle)

Sex: Male

Classes: Merchant

TN= 0; ST= 2; AG= 0; CR= 0; PC= 1; HT= 1; IN= 0

HP=38; FP=38; Ward=0; SP=35; Ref=ToT

Att | Dam | Def | Stab: hammer=+9 | 6 | 17 | 18



Chestnut General Store Level 1



Chestnut General Store Level 2

Chestnut Mill

The Chestnut Mill is a standard watermill next to the Blue River Dam in Chestnut. It is a brick edifice with an angled wood shingle roof.

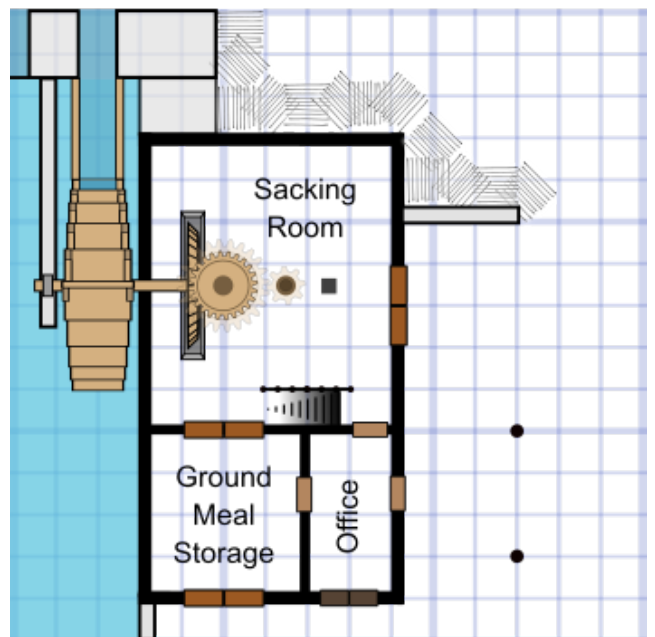
The mill is rarely visited by anyone other than nearby farmers bringing in their grain, and wagoners carting off bags of flour. Even so, the mill is a landmark of the town, being located beside the dam in the middle of town, and possessing an eye-catching water-wheel that never stops turning.

For the Overlord

The mill is the primary destination of many nearby farmers, who come into town to sell their grain crops. You can buy bags of flour there, but the vast majority of their product is shipped out of town via wagon or barge. As such, they make no effort at all to market their flour in town. They don't even have a showroom. Other than the mill itself, they just have a small warehouse full of flour bags and bins of grain, a counter, and a barn-style door next to a dock.

The mill is run by a human Peasant named Finn Miller. He has a full-time Killmoulis Hob assistant named Horn Wheaton. Since Horn is a Killmoulis, he doesn't have a mouth, and therefore can't talk. So, he uses sign language to communicate with Finn. Horn is shy and reclusive with most people, but enthusiastically "chats" with and befriends anyone that also knows sign language.

Proprietor: Finn Miller

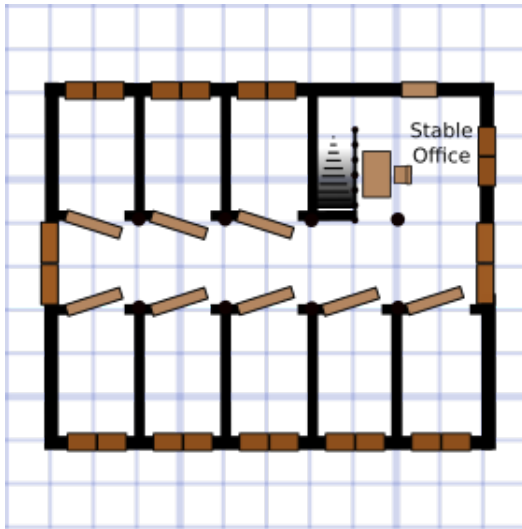


Chestnut Mill
Ground Floor

Chestnut Stable

Chestnut Stable is a simple wooden-frame structure. It contains eight stalls, a very basic office whose walls are lined with tack and saddles, and a hay loft. Bits of hay are scattered across its hard-packed dirt floor, and the air is filled with the slight aroma of manure. The building is otherwise well maintained.

Proprietor: Gunther Lassen



Chestnut Stable Level 1

Gunther Lassen (Level 4)

Gunther is a muscular man with long blond hair and sky-blue eyes. He has chiseled facial features, a confident air, and a dashing smile. He almost always dresses in riding clothes. Needless to say, Gunther is considered by most young ladies to be the most eligible bachelor in town.

For the Overlord

Gunther loves equines in all their forms, and has a true talent in taming and training them. Unfortunately, Gunther has the Handicapped Flaw, which affects his Intelligence. As such, he ain't too bright. On the other hand, he's nice to look at.

Gunther has a fondness for Godiva Tabard (of Godiva's Outfitter), although he hasn't worked up the gumption yet to ask her out.

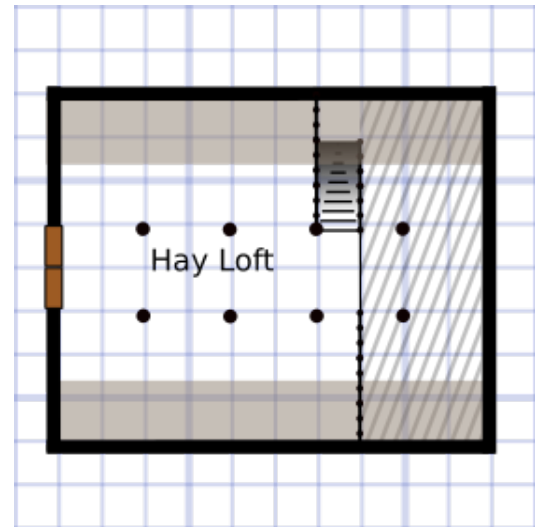
Traits: Chivalrous, Polite, Defends the Weak, Handsome, Dumb as a Brick

Classes: Peasant, Horseman

TN= 0; ST= 2; AG= 3; CR= 0; PC= 1; HT= 0; IN= -2

HP=38; FP=34; Ward=0; SP=40; Ref=ToT

Att | Dam | Def | Stab: whip=+12 | 2 (dam) + 4 (setback) | 20 | 18

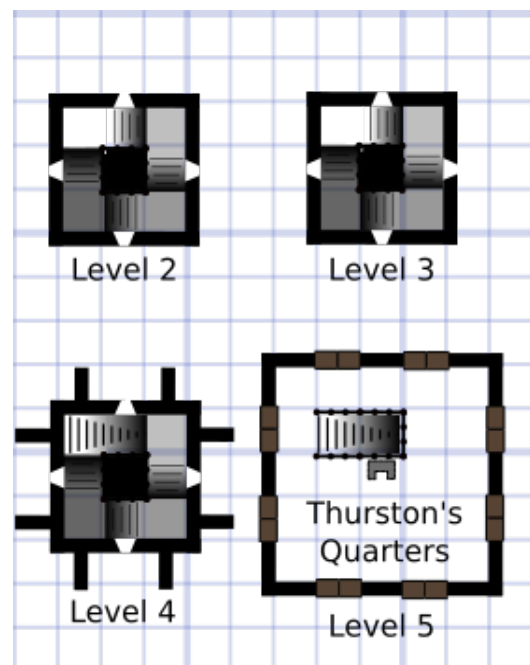


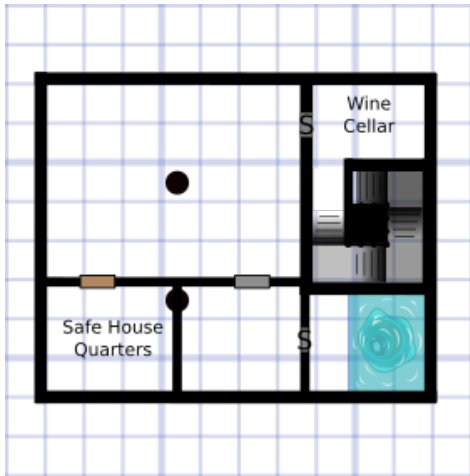
Chestnut Stable Level 2

Cockalorum's Clothier

Cockalorum's Clothier is a store for high-fashion clothes. The building is one of the most unusual in Chestnut. It is limestone with a red tiled roof. The edifice is unusual in that it has a tall narrow square tower on its eastern end, which rises four stories above the lowest level's roof. The tower is very narrow for the lowest three levels and widens at the top level. The tower is topped by a steep red tiled roof matching that of the lowest level.

Proprietor: Thurston Cockalorum





Cockalorum's Clothier Basement

Thurston Cockalorum (Level 4)

Thurston is a narcissistic small man with orange skin, blond hair, and spindly arms and legs. He has hollow cheeks, a hooked nose, and a pointed chin. He always impeccably dressed.

Race: Goblin (Tylwyth Teg) Sex: Male

For the Overlord

Thurston is extremely self-conscious about his appearance.

Traits: Criticize, Bitter, Tightwad, Secretly Seeks Approval

Classes: Artificer, Crafter (Tailor)

Attack Modes: Dagger

TN= -2; ST= -4; AG= 4; CR= 2; PC= 2; HT= 2; IN= 0

HP=19; FP=45; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+10 | 2 | 18 | 16



Cockalorum's Clothier Level 1

Craggy Mountains Smelter

The Craggy Mountains Smelter is a large, ugly, industrial building of brick and stone, with a wood shingle roof and a water wheel. It has a massive brick smokestack that frequently belches out roiling black smoke. As such, it is located on the outskirts of town on the Blue River.

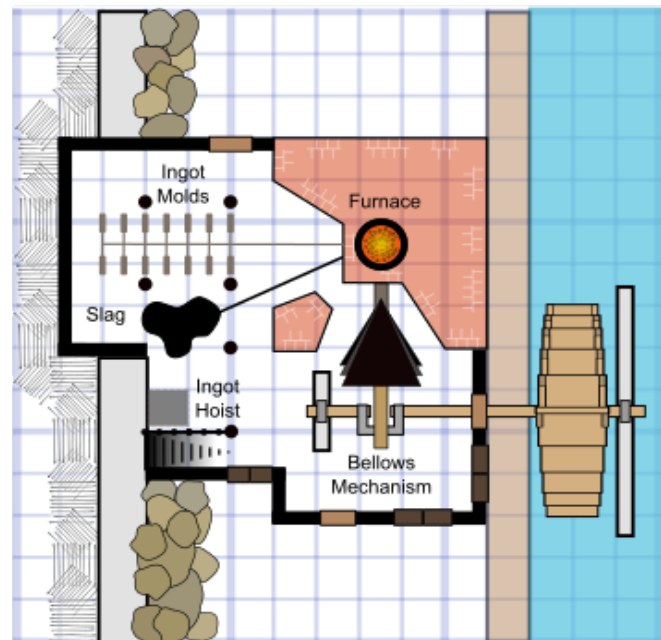
For the Overlord

The smelter is run by Slag Goldmar, who employs a dozen workers to process all the ore produced by the mines in the surrounding region. The smelting process works as follows:

The smelter's waterwheel turns a crank that, when engaged, works enormous bellows on the lowest level that breathe life into the furnace. Coal is dumped into the furnace via a rail cart on the upper level to fuel the fire. When it is hot enough, raw ore is similarly dumped into the furnace from above.

The heat melts the metal trapped in the ore, which flows out of the bottom of the furnace along grooves in the floor that lead to ingot molds, where the metal pools and solidifies.

The waste slag, comprised of rock and other pollutants, is scraped off and dumped in a heap while the furnace is running. The furnace is run continuously until all the ore of a particular type is exhausted. At that point, the fire is extinguished and the furnace, ingots, and slag pile are cleared out and prepared for the next run. The ingots are taken to the vault upstairs, and the slag is deposited in large mounds adjacent to the smelter.



Craggy Mountains Smelter River Level

Armored wagons arrive about once every week or two to haul a shipment to the city to the south. The schedule is purposefully unpredictable, to help thwart the local outlaws, whom Slag Goldmar despises. These shipments are always accompanied by at least half a dozen guards. Nevertheless, many shipments are lost to highway robbery.

Proprietor: Slagfidur "Slag" Goldmar

Slag Goldmar (Level 6)

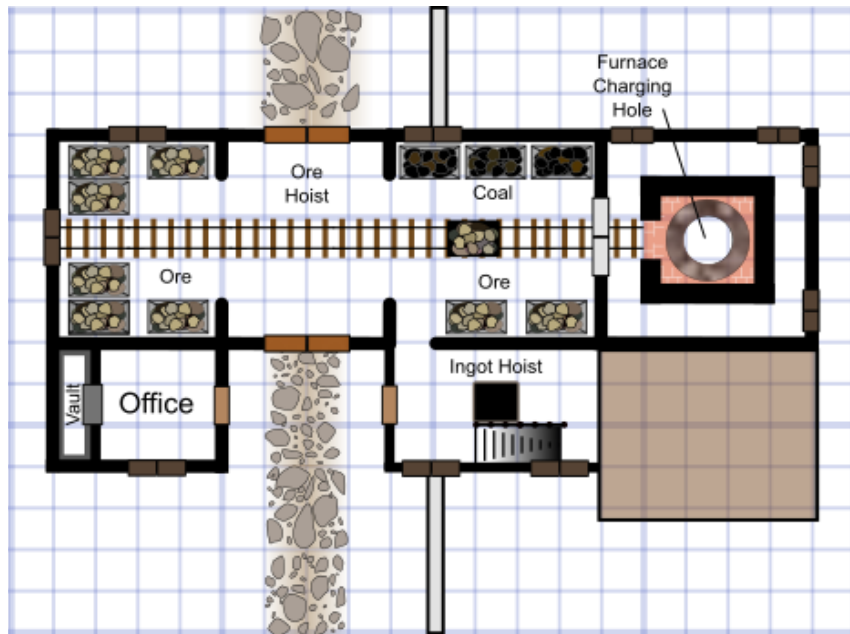
Slagfidur "Slag" Goldmar runs the Craggy Mountains Smelter. He is a mixed lineage dwarf, with black hair and beard, who dresses himself in rugged overalls. Slagfidur is constantly covered in dust and grime, and usually smells of smoke.

Race: Dwarf (Mixed) Sex: Male

For the Overlord

Slagfidur Goldmar owns and runs the Craggy Mountains Smelter. He is a no-nonsense businessman, who is skilled in rating the quality of the ores brought to him. He is open in his evaluations, tells his suppliers up front how much they can expect him to pay for the ore coming from their mines, and pays up-front for shipments.

Because of his fair dealings, Slag has a virtual monopoly on smelting in the area. As such, he is one of the wealthiest



Craggy Mountains Smelter
Ground Level

people in the region, although you wouldn't know it to look at him.

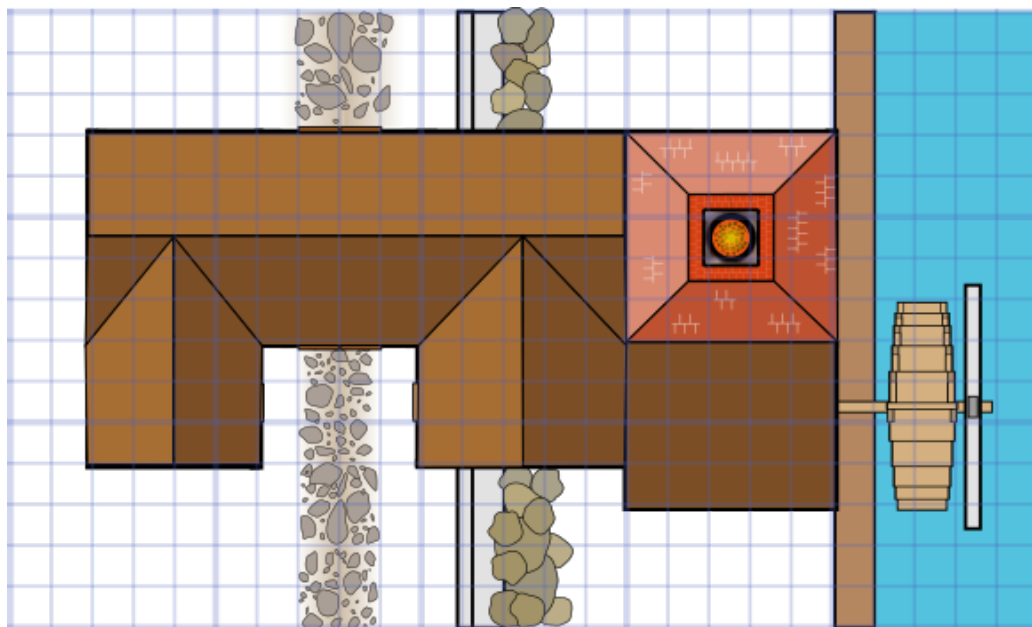
Traits: In Charge, Schemer, "You just can't get good help these days", Loathes Sparrow Goodman

Classes: Prospector, Miner, Puffer

TN= 2; ST= 3; AG= 0; CR= 0; PC= 1; HT= -1; IN= 1

HP=49; FP=32; Ward=1; SP=40; Ref=CC&NN

Att | Dam | Def | Stab:
pick=+12 | 6 | 23 | 24



Craggy Mountains Smelter
Bird's-Eye View

Crystal's House of Glass

Crystal's House of Glass is a glass-blowing workshop. The building itself is made of sculpted limestone, with a slanted copper roof having a blue-green patina. Its windows are comprised of beautiful stain-glass, which illuminate the interior with brilliant mosaics of colored light.

The building's front area is a shop where a myriad of glass wares are displayed and sold. The back area is mostly taken up by a glass-blowing workshop, which is dominated by a furnace in which glass is melted. Next to the workshop is a viewing area filled with benches.

For the Overlord

When festivals are held in the town square, the shop's viewing area is usually packed with townsfolk enthralled by the workshop's glass-blowing activities. It is on these days that the shop makes and sells its more artistic trinkets. On other days, the workshop is mostly occupied with fashioning standard bottles, vials, window panes, and other mundane items.

Proprietor: Crystal Grogan

Crystal Grogan ***(Level 6)***

Crystal Grogan is a half goblin glass-blower, whose mother was a local human, and whose father was a Kobold. Her skin has a very slight green tinge to it, her eyes are violet, and her hair is black and frizzy. While in the shop, Crystal dresses in a blouse with rugged pants, and wears a full length leather apron.

For the Overlord

Crystal has a definite artistic streak. In order to stay in business, she diligently churns out the mundane bottles, jars, and decanters that are in constant demand by the other local business. But, her true passion is in crafting stain-glass windows and colorful glass sculptures, especially figurines of animals.

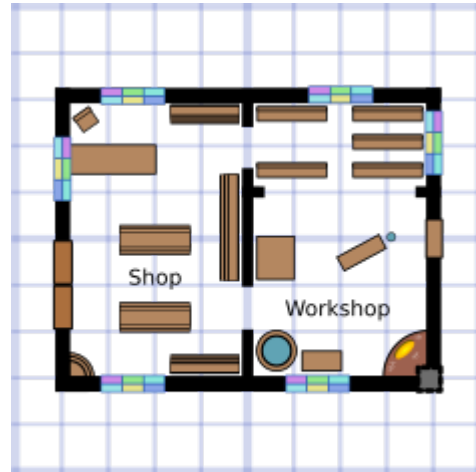
Race: Half-Goblin Sex: Female

Classes: Artificer, Crafter (Glass Blower)

TN= -1; ST= -3; AG= 3; CR= 2; PC= 1; HT= 2; IN= 2

HP=23; FP=41; Ward=0; SP=30; Ref=CC&NN

Att | Dam | Def | Stab: dagger=+11 | 3 | 21 | 19



Crystal's House of Glass

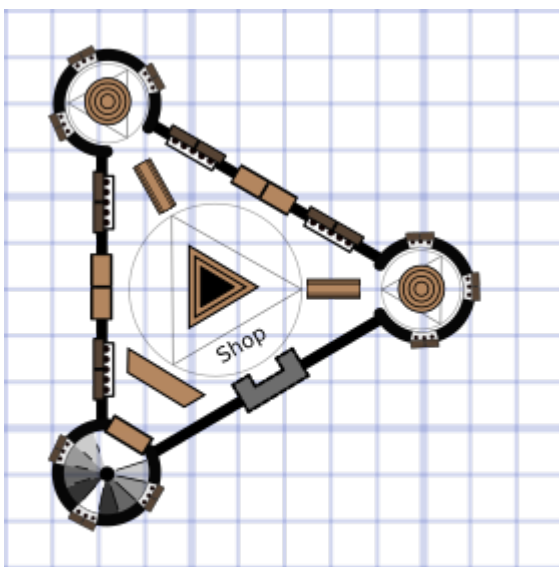
The Curio Emporium

The Curio Emporium is a shop filled with rare and unique baubles, gizmos, antiques, and art. The more bizarre, the better. The shop's owner is well known for his fair dealings, and his insatiable appetite for exotic items, including magic items and high quality antiques.

The shop's hoard is engrossing, to be sure. But, it contains virtually no items that have any practical use. Even so, if a customer comes in with a special request, the proprietor will keep an eye out and set aside any items that might satisfy the need. For highly unusual requests, he will even use his merchant contacts to acquire suitable merchandise, although filling such orders is costly and can sometimes take months.

The shop actually buys far more items than it sells through the store-front, as Chestnut is on the edge of the wilderness, and the locals have little need for such frivolities while they struggle to survive. However, treasures walk in the door with great regularity, as adventurers frequently loot the many ruins of ancient civilizations that once thrived in the surrounding regions. The vast majority of these are sold to traveling merchants that deal in such antiquities, who then transport them to far-away cities for considerable profit. As such, the Curio Emporium makes a tidy income itself, and the proprietor keeps the most conversation-worthy pieces for his own collection, which are on display in the shop.

Proprietor: Yazid Ziyad



Curio Emporium
(Ground Level)

Yazid Ziyad

(Level 6)

Yazid is a muscular Persian magician with dark ebony skin and a goatee. He carries a scimitar, and prefers wearing colorful silk robes embroidered with golden thread. On his head, he wears a white turban bejeweled with a dazzling emerald. He has a breadth of experience, a jovial heart, and a gift for storytelling. He also has a great love of novelty and the exotic.

Race: Human

Sex: Male

For the Overlord

Yazid has a magical Ring of Gaseous Form that he uses to escape when things get out of hand (described below). He has a good rapport with the local nobility. So, if he ever needs to run, he will immediately seek help at the castle.

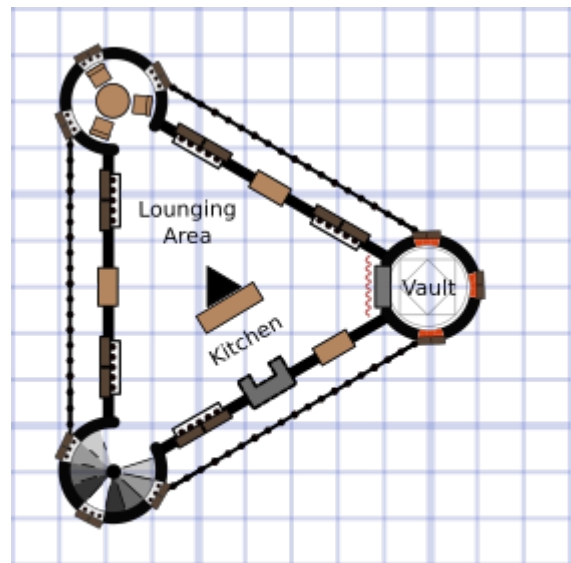
Traits: Chivalrous, Polite, Defends the Weak, Handsome

Classes: Merchant, Magician

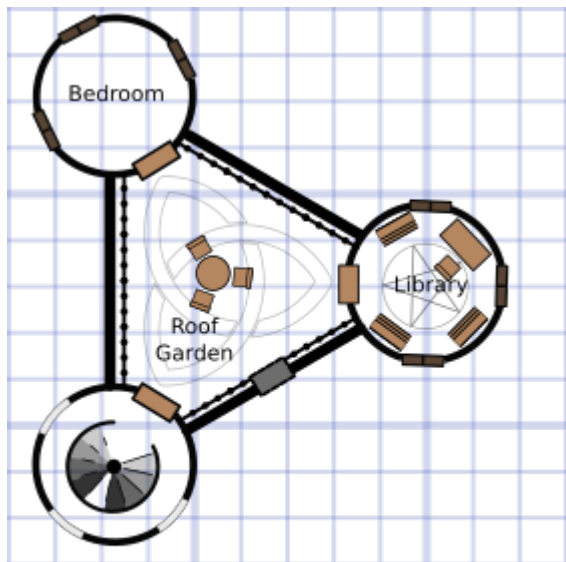
TN= 0; ST= 0; AG= 0; CR= 1; PC= 0; HT= 3; IN= 2

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: scimitar=+9 | 6 | 21 | 21



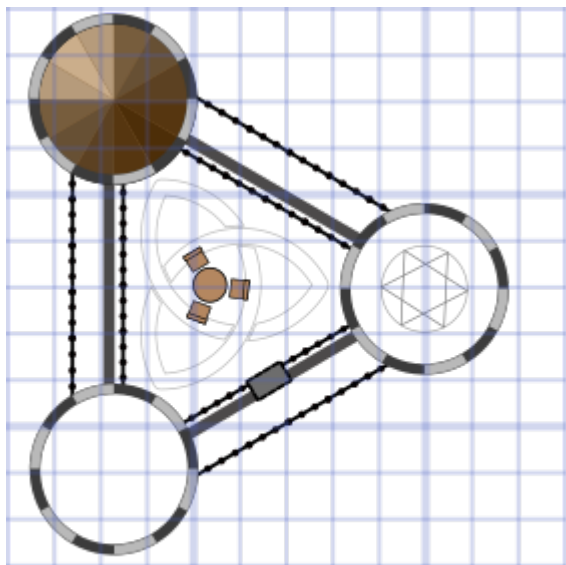
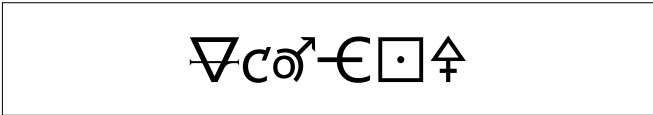
Curio Emporium
(Proprietors' Quarters)



Curio Emporium
(Roof Level)

Ring of Gaseous Form

Yazid's magical ring is Quality Level 8 and casts Flaunt Gaseous Form. When triggered, the ring siphons the required magical energy from the wearer in the form of Setback. To trigger the ring, the wearer must say, "Exitus". This command word is engraved on the inner surface of the ring in occult script:



Curio Emporium
(Bird's-Eye View)

Dinglebrook's Wood Crafts

Dinglebrook's is a round wooden building built around an immense oak tree. The building's roof is cone-shaped, tapering up to meet the tree's trunk at its apex, two stories up, just under the lowest branches.

Proprietor: Chip Dinglebrook.



Dinglebrook's Shop
and Apartment

Chip Dinglebrook (Level 4)

Chip is an Elf Woodsman with blond hair, blue eyes, and dresses in earthy colored woodland attire. He always carries a dagger on his belt. And, when out and about, he carries a bow and a quiver of arrows.

Race: Elf (Fay)

Sex: Male

For the Overlord

Chip enjoys hunting, and often accompanies Herne Langobard on his hunting outings. In fact, he and the Baron are close friends.

Chip is highly skilled in the art of Sculpting Wood. Needless to say, he fashioned his own bow (QL 4).

Traits: Outdoorsman, Doomsayer, Conspiracy Theorist, "You can't be overly prepared"

Classes: Woodsman, Crafter (Woodworker)

TN= -3; ST= -1; AG= 2; CR= 1; PC= 2; HT= 2; IN= 1

HP=23; FP=45; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: axe=+8 | 7 | 16 | 16; or dagger=+11 | 2 | 15 | 15; or bow=+11 | 5 | 13 | 13

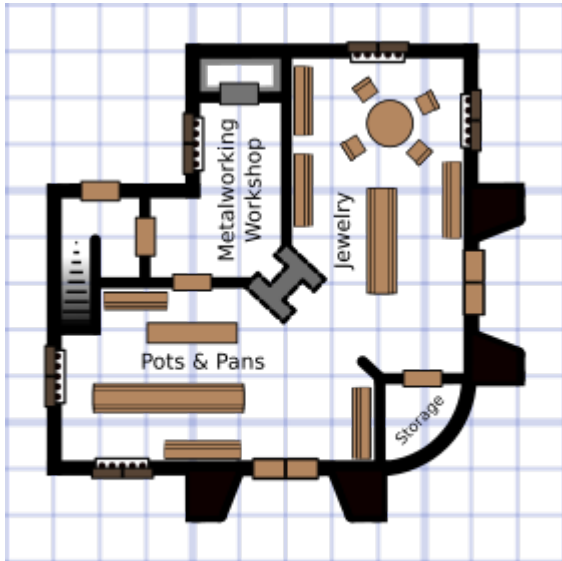
Glittersmith's

Glittersmith's is a combination jewelry shop and tinkerer store. It is run by a gnomish married couple: Belle and Jasper Glittersmith. Jasper is the jeweler, while Belle is the Tinkerer.

Their standard display items are copper and tin pots and pans, and silver jewelry with semi-precious gemstones.

For the Overlord

Glittersmith's does offer higher quality items such as silver tea services, golden goblets, and gold jewelry with precious stones. These items are kept in a vault in the back room.



Glittersmith's Level 1
(Ground Floor)

Belle Glittersmith (Level 6)

Belle is a gnomish tinkerer who works soft metals. When tending the shop, Belle wears simple work clothes. But, she loves primping herself up. When she wanders about town, Belle usually dresses in frilly gowns, and frequently adorns herself in the finest jewelry her shop has to offer.

Race: Gnome (Mixed)

Sex: Female

For the Overlord

Belle is the wife of Jasper, who lovingly refers to her as "Tinker Bella", and is a doting mother of 5 children.

Most of Belle's work is in fashioning everyday pots and pans, but she has an artistic side, and loves sculpting precious metals into items of beauty and wonder.

Belle's maiden name is Rubymiser. She is the sister of Destro Rubymiser, the owner of the Silver Spoon Mine. As such, she gets her silver at a discount..

Traits: Aristocratic, Pretentious, Self-Righteous, "That's not how a person of good breeding would behave."

Classes: Artificer, Crafter (Tinkerer), Artisan

TN= -3; ST= -6; AG= 6; CR= 2; PC= 3; HT= 0; IN= 4

HP=15; FP=41; Ward=0; SP=35; Ref=CC&NN

Att | Dam | Def | Stab: hammer=+9 | 4 | 22 | 19



Glittersmith's Level 2
(Proprietors' Quarters)

Jasper Glittersmith (Level 6)

Jasper is the town lapidary. He is a gnome with red hair and green eyes. His clothes are well tailored, being made of silk and velvet, but are otherwise simple and unremarkable. Jasper's appearance is striking, though, due to the glittering gemstone rainbow adorning the rings he wears on each finger.

Race: Gnome (Mixed) Sex: Male

For the Overlord

Jasper is quite skilled in cutting gemstones and in fashioning silver and gold into beautiful ornaments. He has very little concern about his attire. He would wear rags if his wife didn't ensure he looked presentable to customers. But, he does love gems, both precious and semi-precious. He wears a ring on every finger, each with a different stone.

He is married to Belle, and is the proud father of their 5 children.

Traits: Greedy, Depressed, Jinxed

Race: Gnome Sex: Male

Classes: Prospector, Miner, Lapidary

TN= -3; ST= -5; AG= 7; CR= 2; PC= 4; HT= -2; IN= 3

HP=16; FP=38; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: pick=+12 | 2 | 24 | 21

Godiva's Outfitter

Godiva's Outfitter sells leather work garments suitable for farmers and craftsmen, as well as the basic gear needed for their draft animals. The wares they have on hand are all quite plain, lacking all decoration, but are quite rugged.

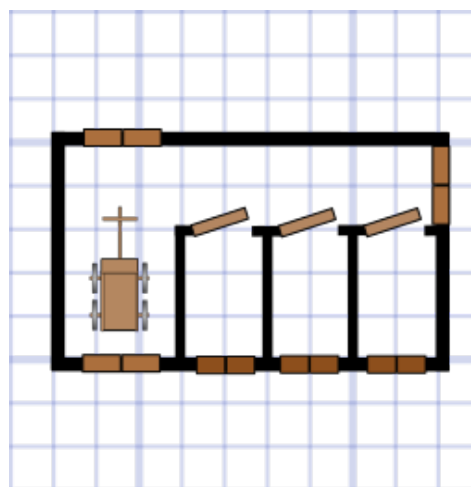
Proprietors: Godiva and Leo Tabard



Godiva's Outfitter
(Ground Floor)



Glittersmith's Level 2.5
(Proprietors' Quarters)



Godiva's Outfitter
(Stable)

Godiva Tabard**(Level 6)**

Godiva is a well respected leather worker, who takes her craft seriously. She is blond, with piercing blue eyes, and is in excellent physical condition. The hard work she puts into her business has earned her well defined muscles, and, combined with her high cheekbones, has given her face a hard look. Godiva always dresses herself with some form of leather, although she also wears blouses and the occasional felt hat or silk scarf. She also has a coiled whip hanging from her belt.

Race: Human

Sex: Female

For the Overlord

Godiva has a serious crush on Gunther Lissan. Everyone in town is aware of this fact, except Gunther.

Traits: Flirtatious, Complimentary, Sexy, Has an Agenda

Classes: Trapper, Crafter (Leather Worker)

TN= 0; ST= 1; AG= 0; CR= 2; PC= 3; HT= 0; IN= 0

HP=35; FP=41; Ward=0; SP=40; Ref=ToT

Att | Dam | Def | Stab: whip=+10 | 2 (dam) + 6 (setback) | 19 | 22; or bow=+15 | 5 | 16 | 19

Rentals

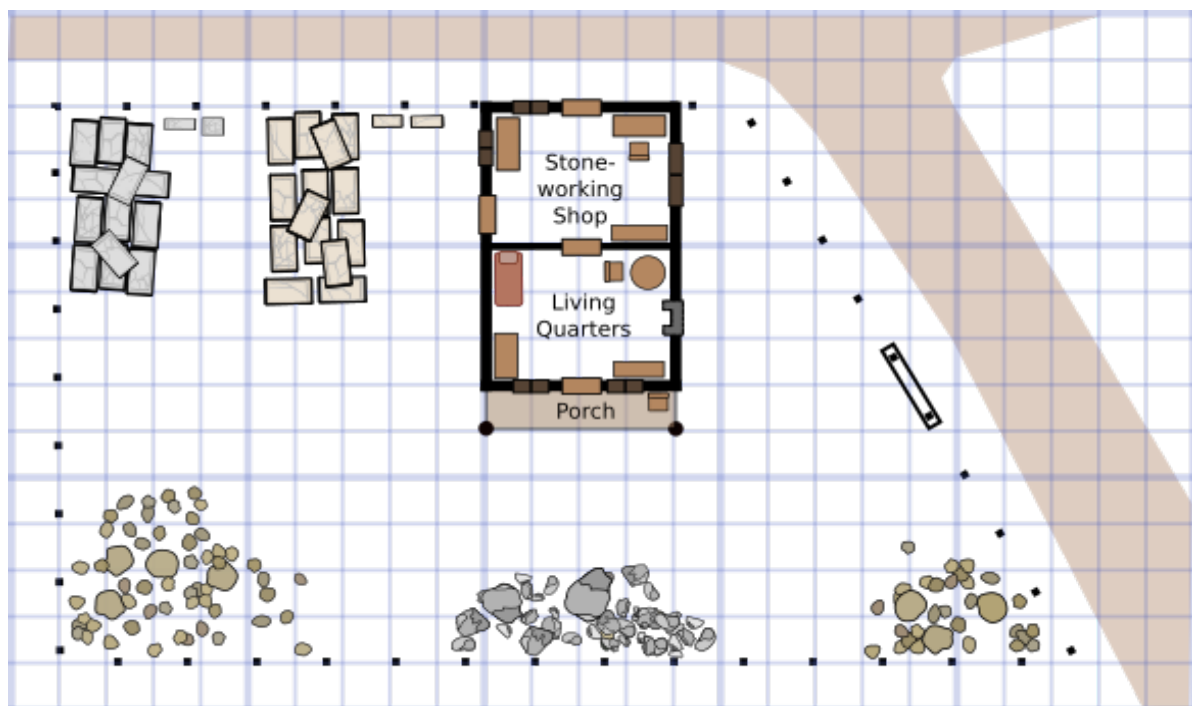
There are a number of apartments and houses available for rent throughout the town.

For the Overlord

It is always a good idea to try to keep the tedious financial bookwork in the game to a minimum. As such, as the Overlord, you might want to consider providing permanent, rent-free housing as a reward (or partial reward) for successfully completing a quest having significant benefit to the town. For the first such quest, you might want to provide a hovel or hut. Subsequent adventures may find the accommodations being upgraded.

Resthaven Masonry

Resthaven Masonry, is located near the Resthaven Graveyard on the east side of the Blue River. They mostly deal with tombstones and the construction of crypts, but are capable of sculpting statues, from tiny to large. The shop's smaller wares are displayed in the store's front room. But, most of its samples are on display on the grounds, which is entirely enclosed by a shoulder-height stone wall. A pair of guard dogs is kept within the yard to ward off intruders. The proprietor is a Ba-Neb-Tettu, a ram-headed man, named Nebit Neby. Nebit has a low voice with an unusual accent, and was obviously born in some far-away land.



Resthaven Masonry

Nebit Neby (Level 4)

Nebit Neby is a tall ram-headed man with broad shoulders, muscular arms, and a long beard. He has long horns spiraling outward from either side of his head, which is covered with beige hair. During business hours, he puts a sign outside the door that simply says, "Come right in!". The shop's front and side doors are kept open during business hours, and customers can usually follow the hammering sounds in the back yard to track him down with little trouble.

Race: Ba-Neb-Tettu

Sex: Male

For the Overlord

Nebit is a devout follower of the Egyptian mythology, although he doesn't flaunt that fact.

Traits: Reveres the Dead, Respects good craftsmanship.

Classes: Artificer (Stone Working)

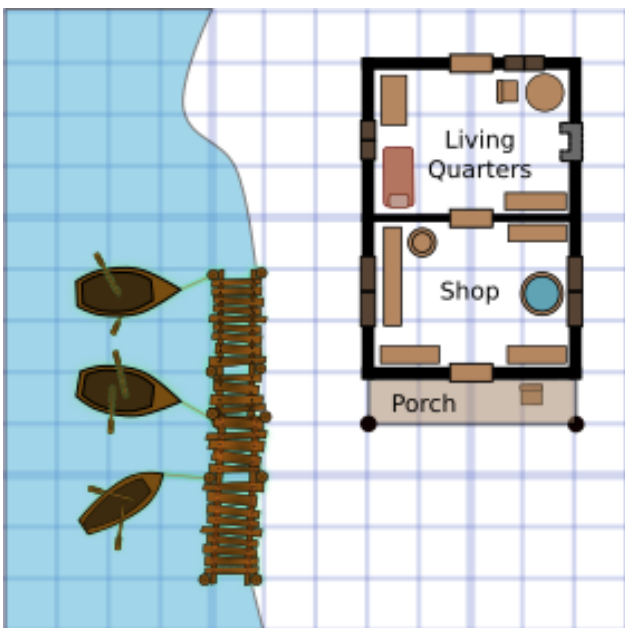
TN= 1; ST= 1; AG= 0; CR= -1; PC= 1; HT= 3; IN= -1

HP=38; FP=45; Ward=1; SP=35; Ref=MoM

Att | Dam | Def | Stab: hammer=+7 | 6 | 19 | 20

Swabby Fyke's Fishery

Swabby Fyke's Fishery is a small dirt floor shack next to a rickety dock on Chestnut Lake. The edifice is ramshackle. There are gaps in the walls between the boards, and the patches of sunlight streaming in through the roof shingles provide ample illumination even when the shutters are closed.



Swabby Fyke's Fishery

Fyke keeps his fresh fish in a tub of water. He fishes them out as needed with a small net. When the tub gets too full, he guts some fish and then dries them. He keeps his dried fish in a salt barrel.

If you buy fresh fish, Fyke will gut it for you for free, if you want.

Swabby Fyke (Level 6)

Swabby Fyke is an old retired Sailor, who has taken up fishing to make a living. He is scrawny, with wrinkles on his face reminiscent of deep crags. He has a stern countenance, and doesn't smile often. But, when he does, his smile lacks a tooth or two. Swabby's clothes are frayed and stained, bordering on rags, and he is surrounded by a fishy aroma. He also carries a dagger on his belt. Other than interacting with customers that come to his shop, he pretty much keeps to himself.

Race: Human

Sex: Male

For the Overlord

Swabby Fyke served on Devon Black's ship as a privateer / pirate, but keeps a low profile about the less savory aspects of his past. When Devon retired, the old captain convinced Swabby to join him in town. They don't interact much these days. But, the two are still loyal to each other.

Traits: Creepy, Superstitious, "That's a bad omen"

Classes: Sailor, Crafter (Bone Working)

TN= 2; ST= -1; AG= -1; CR= 1; PC= 0; HT= 3; IN= 2

HP=35; FP=41; Ward=1; SP=25; Ref=ToT

Att | Dam | Def | Stab: dagger=+9 | 3 | 20 | 21

The Terra Cottage

The Terra Cottage is Chestnut's Pottery Shop, which is located on the Town Square. The shop's wares are displayed in the front of the store. The pottery workshop is located in the rear. Its proprietor is Harold Clay, also known as Harold the Potter.

Harold Clay ***(Level 4)***

Harold Clay is a tall man with black hair. He wears spectacles, which he frequently wipes with a handkerchief to clean off the clay dust that permeates the shop. When first entering the shop, customers will usually see him sitting at his potter's wheel working clay. He will greet any customers with a smile and friendly conversation as he continues to work the clay.

Race: Human

Sex: Male

For the Overlord

Harold is actually a Wizard's Apprentice with a particular interest in the lore of Earth.

Traits: Brave, Down to Earth, "My friends call me Harry"

Classes: Artificer (Pottery), Wizard's Apprentice

TN= 0; ST= 0; AG= 0; CR= 0; PC= 0; HT= 3; IN= 1

HP=32; FP=41; Ward=0; SP=30; Ref=ToT

Att | Dam | Def | Stab: staff=+8 | 4 | 20 | 20



The Terra Cottage

Waterwheel Tavern & Inn

The Waterwheel Tavern & Inn is the center of Chestnut's social life, and is the first establishment normally visited by travelers. It is a welcoming place with a reputation for good service. Their food is simple, but filling, and their drinks that aren't *too* watered down. And, while their guest rooms lack all decoration, their sheets are clean.

Aside from the proprietor, the tavern usually employs a cook, a server, and a maid.

Proprietor: Conrad Palaver



Waterwheel Tavern & Inn Level 1

Conrad Palaver ***(Level 2)***

Conrad Palaver ***(Level 2)***

Conrad Palaver is a rotund fellow with an easy laugh and a penchant for gossip. He is usually stationed behind the bar, wearing a full length apron over nondescript clothes.

Race: Human

Sex: Male

For the Overlord

Conrad often employs helpers, but personally participates in whatever work needs to get done. He considers himself to be chief cook, bottle washer, scullery maid, and serving wench. However, he obviously considers conversing with his guests to be an important responsibility, albeit an enjoyable one. He is always ready to drop what he is doing for a friendly chat.

Traits: Gossipy, Overvalues Riches, The Easy Way is the Best Way, Undervalues own Good Deeds, "I'm no better than anyone else"

Classes: Merchant

TN= 0; ST= 0; AG= 1; CR= 0; PC= 1; HT= 0; IN= 0

HP=32; FP=34; Ward=0; SP=35; Ref=ToT

Att | Dam | Def | Stab: club=+6 | 2 | 17 | 17

Devon Black (Level 8)

Devon Black is a wealthy gentleman adventurer who has retired to his Chateau in the North-West of town. He is a retired privateer / swashbuckler with a dislike of authority

conversation arises, he will bend their ears with tales of past glories on the high seas. He views himself as something of a minor celebrity in town, and frequently shows off his plundered wealth by buying rounds of drinks for the locals.

Traits: Fight the Man, Rally, Sedition

Race: Human Sex: Male

Classes: Freebooter, Pirate, Swashbuckler

TN= 2; ST= 2; AG= 1; CR= 0; PC= 1; HT= 1; IN= 1

HP=45; FP=38; Ward=1; SP=40; Ref=ToT

Att | Dam | Def | Stab: rapier/parrying dagger=+14 | 9 | 27 | 27

Roanne Crow (Level 4)

Roanne is a half-elf huntress who advertises herself as a wilderness guide and a scout-for-hire. She is an attractive young woman with long pitch-black hair. She has the rugged gear of a pioneer, and carries a quarterstaff and bow. She is very inquisitive of strangers, and offers her services for reasonable pay.

Race: Half-Elf Sex: Female

For the Overlord

Roanne is a half-elf follower of Sparrow Goodman, and is a member of his band of Sherwood Outlaws. Roanne advertises herself as a guide and a scout-for-hire.

Motivations / Interests: Roanne's true role is keeping an eye on the goings-on in town and reporting any pertinent information back to Sparrow Goodman. As such, she is very inquisitive of strangers, she offers her services cheaply, until she feels she has a thorough understanding of any newcomers. Once she gets to this point, she will raise her fees to exorbitant prices, and move on.

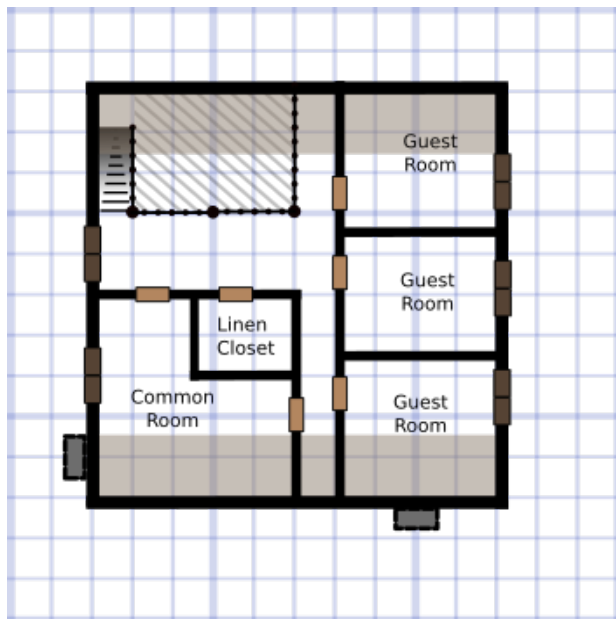
Traits: Flirtatious, Delights in Innuendo, Thrills in Espionage, Cold Blooded Killer

Classes: Wilderness Guide

TN= -2; ST= 0; AG= 2; CR= 1; PC= 2; HT= 1; IN= 0

HP=27; FP=41; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+10 | 4 | 20 | 20; or bow=+10 | 5 | 14 | 14



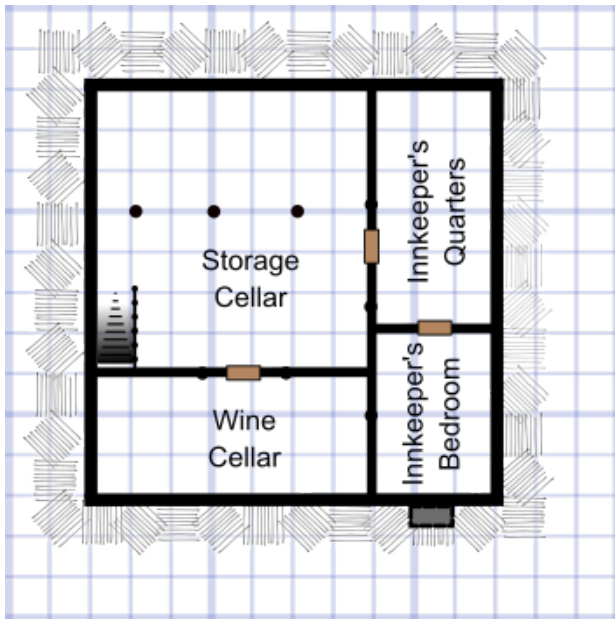
Waterwheel Tavern & Inn Level 2

who often hangs around the tavern to chat with anyone passing through.

For the Overlord

Devon Black was the captain of his own vessel, the Merry Celeste. His ship acted as a mercenary vessel for hire to the highest bidder during times of war, as a pirate ship otherwise. He plundered many merchant ships and sea villages in his day. But, his last stint of service to the government earned him a pardon, and Devon decided to retire in Chestnut.

Motivations / Interests: Devon will send a round of drinks over to anyone he hasn't seen before. If approached, he'll invite the strangers to sit and talk. If no other topic of



Waterwheel Tavern & Inn Basement

cozy of a relationship between the various guilds and the nobility. This is especially true concerning the various mine owners in the area. As long as the tax money keeps rolling in from the mines, the Langobards turn a blind eye to the poor working conditions the miners must labor under.

Sparrow Goodman (Level 8)

Sparrow is a kind, decent Fay Elf who has adopted a life of crime for the greater good.

Traits: Steal from the rich, give to the poor; Wary of strangers; Takes Pride in a Well-Planned Heist; Delights in Diverting Suspicion; Impeccable Manners; Sharp Dresser; Tempts Fate

Classes: Archer, Stavesman, Sherwood Outlaw

Race: Elf (Fay) Sex: Male

TN= -3; ST= 0; AG= 1; CR= 3; PC= 4; HT= 1; IN= 2

HP=25; FP=49; Ward=0; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: staff=+13 | 4 | 22 | 25; or bow=+16 | 8 | 16 | 19

The Lands Surrounding Chestnut

The Goodman Outlaws

The woods beyond the outskirts of town are inhabited by a group of kindhearted Sherwood Outlaws. They are led by an elf named Sparrow Goodman, and call themselves The Goodman Outlaws. He and his band roam The Deep Wood collecting money from fat, greedy merchants and distributing it to the peasantry in the area.

For the Overlord

The outlaws have a number of grievances with the Chestnut government. But, primarily, their objection focuses on the laws instituted by Herne Langobard prohibiting anyone but the nobility from hunting game in the lands within a 5 mile radius around Chestnut. Further, they believe there is too

Hewey Lambaster (Level 6)

Hewey is a Half-Orc Woodsman, who is fiercely loyal to Sparrow Goodman, because Sparrow accepts him as an equal, despite his mixed-race heritage. Hewey's face is decidedly piggish, taking his looks mostly from his Squarefoot Orc mother, rather than his human father.

Traits: Steal from the rich, give to the poor; Fiercely loyal to Sparrow Goodman

Classes: Woodsman, Sherwood Outlaw

Race: Half-Orc Sex: Male

TN= 4; ST= 3; AG= 1; CR= -1; PC= 1; HT= 0; IN= -2

HP=59; FP=34; Ward=2; SP=40; Ref=CC&NN

Att | Dam | Def | Stab: axe=+12 | 13 | 25 | 25