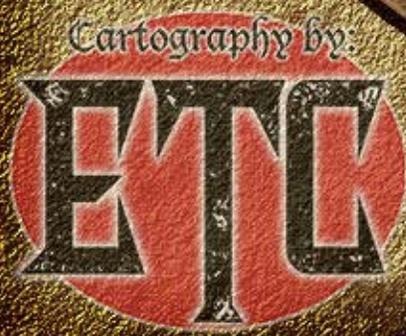


Patreon PDF Releases

Food for
the GM's
Mind



Elven
Tower



Cartography

Elven Tower Cartography

November - 2017

My name is Derek Ruiz and this is part of my monthly releases on Patreon. You can visit my website www.elventower.com to see more of my work.

The intent with this material is to create ideas and extra material for the illustrations I create. You're free to use this information or change it in any way to adapt it to your own game and players.

Patreon Releases:

Thanks to your support, these game supplements are possible.

The Stop - Patreon Exclusive

Cartography by:



Important

Please keep this supplement for personal use. It cannot be used commercially.

Credit must be given to (Derek Ruiz, or Cartography by Derek Ruiz) as the author, and a link to www.elventower.com must be included if it is shared or redistributed.



The Stop County

This game supplement describes the small town known simply as The Stop. The description includes general information about the town and some ideas to translate directly into adventures. Many loose ends are included for adventurer parties to tackle on. The intention is for this town is to serve as a "starting town" for a game. As such, the challenges and adventure ideas are aimed towards low level parties (1-3).

Region: Temperate Hills

Size: Town

Demonym: Stoppers

Population: 2800 (60% humans, 10% gnomes, 10% elves, 10% dwarves, 5% tritons, 5% mixed)

Religion: Worship of Lathander.

Main exports: Grains, shoes, leather products and cattle.

Government type: Self sufficient county, allegiance pledged to the kingdom.

Ruler: Count Lucius Dorimer

Background Lore



here is a point high in the hills where the King's Road and the Western Road intersect. There was nothing of interest, except for the constant trading caravans passing from city to city. And traffic was high; merchants found out that they were spending days and energy getting to the cities to trade with the very people that travelled the same roads. So caravans started stopping right at the intersection. They called it "The Stop". It wasn't strange to hear expressions such as "Yes, we'll meet you right at the stop" or "There are two trading caravans at the stop today". It was not long after everybody knew the place by that name.

It was just a trading point until the Dorimer family stepped in. The Dorimer were wealthy in the cities from trading spices. They saw the opportunity. The first thing they did was to build a manor house a few hundred feet north of the stop.

It featured a wall, stables and a granary. They built the biggest granary in the region just to send a statement. There were no farms nearby at the time, it was a gamble, and a good one at that. With their wealth and influence, they not only started developing the land for plantations, attracting laborers and farmers to the place, but they also obtained a legal appointment for the growing town from the king. They kept the name, although the official papers signed by the king refer to it by "The Stop County". Raphael Dorimer was then appointed the count of The Stop, beneficiary to the income from nearby villages and farming towns.

Raphael Dorimer fell ill some years later and was succeeded by his eldest son Lucius, he still rules the town. Count Lucius is a cold evil man. The common folk under his rule are exploited. He exerts economic control through the use of supply shops. All the produce and incomes from the county are secured by the local government. Common folk are paid "fair" wages that can then be spent to buy food and stuff at the supply shops. The prices are said to be regulated by the crown but in reality, it's Count Lucius' right hand Sir Deven Amarant who decides the prices. And the prices are always slightly over the amount he common folk can pay. The supply shops are "kind" enough to let people buy stuff with credit. This is a never ending system of debt that has most townsfolk in practical slavery. Only once have the townsfolk tried to revolt, unsuccessfully. They do not own any kind of weapons, not even farming tools that could serve such purpose; they are always confiscated after the work day.

The common folk are not unaware to their own situation, they would revolt if they could. The current revolutionary leader is a dwarf named Farglin. He is older than most people's lifespans, he used to be one of those traders that stopped at the intersection to sell his goods. He sold stone cut jewelry from the dwarven cities. When he saw the chance to settle in the fast growing town he didn't lose anytime and set his shop there. He is one of the few people in town who is not in debt to the coun-

ty, due to his shop attracting much attention from traveling caravans. Despite his lack of difficulty, he is a dreamer and a revolutionary. He does not like Count Lucius and would love to lead a revolt to give back the town to the people. It is easier said than done. The count has the approval and support of the king. Farglin is of the opinion that the county system is a good one, it is just the particular count that does not do any justice to the intention.

South west of the intersection is the Chapel of Lathander. It is overseen by Father Dorien. Dorien is a humble and fair man, he preaches the ideals of Lathander. Any time there is a chance for him to lend a helping hand, he does so. The townsfolk love him and the believers are always at the chapel to hear the morning prayers. Father Dorien's origin is unknown to most. He is actually a member of the Dorimer family, and his brother is the current count, Lucius. They no longer hold any kind of

connection or relationship, Lucius is not a religious man, nor does he care for the ideals of that particular faith. Father Dorien knows that his ties to the count are very important, they would be specially valuable to the revolutionaries for one strong reason: Count Lucius Dorimer does not have an heir yet. The countess is a younger woman and she is pregnant. Dorien does not care for the title and would rather have a better man for a count, but if his ties were made public, there would be assassination attempts against the count and his pregnant wife. Without them the next in line to take the countship would be Father Dorien, the man loved by the common folk. While the ending is a good one, he refuses to become the alibi for the murder of a pregnant young lady.

The Stop is bisected by a narrow creek that flows from east to west. A few miles from The Stop the creek reaches a large lake where a colony of



tritons live. The tritons are reserved and aloof, but they understand the importance of trade. They come often to trade crafts and indigenous foods from the lake in exchange for gold and spices from the surface. Taidenelle is a female triton who comes often to The Stop. She speaks the common tongue and is more sociable than her kind regularly is. Without understanding the consequences of her actions, she saw herself entrapped in the debt spiral that the town uses to control the citizens. It all started when she traded some of her goods for spices at the supply shop. Her stuff was not enough to secure the amount of spices she wanted, and she would have left with a portion of it, but the vendor was kind enough to let her have the whole thing by accepting to pay the debt later. She took it as a kindness and accepted. Her people returned to the lake but Taidenelle decided to stay in town to meet travelers and share stories. She was offered a wage for making errands from one side of the river to the other and she accepted, she then spent the "not enough" gold at the supply shop and increased her debt. When her people found out that she had worked with the surfacers they shunned her and refused to help her pay her debt. Taidenelle has a fair spirit and would not abandon town without covering her debt, but she is now trapped, she has work and gold like everybody else, but not enough to make ends meet. Her debt increases each passing day.

DM Notes

The background lore above states the general information about the town and several major NPCs that will be important for any adventure set in this location. The location is brewing for a revolution or coup. Adventurers or mercenaries of any kind are fair game to hire to help. Farglin would very likely offer a handsome reward for assassinating the count, or to help with the revolution. Father Dorien is a more shady figure, while his interests are vested in the town, he will try to not reveal his heritage to avoid becoming the trigger of the coup. Taidenelle is an innocent victim of the town's system, through her and her problem, you can portray the problem of the town to the party. Even if they offer to buy her out, that is just her, the rest of the population is living the same thing every single day. Only a major change can make the things better in The Stop.