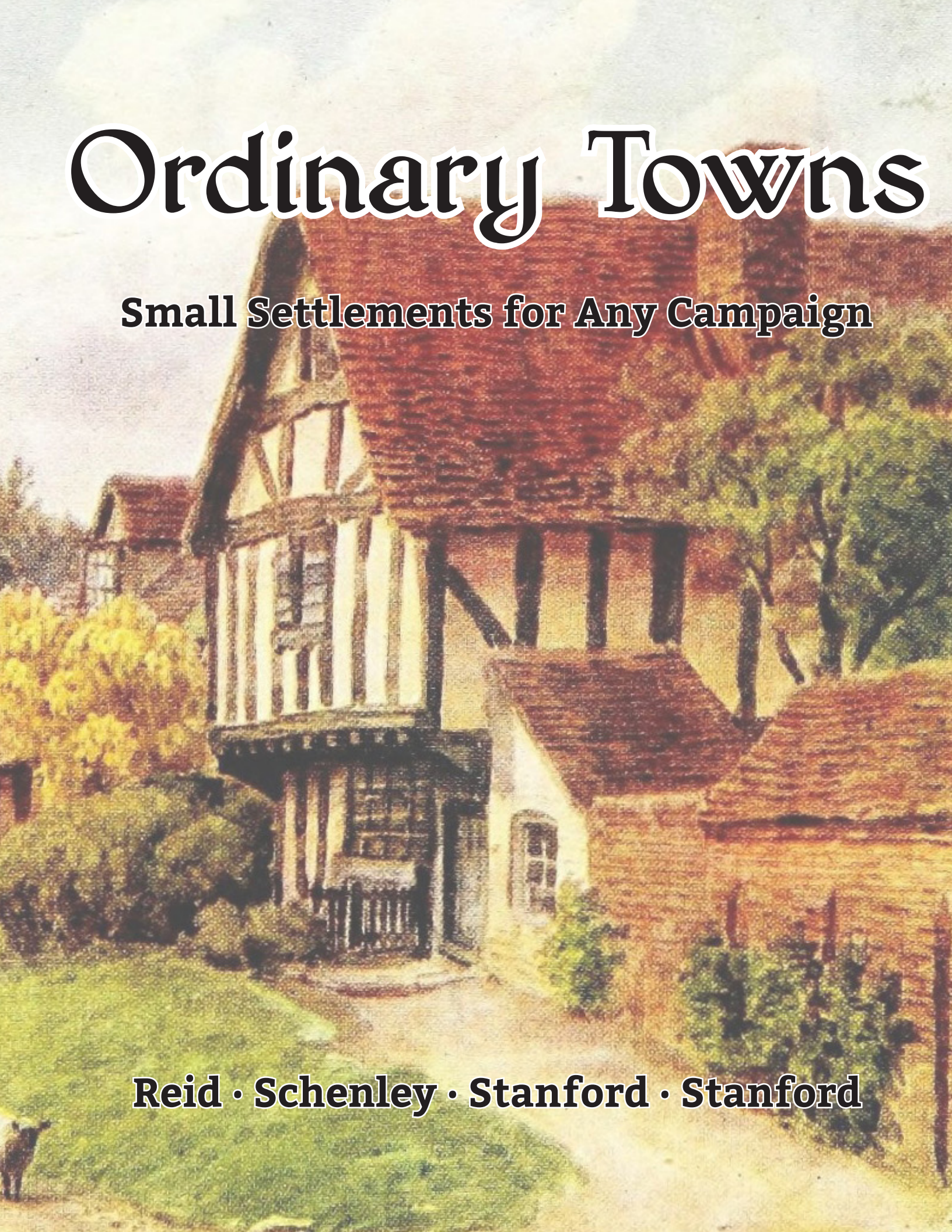


Ordinary Towns

Small Settlements for Any Campaign

Reid · Schenley · Stanford · Stanford



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White Hill Peak



The snowy paths up into the mountains finally show a clearing. Before, a great hall and two side buildings can be seen on a frosty plateau. Flanking the halls behind on either side are sets of white coated cabins that make a circle of residences. Beyond everything is a massive doorway that looks like it is built right of the mountain wall. There are two large facades of dwarven kings carved on each side, whose age are stark contrasts to the newer wooden buildings throughout town. While it hasn't stopped snowing, there are workers out clearing common paths between buildings, and even a few headed towards the stone entrance.

White Hill Peak is a frost-coated town built around a recently re-opened dwarven mine. The town and mine are high up in a mountain ridge, up a long and winding path well off of the main travel routes. The mine was once used specifically for precious metals, with major veins of gold, silver, and platinum, and there were even large deposits of mithral and adamantium very deep down. Presently, however, much of the value has been stripped away and the veins have run drier, with only a few promising leads remaining. Something unknown has caught the eye of an investing company, to say the least.

Now, those investors have started hiring diggers and foremen again, and are after anything they can salvage including less rare metals and hopefully gemstones. Right before the sudden departure of the first tenants, there were steady streams of those gems coming down the mountain and the investors are banking that the dwarves didn't get everything they could. Additionally, the older passageways and mine tracks left by the dwarves make starting the operation much more cost effective. The new survey teams have even noticed that there are dozens of useful tools, like pick-axes and shovels, still here in the mine, which has helped cut costs even more. The dwarven equipment was so well made that it has survived for years, looking as new as the day they were forged.

The reasons for the previous abandonment have been kept a secret from most of the town. The dwarves that opened the mine are either scattered around the world or dead, and none of them are talking. The investment company that has decided to restart is mum on the information they've uncovered, if any. For now, everything seems like a routine venture hoping to capitalize on whatever forced the previous minors out, and praying that it won't happen again.

The town has been organized around the mine's huge, stone-carved entrance, crafted by the former owners. There are several barracks for mining teams arranged like a camp, with several large main halls built into the center of town. While the previous tenants lived within the mine (and their current quarters now lay empty), the new humans here have preferred to live outside in cabins rather than live underground. The weather is cold year-round, and snow is more or less a permanent feature.



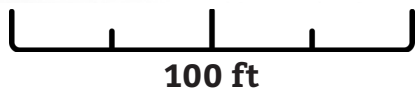
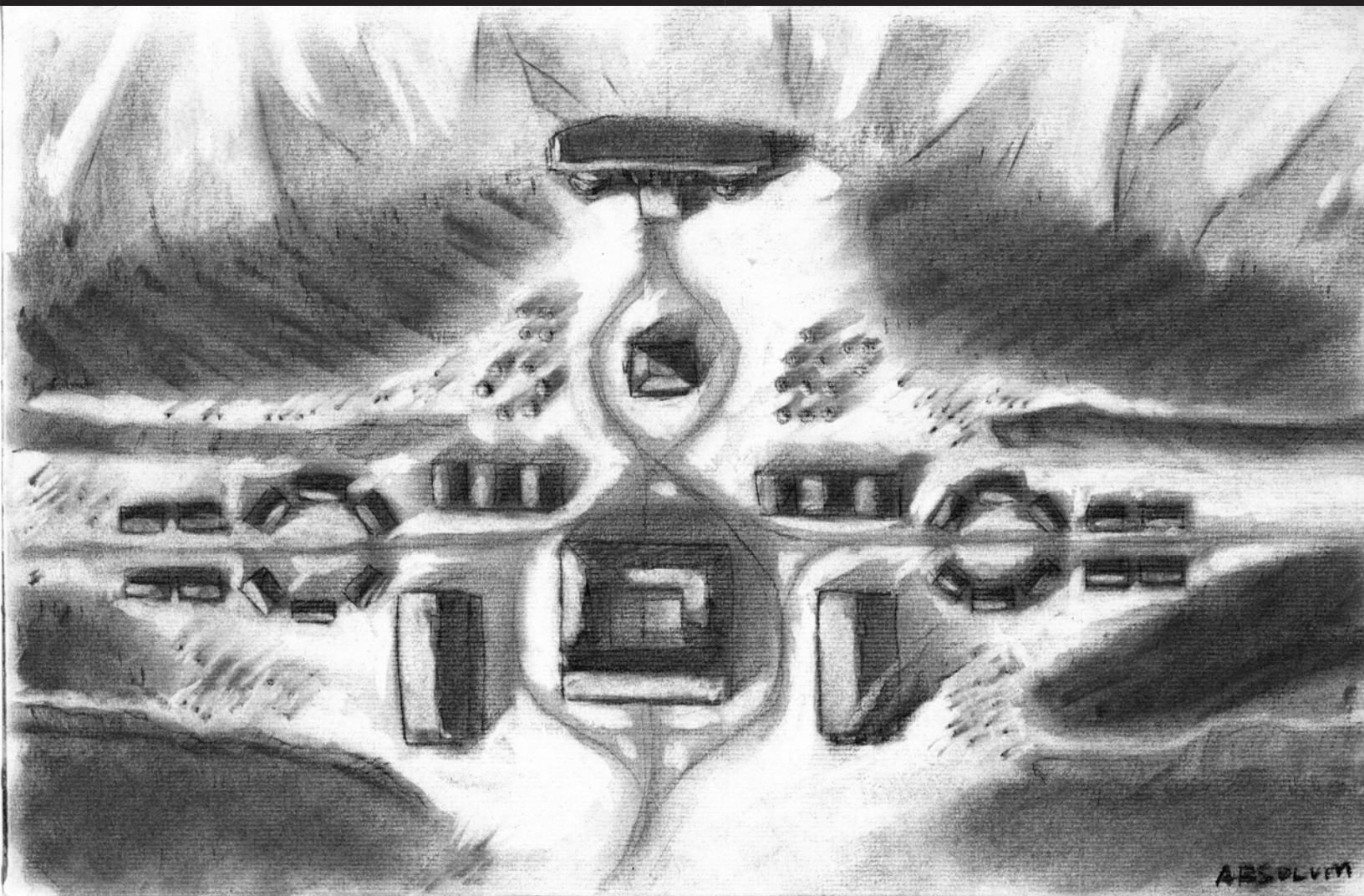
Population: 106 (Human 85; Dwarf 20; Half-Orc 1)

Body Find Traveling in the mountains, the players find the dismembered body of a lone traveler. Clearly something monstrous did this, and all that is left is a ragged sack, a few silver, and a formal letter of collections to one Sigrun Lochlain.

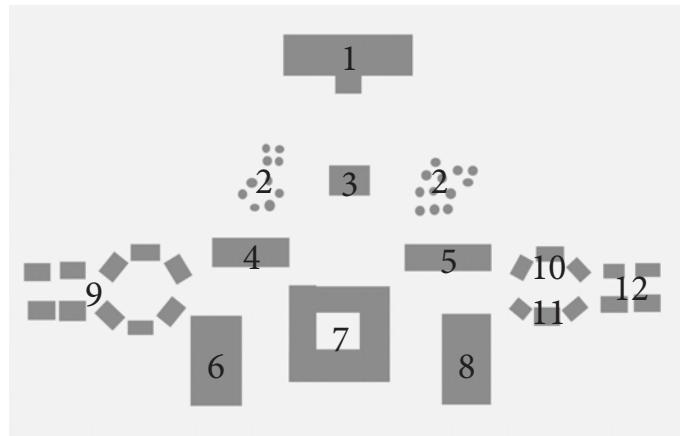
Witch Hunt After arriving in White Hill Peak, the players see glowing lights and sparks coming from one of the cabins past the edge of town. As they watch, the lights begin to fade, and a woman sneaks out of the cabin and retreats into the woods.

Miner Work The players, faced with extreme cold and exposure, need to find a place to sleep in these mountains. They find The Dragged Stag in White Hill Peak, but find it empty as all of the miners are currently at work. Just as they begin to wonder where everyone is, they hear screaming coming from the mine shaft.

White Hill Peak



1. Mine Entrance
2. Miner Camps
3. Temple (Odin Eogan)
4. Tool Storage
5. Precious Finds Vault
6. Ore Storage
7. Inn (Stacia Collingwood)
8. Blacksmith (Robert Wickannish)
9. Western Residences
10. Manager Offices



11. Manager Residences
12. Eastern Residences

White Hill Peak

Frida Gunnhilder Frida is a human miner who has recently been hired by the White Hill Mining Corp. to work within their “new” mine. She comes from another mountain town hundreds of miles away. When asked why she came all this way, she simply replies that it was time for her to move on. In reality, Frida had caught her husband in an act of infidelity and chopped off his hand. When the town banished her for her crimes, she simply stated her ex was lucky it was just a hand. Frida is private, takes no gruff from anyone, and works very hard in the mines to be seen as a valuable employee.

Mael Lochlain Mael is a dwarf hunter hired by the White Hill Mining Corp. to keep the wilds surrounding the town at bay. He is a distant cousin of Sigrun Lochlain, one of the primary investors in the company. If not for the promise of a very lucrative contract, Mael would have told his cousin to pound sand. Now that he is here with fat coffers, Mael has his sights set on larger prey than could be found in the small hills from where he came. Rumors of larger than normal animals swirl around the camps here, and Mael is determined to find out if they, along with a few terrible whispers of Dire Yeti, are true.

Sigrun Lochlain One of the few dwarves that knew this town before it was called White Hill Peak, Sigrun saw firsthand when the dwarves abandoned their work here. Then, it was called Karadhakker (“Skull Splitter” in honor of the shape of the mountains wedge peak), and was unimaginably prosperous. Sigrun was just a miner then, but was there they day that the dwarves hit the wrong vein, springing forth vengeful elementals who felt that they were being robbed. Decades later, under the assumption those elementals are long gone or dead, Sigrun has opened the mine under his own name, using others to get himself rich, consequences be damned.

Tatananka Ingvar The town’s architect, Tatananka has spent the better part of last year designing homes around the mine. When the dwarves first came here, they lived underground inside the caves, but that doesn’t work with a group of cheaper, human laborers. Unlike the dwarves, humans need the sun, so a human was hired to build. Planning the town was easy, and the lumbar was plentiful all around the tree line of the mountain. But, Tatananka made a mistake, and somewhere in his speed and arrogance to build the town quickly, he angered something in the forest. Something attacked the town early, and dragged four men to their deaths. An expert hunter was brought in to cull the monsters, but Tatananka fears this isn’t the end.

Iracema Maria A beauty from the sandy Bedine tribe of The Great Sand Sea, Iracema has left her desert world for an icy one. Partnering with Sigrun, she has taken part of her great family’s fortune and invested it in this abandoned mine. She was at first, like many, hesitant, but when Sigrun showered her with gems that almost littered the grounds of the mine, she couldn’t resist. She does hate the cold, and can’t wait to leave, but knows it will be months before she has her

full investment back and can simply wait for her additional payments back home. Iracema is not to be double crossed, and will do anything to get what she wants from the dwarf.

Alexandra Frejya Alexandra first came to White Hill Peak after reading a letter from her miner cousin, Frida. Not a miner herself, but seeing an opportunity nonetheless, Alexandra has come to town hoping to see a boom in population. She is a fur trader, and knows that these cold areas sometimes can be gold mines for potential customers. She’s heard the same rumors as Mael, about animals of massive size here, and instead of danger all she can see are coins. She brings in tow a few hunters herself, and won’t be second to anyone.

Nechtán Eydis Nechtán is a miner, searching for glory. His dwarven brothers have all had immense luck in finding massive gems of astonishing quality, and he seeks to be the next of his kin to prove his worth. In order to truly join his clan, he must provide them with a gemstone, uncut, worth at least 5,000gp. He has signed a contract with Sigrun to hand over any gems, and does so regularly, but when the payday comes, and it always does for the Eydis clan, he will abscond with the piece and never be seen by these people again.

Cadeyrn Eogan Dragged up this godforsaken mountain with his brother, Odin, Cadeyrn must serve as his protector for the next two years. Odin, in the name of Moradin, has come to proselytize the word of God, and Cadeyrn was ordered to follow. Once a proud adventurer, Cadeyrn has fallen on hard times. He lost several of his closest friends while raiding a not-so-abandoned castle – a green dragon had taken roost and dined on three of his compatriots that night. Now, Cadeyrn has no money and little future prospects of adventure, so his family has ordered him to stay with his brother until the mission is complete.

Odin Eogan A zealous dwarf who knows a good opportunity when he sees one has traveled far and wide to make it to White Hill Peak. Preaching the tales and greatness of his god, creator of all dwarves, has given his life purpose and drive. Now, here in this mountain town, he hopes to sway the dwarven population to give thanks and worship to their god of gods... and if any worshippers happen to give over 10% of their findings in the mine, even better. Odin is extremely religious, and would never steal any tithings, but he does know others might, and for that reason he requested a full time, professional bodyguard. His family sent his brother instead.

Robert Wickannish Robert came to settle into White Hill Peak because he had the (correct) idea that working as a blacksmith closer to the mine itself would cut back on merchant overhead when buying supplies, and he could then directly sell his wares and increase his own profit. Robert has gone from a single man operation to a massive weapons and tool merchant in under five years. He has six men under his command and another two part-time women who travel with him to other towns in hopes of selling his

White Hill Peak

items. Robert sells nothing but top quality merchandise at top quality prices, and has Sigrun to thank for opening the mine once again.

Brennus Finnur Brennus is one of the smiths working for Robert. He is perhaps the best blacksmith for 100 miles, which might mean more if there weren't only four or five others in that radius. Nevertheless, Brennus is a fantastic smith and a creative one as well. He not only makes the designs from Robert's crafting book, but has started making jewelry to sell on the side as well. He loves his town, and loves his job, and couldn't see himself doing anything else. He knows what happened to the mine the first time, as a few nights spent with Iracema lead to her spilling a few secrets, but isn't worried. For now.

Matilda Jonsson Matilda had settled into what is now White Hill Peak several months before the architect and investors came to build. She lives alone and her small cabin is about a half hour walk from the edge of town. Matilda is a magical adept, who came to this mountain to study magic and nature in solitude, but has found herself on the outskirts of this newfangled mining operation. She isn't terribly bothered by it, and it does make gathering supplies a bit easier, but she keeps her distance from visitors and refuses most company outright.

Travis Lundberg Travis is another miner who came to strike it rich in this new operation. After the early death of his wife, Serah, he took his daughter and came to build a new life for them here in the mountains. Travis is a simple man, and thinks that by bringing his daughter here to the cold, he can cure or limit his daughter's terrible affliction: she can control and produce fire, seemingly at a whim, and being a temperamental child he is afraid she will lash out again.

Keeleigh Lundberg Keeleigh is the teen daughter of Travis, and is a natural pyromancer. She has shown marvelous ability to control fire and heat, but sometimes things get out of hand. When she was four, she burned down a local stable down, unfortunately with horses still in it. She doesn't remember much about it, but was unable to use fire for some time after. When her mother was killed after an orc raid, she near exploded and destroyed many orcs and quite a bit of property as well. Her father has taken her to White Hill Peak, hoping to stem the fires.

Gyrsk of the Stonewalkers Gyrsk is a half-orc in charge of overseeing security at the mine. He was hired after the main investor, Sigrun, saw him take on three full blooded orcs single-handedly in a bar fight. He is prototypical for his race, with more muscles than brains, and is quick to use brute force as a problem-solving technique. That being said, Gyrsk isn't here to think – he's here to handle anyone that comes to this mine looking to loot, and anything that might worm its way out of the earth. He's happy to hit

whatever Sigrun tells him to with his massive kanabo club, and usually that ends whatever conflict arose.

Rufus Bradford Rufus, along with his lover Kalus Parr, is a member of Gyrsk's security team. He is charged with inspecting and collecting the metals and gems that the miners bring up the mine. He goes over the different lodes and quality of gems, and marks who has mined what. He also uses special potions and spells to make sure that all of the staff are telling the truth about what they've gleaned from the mine and that no one is hiding a particularly valuable gemstone in their boots or perhaps where the sun doesn't shine. He is a moderately successful sorcerer, and wasn't just hired for gem counting – he's also set up magical alarms around the mine just in case some unwanted guests spring up after all these years.

Kalus Parr Kalus Parr is the final member of the White Hill Peak Corp. security squad. He is a brutal man who has very little room in his heart for love. Only his partner Rufus has ever managed to get him to show more than a grunt or shrug, and the only time Kalus appears happy is when he is punishing someone. He is more than prepared to go to extreme lengths for his employers and to root out any attempts at thievery. He suspects a few miners already, especially Nechtan, of plotting to stage a large heist of gems, and he cannot wait. He despises non-humans, and only works under Gyrsk because he knows that, one on one, he'd lose that fight. Kalus waits patiently for insurrection so that he can bring his hammer and whip down hard.

Ghulghullghul Pronounced "KUL-gull-gull," Ghulghullghul is massive monster that Mael so desperately seeks. He isn't a yeti like many have guessed, but is a feral Hill Giant that has found himself too far north and in ice giant territory. He clothes himself in large furs and wears the horns of several giant goats that he's hunted for meat, which gives the impression that he's more monstrous than he actually is. While exceedingly dangerous, Ghulghullghul is content to spend his days inside of his cave, eating deer and bear meat, and collecting his tiny trinkets of bone, metal, and fur. He has lost all ability to speak intelligently, but that's fine with him, as he prefers solitude over companions any day.

Stacia Collingwood Every town needs a bartender and innkeeper, and Stacia has filled out both roles nicely. She runs The Draggled Stag, a sizable tavern that is a favorite of the miners to spend their nights (and more importantly, their coin). Stacia is happy with the great money that's she's making, but does miss warmer climates. She loves to hear stories about adventurers in far off places, and quite often finds herself day dreaming about leaving this town forever and starting somewhere new. Unfortunately, she's under contract, too – Sigrun has hired her as he's the true owner of the bar, and he has no intentions of letting her walk. She's great at her job, under contract for another year, and isn't terrible to look at (for a human). Stacia is stuck.

Ordinary Towns *for extraordinary adventures...*

Every campaign has that moment. The moment when the party is tired of the never-ending road, tired of the sprawling wilderness, tired of the random encounters. Maybe they want to train, replenish their potions, repair their equipment, or maybe they're just out of sandwiches.

For those times, we've developed a collection of villages, hamlets, and towns with low populations and dainty footprints. They won't know they're there until they wander into them. They're big enough for a quick break in the adventure or a quest or two, but aren't big enough to draw attention away from your game's story.

There's nothing special at all about these towns, they're... ordinary.

At least, at first glance it might seem that way. But if your players scratch the surface, they'll see that the townsfolk are caught up in lives of their own. Illicit love affairs, political intrigue, criminal activity, maybe even something that can change the destiny of your party forever. But probably not.

It's all there, waiting to be uncovered in...

ORDINARY TOWNS by **LEGENDARY PANTS**

