

Lakefall

Village in the New Havlund Region

Brief Summary A traditional, cramped, walled medieval village bordering a southern lake.

Keywords nervous, cautious, curious, traditional, quaint, medieval, simple

Main Descriptors

- Sights (Exterior)** Has a roughly fitted stone wall that encircles the crowded buildings within.
A clump of buildings huddle together near the northern and eastern entrances.
- Sights (Interior)** Tight, narrow streets with little greenery.
Buildings are crammed within the area of the walls.
- Smells** fishy, sweaty, herbal
- Sounds** clang of fishing-boat bells, bustle of activity, laughter of children
- Landmarks** An ancient **Eladrin runestone** on a dias at the center of the town.
A **stone wall** completely encircles the town. It appears composed of an older wall and possibly the remnants of older buildings.
- Problems** Eastern encroachment of monsters from the cliff-region

Scale & Expression

- Perceived Size** Within the walls, feels like there are 500 residents.
- Composition** Mainly 9 large, dominant family groups. Mostly human, demihumans are rare.
- Governance** One royal family administers all functions of town (Hennighaw family)
- Ethics** Lawful good, guarded idealism

Technology

- Mundane** Medium medieval tech, minor gearworks, steamworks limited to mills.
- Arcana** Low arcana use, no magical library, no ritual component shop.
- Art & Exports** fishing, farming

Travelling Notes

- By Road** NORTHEAST to Steelhorn Pass (village, 80m)
EAST to Ridgefall Elevator (outpost, 50m)
NORTHWEST to Hillsong (village, 70m) or Oakridge (town, 60m)
- By Water** SOUTH, ferry crosses the Fallen Lake to Halfort (outpost, 10m)

Improvisation Notepad

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Non-Player Characters of Note

Name	Role	Keywords	Relationship
Commander Bala	Head of Town Watch	skeptical, hardbitten, truthful, distrustful	Employer
A short, built man with a squinty eye, black armor, and a commander's badge over his heart (Picture on-file) Ari has a +3 spokesman bonus (insight gained from Drienne) to all contests with this person			
Sister Geering	Community Leader	gracious, strong, rotund, sweet	Curious onlooker
A large, well-kept, dolled-up woman, over six feet tall and very wide; Carries elegance with her large stature Has an admiration for Ari & Jeya's work as inspiration to the town's female population			
Drienne Bronzer	Pastor of Avandra Church	kind, commanding, disciplined, honest	Normal Contact of Ari
A formal and disciplined woman without armor who walks with a staff and guides the townfolk Takes a detached, stoic interest in the dealings of the party			
Roland	Altarboy	young, observant, hopeful, awed	Minor Contact of Ari
A precocious tyke, dressed simply in Avandran garb, who works at the church and serves as a child role-model Has a small chance to know anything about town			
Phinney Blackbow	Town Clerk	uptight, guarded, impatient, fair	Employer
A thin, very neat man who is always dressed in an orderly manner appropriate his station Jeya has a +3 spokesman bonus (insight gained from Alicia Book) to all contests with this person			
Yuul	Knowledge gatherer	shifty, guarded, mysterious, unknowable	Minor Contact of Rhean
A refined, but oily character who stays mainly in the shadows Is a source for any questionable information or exotic items			
Mr. Addington & Bigfeet	Innkeeper & Servant	pleasant, fair, gracious, giving	Minor Contact of Farrett
The commonly dressed counterparts (human & halfling) that own/operate <i>Addington's Inn & Tavern</i> Gives free meals to Farett, both contribute to bringing elements of the halfling community to town			
Alfred Hennighaw	Royal Protector	old-fashioned, wistful, intense, simple	Employer
A 50-ish royal with a small-town demeanor on top of persona trying to appear regal Hopes that the adventuring party will bring hope to the populace and combat regional malaise			
Baron Ericson	Community Leader (competes with royals)	slick, confident, mysterious, slimy	Unestablished
A very well kept man with a thin moustache and much panache (Picture on-file) Owns half the buildings in town; Offers a 25% discount if characters purchase supplies at <i>his</i> store			