

Rite Publishing Presents

# 10 Kingdom Seeds Forests



By Liz Smith

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## 10 Kingdom Seeds: Forests

*Author:*

**Liz Smith**

*Editor:*

**Steven D. Russell**

*Artists:*

**Marek Rakuč and Maurice Albert  
Panganiban**

*Layout Artist:*

**Elton Robb**

*Publisher:*

**Steven D. Russell**

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*Kingdom Seeds are small settlements that can be dropped into a campaign as an early base or used in conjunction with the kingdom building rules to flavor the starting town or hex.*

To Qwilion of Questhaven, Greetings

Your request for information about certain out of the way locations was passed to me by a more sedentary colleague of mine. He knows that I have traveled far and wide, and can therefore bring a more firsthand - some would say 'accurate' - touch to this report.

I would point out the obvious fact that those wishing to grow such towns should treat them with care. Unlike trees, towns rarely respond well to being coppiced.

In respect  
Zaidia Starsnake

## Butteroak

NE village

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

**Qualities** insular, prosperous

**Danger** +0; **Disadvantages** none

**Terrain type** Temperate forest

**Demographics**

Government council

Population 193 (102 humans, 41 half-orcs, 24 half-elves, 15 halflings, 11 others)

**Notable NPCs**

Nammel Windpiercer (NE male human druid 5)

Tevere of the Fangs (CN female barbarian 2)

Guildmaster Flissa (LE female half-orc expert 6)

**Marketplace**

Base Value 650 gp; Purchase Limit 3,750 gp;  
Spellcasting 3rd

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

Butteroak nestles in the oxbow of a river, surrounded by a mix of pine and beech and the oaks that give it its name. The scent of the tannery fills the air, mixed with the sharp smell of pine from the needles and branches piled on various floors instead of straw or rushes. A double palisade surrounds the village, with assassin vines planted in between to keep out the snakes and dire wolves that also roam the forest here. In fall and winter, hunters track, trap, and bring in furs to be tanned. The inedible carcasses go to feed the vines. In summer, Butteroak switches to hunting and curing snakeskin instead.



A council of three, Tevere representing the hunters, Flissa representing the tanners, and Nammel representing the merchants, runs Butteroak with a light but rough hand. In essence, as long as someone doesn't cause enough trouble to reach the council's attention, nothing is done. If attention is drawn, punishment is severe. In the worst cases, an offender is given only a dagger and ordered to "run rings". This means they have to run one or more circuits between the palisades. If they survive the vines, they get to live. If they don't, that's one less vine that needs feeding. Such punishments draw the rest of the town to watch and bet on the criminal's chances.

### The Rattler

A long split-log building just inside the gate serves more as a tavern than an inn, offering common and poor meals, but only poor accommodation. Furnished with plain wooden benches and tables, and with matted pine needles underfoot, the Rattler is as rough as its customers, and none too clean. A dried rattlesnake's rattle hangs by the bar. Some regulars use it to summon Nammel Windpiercer

In snake season it serves its speciality snake stew. In wolf season the tough of heart and strong of jaw can pre-order wolf steak. Any steaks get carved off before the rest of the carcass gets fed to the vines. None of the locals bother with wolf steak, though the snake stew is popular.

Nammel runs the Rattler with a heavy hand, but since it's the only tavern in town no-one complains aloud at the bruised heads of brawlers, or the marked cards handed out to gamble with.

### The Shrine

Across from the Rattler stands a smaller split-log building that serves as a shrine. Although overseen by Nammel, its day to day activities are carried out

by Esudi (NE female human druid 1). Both Nammel and Esudi embrace the predator side of nature, happy to hunt, but also making sure that the forest animals aren't overhunted. That way, the predator always has prey and always has food. Any magical items are divided between the Shrine and the Rattler, with Nammel keeping a direct eye on the more expensive things.

### **Buttermarket**

Made of butter-yellow wood, this open sided building houses a constantly changing market. Anyone can rent a space here for a copper a day (plus 10% of any sales income). As a result the goods available change from day to day, but over time anything within the base value can be found here.

Day-laborers hiring themselves out pay a half-copper a day for the option to stand in the labor end of the market and hope. Most do get hired, more often than the handful who hang around outside rather than pay. A laborer's wage is negotiated between hirer and hiree, but commonly comes part in coin and part in food.

### **Rumors**

1. A trained fox has been stealing small gems and pieces of jewelry
2. Something has been delving a network of tunnels beneath the town
3. Strange lights keep appearing across the forest

## **Caldell**

LE village

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

**Qualities** prosperous, strategic location

**Danger** +0; **Disadvantages** none

**Terrain type** Cold forest

### **Demographics**

Government council

Population 72 (28 elf, 24 half-elf, 17 human, 3 other)

### **Notable NPCs**

Finarfing Yewheart (LE male elf monk 9)

Mithienye (LN female half-elf expert 7)

### **Marketplace**

Base Value 700 gp; Purchase Limit 4,500 gp; Spellcasting 3rd

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

Set at the foot of a mountain pass, Caldell supplies a base for travellers to adjust to the mountains, or to recover after their crossing. Stone buildings form a tight, precise, grid within an encircling palisade. Two gates lead out of town, one towards the pass and one towards the road away from it. During the winters, bangs and cracks can be heard as frozen trees split and break. In the village itself, pole lathes hum as they turn lengths of wood into poles, arrow shafts, and chairlegs. The bowyers also hum with activity as they spend the winter months making bows and fletching arrows. A small force of guards patrols the streets and stands watch on the wall. Punishment here is swift, rigid, and likely to involve forced labor at some hard and unpleasant task. The council's chair, Finarfing Yewheart, has a severe distaste for wasting resources - including lives - and the rest of the council falls into line behind him.

### **The Witch and Flask**

The inn is a single storey stone-walled building, with several leaded glass windows. A collection of tankards from many lands sits upon a shelf, taken from passing adventurers who drank more than they had money for. Tiny Imenn (LE female elf wizard 5) runs the bar with help from her *mage hand* cantrip, a raised eyebrow and warning finger all she needs to prevent brawls breaking out while she reads. If any trouble does break out here, Sgt Nathye of the guards is quick to pounce.

### **Law House**

A combination of a lawcourt, a lockup, and a base for the guard patrols, the Law House is overseen by the judge, Mithienye, and run at ground level by Sergeant Nathye Kunain (LE male half-elf warrior 5), almost twice the height and breadth of his lover Imenn.

### **Rumors**

1. The council chair accepts bribes from travellers for exceptions and favors
2. A malefic hag is giving eldritch powers to common street waifs
3. George the armorer was killed by orcs in the hills outside town

## **Eristan**

CN village

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

**Qualities** notorious, tourist attraction



**Danger** +0; **Disadvantages** none

**Terrain type** Temperate forest

**Demographics**

Government overlord

Population 132 (68 halfling, 42 gnome, 19 dwarf, 3 other)

**Notable NPCs**

Lord Phany Geddaye (CN male halfling commoner 9)

Sanzur Thrinan (TN male gnome rogue 5)

Algrige Leffdotre (CN female dwarf wizard 5)

**Marketplace**

Base Value 600 gp; Purchase Limit 3,000 gp; Spellcasting 3rd

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

Stone houses wedge themselves between copper and silver birch trees and grassy paths wind around the trees, bringing all of them into reach. Tourists descend on the town in early summer to enjoy the town's infamous "birch beer" fermented from sugary birch sap. While the raw sap is neither as sweet nor as tasty as that from maples, it does ferment well. Despite the name, the finished product is closer to mead than beer, with a distinctive tang and a deceptive smoothness. The rest of the year is quieter, spent tapping, brewing, tending the goats that keep the grass trimmed short on the paths, and weaving their wool into clothes.

**The Dancing Fool**

The inn is a single storey timber framed building, with a single salvaged stone wall and unusually low ceilings, as it is designed and built for the shorter races, as are the tables and benches. Taller visitors tend to stay in the Red Tankard.

**The Red Tankard**

A stone building with a tiled roof, the Tankard shoulders above the rest of the buildings. Unfortunately, its roof is rather higher than the quality of the food and drink inside. That's one reason why the locals avoid it.

**Rumors**

1. The lord's military relies upon necromancy and legions of skeletal warriors
2. Strange shadows are cast in the town square at night
3. The Milliners Guild is looking for mercenaries



**Fayebridge**

NG village

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

**Qualities** magically attuned, rumormongering

**Danger** +0; **Disadvantages** none

**Terrain type** Warm forest

**Demographics**

Government magical

Population 142 (93 human, 37 half-orc, 9 orc, 3 others)

**Notable NPCs**

Dralt (NG male half-orc druid 11)

Banain Waxwing (NG male human hunter (verminous hunter) 6)

Khadu (TN female human commoner 9)

**Marketplace**

Base Value 600 gp; Purchase Limit 3,000 gp; Spellcasting 6th

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

Set in an extinct caldera packed with fruit trees and split by a dozen tiny streams, Fayebridge manages to hold all four elements in balance. It also runs a great many hives of bees letting them loose on the fruit trees that bloom and fruit all year round, and selling the honey. Dralt and his partner Banain both have the ability to talk to and handle the bees without being stung. Banain also handles defence of the village.

### **The Humming Hive**

Built of pale stone with wide windows to let the air flow through, the Hive serves as the main village inn. Its meals focus heavily on fruit and nuts from the forest, with wine or twilsey more common than ale. Gruff, grizzled Khadu who runs it stands for no nonsense, and her walking stick is always to hand to enforce her demands.

### **Rumors**

1. The chancellor of the winemaker's guild has been murdered and replaced by a scheming devil
2. The town was built on top of an ancient necropolis
3. A patrol of soldiers has discovered a lost city

## **Garrant**

CE Thorp

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

**Qualities** strategic location

**Danger** -5; **Disadvantages** none

**Terrain type** Warm forest

### **Demographics**

Government Overlord

Population 23 (17 human, 3 half-orc, 2 other)

### **Notable NPCs**

Saebert Imriy (CE male human warrior 4)

Joti Ghostleaf (CN female human expert 5/sorcerer 1)

### **Marketplace**

Base Value 55 gp; Purchase Limit 500 gp; Spellcasting 1st

Minor Items 1d4; Medium Items —; Major Items —

Garrant straddles a ford in a wide murky river surrounded by summer red trees. The locals attribute the color of the trees' scarlet flowers and reddish leaves with the pieces of float copper that turn up as the roots disturb the soil. The settlement's crafters use the leaves to make molds, and turn out delicate and expensive copper jewelry.

Joti Ghostleaf earned her name making and selling jewelry from skeleton leaves, something which no one else has yet managed to duplicate. Joti and Saebert took over the town by fighting as a team after a tree flattened the last leader, defeating a handful of rivals that still mooch around the town looking for cracks in the leadership that they can exploit. He provides the face and force of the leadership. She provides the skill at trading and negotiating.

### **Coppersmith Hall**

A solid stone built building that houses both a furnace, and jewelry workshops. Each workshop has its own room around the central furnace area and fiercely guards its secrets and projects from its rivals.

### **The Sphinx's Vault**

This grandly named shop, run by Bealde Gerow (NE male human expert 4), trades in jewelry, raw copper, fuel, foodstuffs, general household goods, and the settlement's handful of magic items. Bealde boasts that he can procure anything, given enough time, but he hasn't yet managed to procure the leadership post that he wants.

### **The Minstrel's Mug**

A sprawling wooden building with heavy beams running up the walls and across the ceiling, the Minstrel's Mug is firmly neutral territory among the clashing factions. Run on strict and harshly enforced rules of 'no business, no baiting, no brawls', the Mug serves as a safe place to meet, eat, and drink. A particularly large and tough half-orc, Keddak Stonearms (CE male half-orc barbarian 3) serves as the bouncer.

### **Rumors**

1. The statue in the market square is actually a petrified adventurer
2. One of the farms outside town was destroyed by a pack of flesh-eating ghouls
3. Bealde the merchant deals in monstrous pets and slaves

## **Maplelea**

TN hamlet

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

**Qualities** superstitious

**Danger** -5; **Disadvantages** none

**Terrain type** Cold forest



### Demographics

Government autocracy

Population 50 (29 human, 14 halfling, 7 other)

### Notable NPCs

Andrias Gemmer (NG male human fighter 5)

Gaffo Basi (TN male human expert 7)

Hani Pyke (TN female halfling bard 1)

### Marketplace

Base Value 200 gp; Purchase Limit 1,000 gp;

Spellcasting 0th

Minor Items 1d6; Medium Items —; Major Items —

A twisty maze of haphazard houses radiating out from a crooked town 'square', Maplelea grows a little stranger every time someone new moves in and builds a house on the edge of the hamlet. It gained its name from the maple trees that the settlement taps each spring, and the maple syrup and maple sugar that they process and sell. The newly elected mayor, Gaffo Basi, runs the second largest of the tapping teams (though he would like to have the largest, he was beaten to that by his predecessor, Andrias Gemmer).

### The Sage's Staff

Owned by Andrias Gemmer, but run by his sons Brix and Kathon, this seedy timber-framed building sits just to the south of the town square. Hani Pyke gets board and lodging here, on condition she sticks to music and avoids any spellcasting, for which she is grateful, but operates on the principle that what the eye doesn't see, the heart won't grieve. Andrias actually gave her space so that he could keep a close protective eye on her, as the last person to openly wield magic here was lynched and thrown down an old dried up well.

### Rumors

1. Brix Gemmer was murdered by thieves in the town square last night
2. A vampire lives at the bottom of the old well.
3. The mayor plans to levy a new tax on adventurers

## Mournesse

CG village

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

**Qualities** insular, pious

**Danger** +0; **Disadvantages** none

**Terrain type** Cold forest

### Demographics

Government council

Population 119 (77 half-elf, 32 human, 10 other)

### Notable NPCs

Tinnise Icefire (CG female half-elf cleric 7)

Barin Rennelson (NG male human expert 5)

Olreas Mousetail (CN human barbarian 2/druid 3)

### Marketplace

Base Value 500 gp; Purchase Limit 3,000 gp;

Spellcasting 4th

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

Snowed in for half the year, Mournesse has learned to rely only on itself for survival. In winter the logging teams go out, led by Barin Rennelson and guarded by Olreas Mousetail. In summer, they float the piled logs down the river and bring back money and supplies. Barin has lived here all his life. Olreas turned up three years ago, and the two found they worked well together. The years since they teamed up have been both more productive and plagued with more animal attacks, which Olreas has turned into more profit by expanding from just logging to trading the skins as well. As in trade, so in everything else - Olreas refuses to be pinned under one label and cites flexibility and fluidity as the markers of life, much to the disgust of Tinnise, the local priest.

### The Gold Axe

A large single storey timber framed building, with a smooth stone floor, the Gold Axe sits opposite the church tower. Round tables and stools scatter across the floor, and the windows remain narrow and shuttered against the cold. Not even a fire lights the dim room, but rather the fire feeds the hypocaust under the floor and keeps it far warmer than an open fire could. Those that want more than dim light bring or create their own. The result is a patchwork of light and shadow that folk can hide in - and often do.

### Chapel of Oak and Iron

From above the chapel resembles an axe with a tall tower where the blade would be. Tinnise Icefire guards and runs the chapel, leading daily services for all who wish to attend. "We have a heartwood that forms our core," she teaches. "Our heartwood is that which makes us truly who we are, and if you know that, you have the strength to survive all that life can throw at you." Her teachings constantly bring her into conflict with Olreas, and a schism is slowly forming in the village as others take one side or the other.

## Rumors

1. Eadwean the peddler deals in stolen goods
2. The town guards wear helmets to hide the horns on their heads
3. Ghosts line the walls of the Gold Axe during the full moon

## Nulukkhir

LN hamlet

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

**Qualities** insular

**Danger** -5; **Disadvantages** none

**Terrain type** Temperate forest

**Demographics**

Government overlord

Population 55 (26 dwarf, 24 gnome, 5 other)

**Notable NPCs**

Lord Zuri Greathammer (LN male dwarf fighter 5)

Sanzagh Lightvault (LN male dwarf cleric 3)

Hinerdhing (TN female gnome expert 5)

**Marketplace**

Base Value 200 gp; Purchase Limit 1,000 gp;  
Spellcasting 2nd

Minor Items 1d6; Medium Items —; Major Items —

Trees grow over and around the massive black stone blocks that form the half-buried houses of Nulukkhir, and the air is thick with the smell of pigs. The locals are accustomed to the smell, and no longer notice it. Visitors tend to notice immediately. Gnome herders ride the largest of the boars as they lead the pig herds to scavenge the forest floor for food, particularly the nuts that form thick layers of mast during fall. In early winter, the air is also thick with blood and the screams of pigs being slaughtered. The breeding and riding stock is left intact, but the rest is salted, smoked, dried, or otherwise preserved for both eating and sale. All such sales require the authorizing stamp of the local lord, Zuri Greathammer.

## The Green Tankard

From outside, the Green Tankard looks identical to any of the other buildings. Inside, the walls are painted in bright primary colors, each wall different, and the chairs and tables in more subdued pastel shades. One corner holds piles of cushions in a clashing patchwork of color for those who prefer to recline rather than sit, or for those who wish to adjust the height of their seat. The innkeeper,



Hinerdhing, matches the color scheme with her bright clothes and lurid pink hair.

## Sunrise Shrine

The shrine appears slightly more translucent than the other buildings. Inside, it is lit as if the black stone is the night sky and the sun is just about to rise. Tiny niches around the walls hold icons of at least a dozen gods, all of which are tended Sanzagh Lightvault, the local priest. He has his own preferences, but as the sole priest in an isolated community, he recognises that others have other preferences. As long as they don't outright mock the other gods, he will serve whoever comes.

## Rumors

1. A swarm of goblins lurks in the woods outside town
2. The innkeeper's daughter disappeared when all the ravens left
3. Dwarven miners have mysteriously disappeared in the distant Cinder Hills

## Southmerrow

LN hamlet

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

**Qualities** Academic

**Danger** -5; **Disadvantages** none

**Terrain type** Warm forest

**Demographics**

Government autocracy

Population 41 (36 elves, 5 half-elves)

**Notable NPCs**

Adtiar Earthseed (LN male elf monk 3)

Beralirn Heartseer (LN male elf cleric 5)

Gray Panther (LN female half-elf warrior 2)

**Marketplace**

Base Value 200 gp; Purchase Limit 1,000 gp;  
Spellcasting 3rd

Minor Items 1d6; Medium Items —; Major Items —



The cinnamon trees of Southmerrow have been coppiced for centuries, and each cut widens the base of the tree. Some of the bases are 15 or 20 feet across and it's on these that the living houses are formed, weaving a shelter inside the growing trees. The roofs are waterproof against the rain, while the sides tend to be looser to let cinnamon-scented breezes cut the heat. The houses move with each coppicing, arriving at a tree when it has a year's growth and leaving 2-3 years later, so that nobody except Adtiar has a fixed address.

### Vallea Berm

Dug three-quarters into the ground and roofed over with sod, this training monastery is easily mistaken for a low hill. Inside everburning torches light the whole length, but the rest is bare except for a smooth wooden floor, and a partition at one end marking off Adtiar's sleeping quarters and office. The open area serves many purposes, from training to fight, socialising, storage, and schooling to an emergency shelter.

### The Cooking Ground

The communal cooking takes place in a set of open air stone firepits well clear of the trees and is served to the scattering of tables and benches. In fine weather, most of the working and socialising also happens at the cooking ground (in foul weather, it moves into the Berm).

### Rumors

1. Reyny Whylley the weaponsmith has spent all his gold on ale and consorts
2. A star has fallen into the sea just a few miles offshore
3. The nearest bridge across the river has been destroyed by brigands

## Whitespell

LG hamlet

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

**Qualities** insular

**Danger** -5; **Disadvantages** none

**Terrain type** Cold forest

**Demographics**

Government overlord

Population 76 (44 humans, 28 dwarfs, 4 others)

### Notable NPCs

Hearthmistress Ruby Avorre (LG female dwarf aristocrat 2)

Jandra Silverstrings (NG female human bard 4)

### Marketplace

Base Value 200 gp; Purchase Limit 1,000 gp; Spellcasting 2nd

Minor Items 1d6; Medium Items —; Major Items —

Stands of coppiced trees radiate around Whitespell in all directions, each at a different stage of growth. In the center, circles of bare baked ground show where the charcoal mounds burn. Here they make high quality charcoal for making masterwork and magical metalwork, including weapons and armor. While they use a small amount themselves, most is sold off to whoever needs it.

Officially the settlement is run by Ruby, but in practice, everyone goes to Jandra for day to day needs. Jandra, in turn, tells visitors that she's just the tavern entertainer and that she doesn't have any say in anything more important than which song comes next. In fact, she and Ruby are partners, sharing everything including decisions.

### Whispering Cup

A single-story timber framed building with a tiled roof serves as the settlement's tavern. The furnishing is made for function rather than look and scrubbed clean each day by the bartender Alard (LG male human commoner 4). About half the tables and benches are sized for humans, and the other half for dwarfs. A handful of cushions lie on the floor and double as pillows for those spending the night. Jandra spends most of her day here, either practising, working, or nursing a tankard of something in a chair by the hearth. As a result, the doors never actually close and people wander in at all hours to have a word with her.

### Rumors

1. The ale at the Whispering Cup has been cursed by a witch
2. An elven caravan is expected to arrive, carrying exotic beasts from distant lands
3. The old monastery over on the river road is haunted by ghosts

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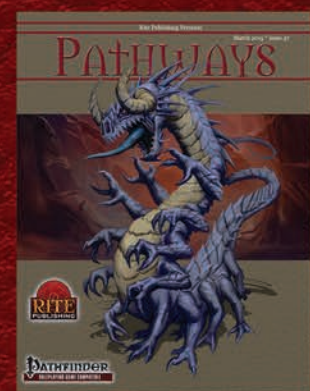
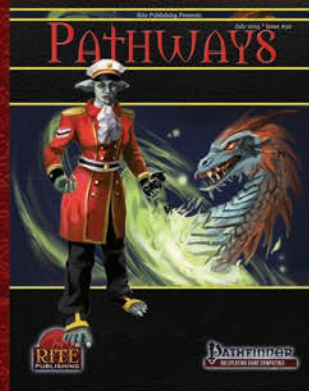
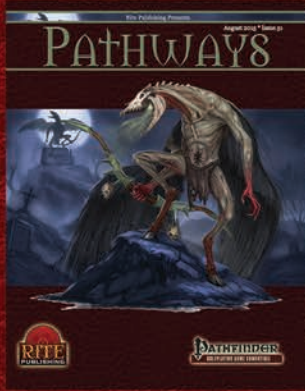
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