

# World of Towne



## Towne, Stormglenn, and Rondstadt

The Towns of Towne: Supplement for There's a Game in this Book  
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The Towns of Towne (v1.5)  
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Dodeca System Games<sup>12</sup>   
GAMING TO THE POWER OF TWELVE

Thanks to Bex. You're awesome.

And thanks to all the the fans for making our Kickstarter a success!

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# A Multitude of Towns

ver time a number of towns and cities have been created for the World of Towne. Here we collect a selection of these locations that have so far been brought into the 1.5 version of the Game. We compile these here for you to use any time you're creating an adventure whole-cloth from your own ideas (yet still set on this world). If you're running any of the Dodeca System Games-produced adventures, one or more of these towns will be in there as well (to make it easy for you to reference what you need within a single document), but more open games, and ones you're just creating on the fly, could use any of these towns with little effort (and, this way, you don't have to reference a bunch of different documents just to find the towns you need).



# The Town of Rondstadt

**R**ounded 100 years before Towne, the town of Rondstadt (originally called River Fort) was once a bustling little city. Situated on a rich Scharlan River delta, Rondstadt should have remained an economic hub in the region. Instead, after the founding of Towne up-river, Rondstadt fell out of favor, and the rest of the kingdom began to ignore its existence. Over time, the power in the kingdom moved westward, and now Rondstadt is just that town even the tax collectors forget about.

So what happened? What changed this thriving city into a sad little town? Reportedly it was just a shift in the flow of the economy on top of a long series of droughts that hurt the local farmland. Rondstadt never recovered.

*[The real reason, though is that one vampire, Prince Rondstadt, moved into the region. Before, when the town was River Fort, commerce was free and open and the people could come and go as they pleased. The town was growing at such a strong pace that it was prime for an industrious hand to move in and take over, which is exactly what the vampire prince did. Claiming the town as the center of his realm, the prince had a castle built up in the mountains overlooking the town, and his dark power and influence spread out across the region. Not that anyone even remembers the vampire these days.]*

Now, the townsfolk are just a sad and fearful lot. The citizens fear the darkness that resides in the region. *[Where the darkness comes from, and why it exists, isn't talked about at all. Heroes to the town wouldn't even know what's going on, either, since the castle is shrouded, invisible to all but the creatures of the night.]* Rondstadt is just a depressing, fearful place -- better to move through quickly rather than stay any longer than one needs to.

Some special note should be made of the laws and economics of the area. For multiple market reasons (not the least of which is the vampire

castle on the hill), weapons, armor, magic, and other combat items are not allowed to be sold within the city limits (nor are people allowed to service said equipment). *[Some other items, like holy relics, garlic, and aged woods are, for obvious reason, unable to be purchased within the city.]* This, along with relative distance to the next town and poor farmland in the region, has left Rondstadt in a sorry state, both economically and emotionally. This is not the bright and shining town it once was.

## Special Locations

### **Burgomeister's House**

Like most towns, Rondstadt features a mansion for the leader of the town, the Burgomeister. However, the mansion, like much of the town, isn't really much to look at. It's small (some might say "modest") and a tad run down. Still, it is the nicest house in the village.

## Shops

### **Blacksmith: Brick and Sickle**

The local blacksmith's shop, run by Ivan Masonwright, the fifth generation Masonwright to own this shop, is a center for talk and rumor around town. The men of the village will often come to the warm interior to share gossip and secrets away from prying eyes. The loud hammering of iron on steel ensures that what's whispered here doesn't get overheard. Also, Masonwright is a capable blacksmith able to repair more metal goods. Just don't ask him to fix weapons and armor -- those items are not allowed to be sold or fixed in town.

### **Books: The Savvy Scholar**

Despite the fearful way many of the townsfolk seem to view the world, one educated individual still seeks knowledge for its own sake. Run by the town historian and scholar, Evelyn Montouth, the Savvy Scholar holds a small but interesting selection of books to borrow or buy. Support learning and the arts and buy local!

### **General Store: A Bail of Grain**

Featuring goods grown locally as well as imported from the shining metropolis, Towne, A Bail of Grain has all you need to set up residence in town and feed your whole family. Of special consideration, the general store is the only place in town to buy knives as well as other tools. Although they aren't that great for combat, these knives are the only potential "weapons" citizens have access to in Rondstadt.

### **Steeds: The Honest Goat**

Although the farmland around Rondstadt isn't that great, it's not a complete barren wasteland. If you're interested in taking a stab (with a blunt knife) at farming the land then the Honest Goat is where you'd go to get your farm animals. From work beats to herd animals, Goat has all you will need to work this poor land.

### **Tailor: Twiddling Twine**

Just because you live in a poorer town doesn't mean you have to dress like it. Featuring fine silks as well as linens and cotton blends, Twiddling Twine has the fabrics cut and tailored in all the modern styles. Plus, they can do any repair job, large or small, you may need for the rags you're wearing currently. A full-service tailor.

### **Wines: Wild Berry Wines**

With a down economy, depressed citizens, and no hope in sight, it's only natural that the townsfolk would turn to alcohol to soothe their needs. Doing brisk trades with a vast and varied selection of not only wines but also meads and ales, Wild Berry is perhaps the only store in town that's actually doing well. Try their ice wine -- it's fantastic!

## **Places of Interest**

### **Abandoned Temple**

Once the town of Rondstadt was a bustling economy. But as time changed and the world seemed to move on, the people became more and more disillusioned with life. Eventually they began to blame their gods. No one knows for sure who did it, but eventually one of the townsfolk burned the temple down. The rubble was left as

is, a reminder of the old world and the gods that seemed to have forsaken the town.

### **Graveyards**

It should come as no surprise, considering the economy and the lack of clerical workers at the temple (since there's no temple), that the mortality rate in Rondstadt is abnormally high for the region. All of these bodies have to go somewhere, so there are extensive graveyards right on the outskirts of town.

### **Inn I: Pride of the Barony**

Although neither inn within Rondstadt is particularly nice (both are dirty and serve food and drink little better than swill), Pride of the Barony is certainly the lesser establishment of the two. As one of the first buildings ever built in Rondstadt (back when the town was River Fort), it has the distinction of being one of the oldest businesses in the town. It also has the distinction of not changing in the least in the intervening years -- this includes the mattresses, the paint, the decor and, (rumor has it) the food. Seriously, if given an option, stay somewhere else.

### **Inn II: A King's Ransom**

This establishment, A King's Ransom, was named after an amusing incident. When a traveling merchant, Gregor Strevovich, came to town one day, he looked into getting a room at the Pride of the Barony inn. Staying there for only a few minutes, Gregor realized just how terrible that inn was. When talking to the local magistrate (who also happened to own Pride of the Barony), he asked how much it would be to set up a rival inn in town, and was told, "a king's ransom to pay for the land and the permits." Gregor, to spite the magistrate, spent every dime he had to build a rival, one better than the Pride. He was able to do it, but only just, which is why A King's Ransom is the better inn in town, but you're simply better off camping instead.

### **Tavern I: Loaves and Knishes**

Originally a simple bakery, Loaves and Knishes expanded over time to encompass many of the needs and desires of their clientele. This is why, despite half the establishment being taken up by display counters and baking ovens, Loaves

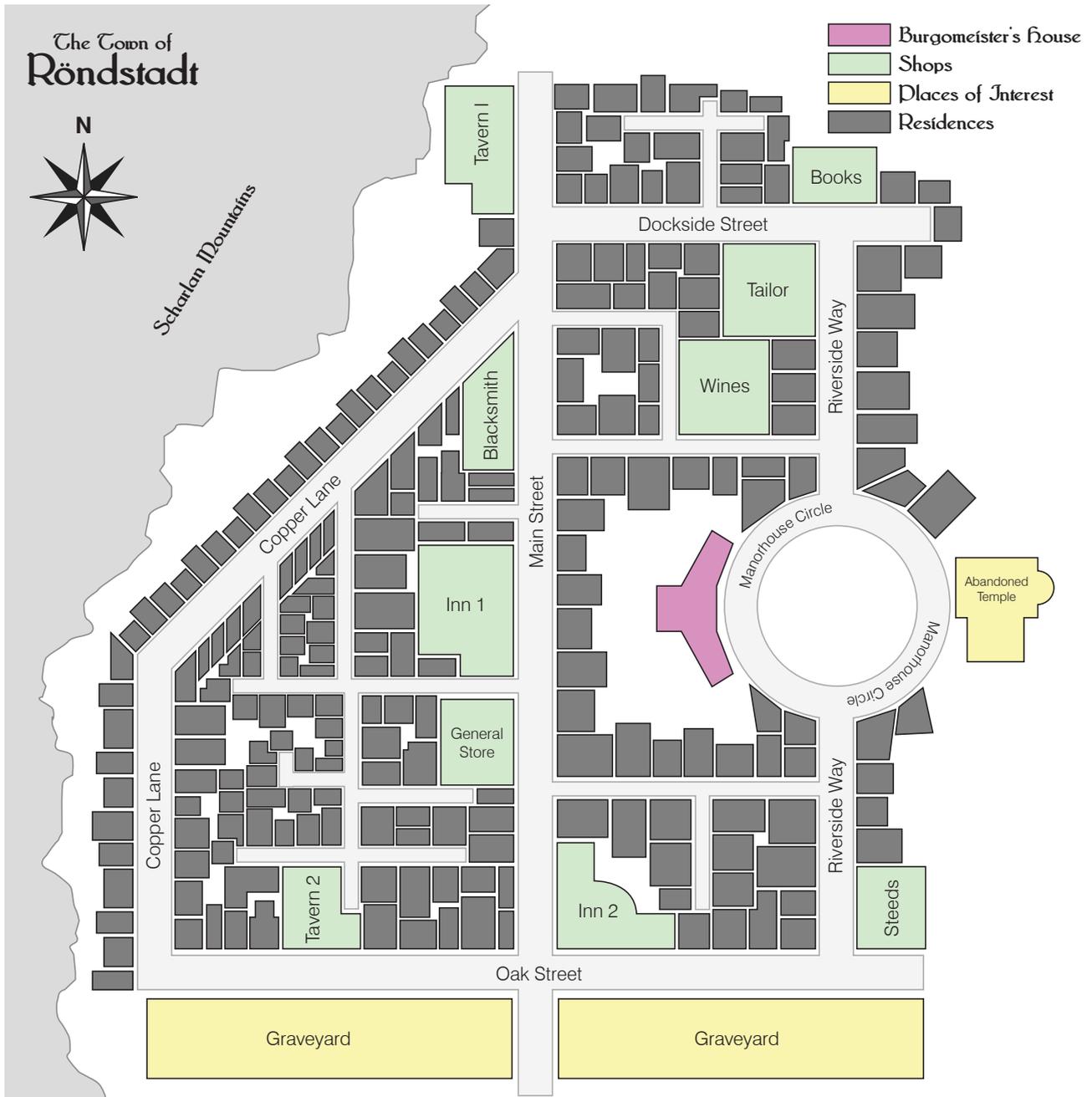
also serves ales, features live entertainment most evenings and, if the price is right, features a certain kind of companionship in their special “tasting rooms.” Bear in mind, though, that baking is going on constantly in Loaves and Knishes, so, despite there being so many services on offer, it is oppressively hot in the building. That said, their breads are amazing.

### **Tavern II: A Drop and a Dram**

A Drop and a Dram is one of the newest businesses within Rondstadt. Founded only a decade before, the purveyors of Dram, Gillian and Edward Threespot, came to town quietly one night and within days had a fully running tavern established. Using their own business connections, the merchants have been able to import all kinds of goods normally not seen within Rondstadt's walls. Rumors flow about their true reasons for being in town, but to anyone that questions them they simply seem like nice, normal tavern-keepers.



# Map of Rondstadt



While other cities in the region can boast an improved economy since joining with Towne, Rondstadt seems to have suffered the opposite fate. This may be because Rondstadt has never formally joined with the Towne city-state (although it is considered by all parties -- except for maybe Rondstadt itself -- to be part of the lands). However, merchants rarely ever come here... but then,

neither do the Towne tax collectors, so maybe it all balances out.

Still, the lack of fresh commerce has hurt the town. For now, until they manage to figure out a way to aid their failing town (if they are even trying) the town will continue to remain ignored and largely depressed.

# The Town of Stormglen

**I**n response to the formal founding of Towne, Stormglen was founded five years later to secure the territory of the north side of the Scharlan River for the village and farms established there. Although lacking the mountains of Towne and resources there-in, Stormglen has a larger forested area and, due to the natural flow of the river, richer soil (and thus better farmland).

Stormglen received it's name from the original forest that once resided along the river shores. Once a grand forest, the Stormhaven Forest was tamed, a valley cleared from the trees, until a picturesque "Stormglen" was "revealed".

Ruled by a Council of Merchants, Stormglen is one of the few free city-states in the lands surrounding the kingdom. Technically the kingdom only has claim to the northern side of the river, so the council can rule the city free of the meddling of the royal courts. However, it is public knowledge that Baron Leonhardt of Towne has designed on the lands south of the river, and if plans ever come to fruition, Stormglen may one day get absorbed back into the kingdom as part of the Towne barony.

## Special Locations

### Chamber of Merchants

Effectively the Stormglen "Town Hall", the Chamber of Merchants serves as the center of government and commerce in the town. The Council of Merchants meets daily in sessions the public can view (but are not allowed to comment upon). Sessions where the public are invited in to comment and ask questions are held weekly.

### Guard House

Like Towne, Stormglen is protected by a high wall, although this fortification is only on the side of the city facing Towne. A lone guard house stands at the north entrance into Stormglen, while the city is protected by the thick forests along the riverside.

## Shops

### Blacksmith: Three Irons

Originally founded by three brothers, Three Irons passed hands a number of times until it came into possession by Erik "Threehorn" Goldsmythe, a dwarf and all-around tinkerer. Erik won the shop in a game of 8-Card Heave (a distinctly dwarven card game involving large bets and larger pints of ale) -- the "three" in both his name and the shop's was pure coincidence. As it is, though, Erik is a fine blacksmith, and he always is working on some sort of interesting project.

### Books: Library of Fate

Although the name may sound ominous, this is really just a normal bookstore (or is it?). Rows upon rows of normal, every day books and scrolls (maybe they're books of Magic and scrolls that guide you to the nether realm!) line the shelves. A kindly old man (who could be a guardian of untold secrets!) idly mans the Counter. If only he'd dust once in a while (but then, that would ruin his secret dust-incantations!).

### Gadgets: Twiddle-Tie-Dee

Piskies are incredibly rare, and seeing one in a town is ever rarer. That makes a shop owned and operated by piskies a very special kind of shop. The piskies, Twixlie Yan Vee and her brother Todd, run a curiosity shop with toys, trinkets, and tools made entirely out of wood. It's not a matter of if they have what you're looking for, but whether you ever realized you were looking for something to begin with. But believe us: they have the item you need all the same.

### General Grocer: Homegrown Grains

Stormglen features some of the best farmland in the region. The vegetables, fruits, and grains grown in the soils are prized among chefs. Homegrown Grains prides itself on selling only the finest selections of local produce, so while their prices may be high, their selection is of the highest quality.

### **Honest Achmed's Slightly Used Weapons**

Achmed, the friendly, neutral shopkeep he is, runs several retail stores across the land. Slightly Used Weapons sells cut-rate weapons at discount prices. They may have come from the deceased, but hey! The savings get passed on to you.

### **Steeds: The Menagerie**

Although horses are the most popular steed (due to their strength and relative price in comparison to more exotic fare), the Menagerie sells all kinds of steeds. How about a sea-goat, or a winged horse, or a man-eating cow? Well, maybe not that last one, but the Menagerie has it, and if you have the cash, the fine animal could be yours.

### **Tailor: The Snip-Snip Shop**

Snip-Snip provides cheap outfits with decent wear-and-tear while on-deck or on the road. Their specialty is uniforms, but they can make a decent pants and shirts for any occasion.

## *Places of Interest*

### **Cafe: Chef Chestor's**

A small restaurant across the way from City Hall, Chestor's features a fine selection of cheeses, all special-made by Chestor himself. A favorite of the ruling merchants, Chestor's always had a broad selections of his creations on hand, with new varieties coming to age daily. Try the blue-storm, a local delicacy.

### **Tavern I: Moon Over the Scharlan**

Family-owned for over 150 years, the Moon (as it's known) is a quiet, upper-class establishment. Not often frequently by the sailors and farmers, the Moon is loved by a more discerning clientele. Their mixed drinks are better than their ale, while their food is better than most other establishments in town. Just don't leer are the barmaids -- their father (the tavern keep) is very protective (and he has a big club under the bar).

### **Tavern II: The Weasel and the Boar**

The tavern preferred by sailors and stevedores, the Weasel (as it's known) serves decent ale and pretty okay food. It's not the best tavern, but the meals are cheap and the company is good. Plus, Tuesday nights they have entertainment from the

exquisite "Madam Marjorie," a lute player with... other talents.

### **Temple of Boramin**

God of the winds (and aid to sailors and farmers alike, the Temple of Boramin has a place of particular prominence in Stormglen. Sailors and farmers are both known to give tithes to the temple, while the priests regularly walk the docks and the farmlands, bestowing blessing of good winds, sun, and rain.

### **Temple of Iriana**

Being primarily a sea and farming town, the requisite temple to the high-goddess Iriana is not the largest temple in town. Like all temples to the goddess, though, it offers kindness to those in need.

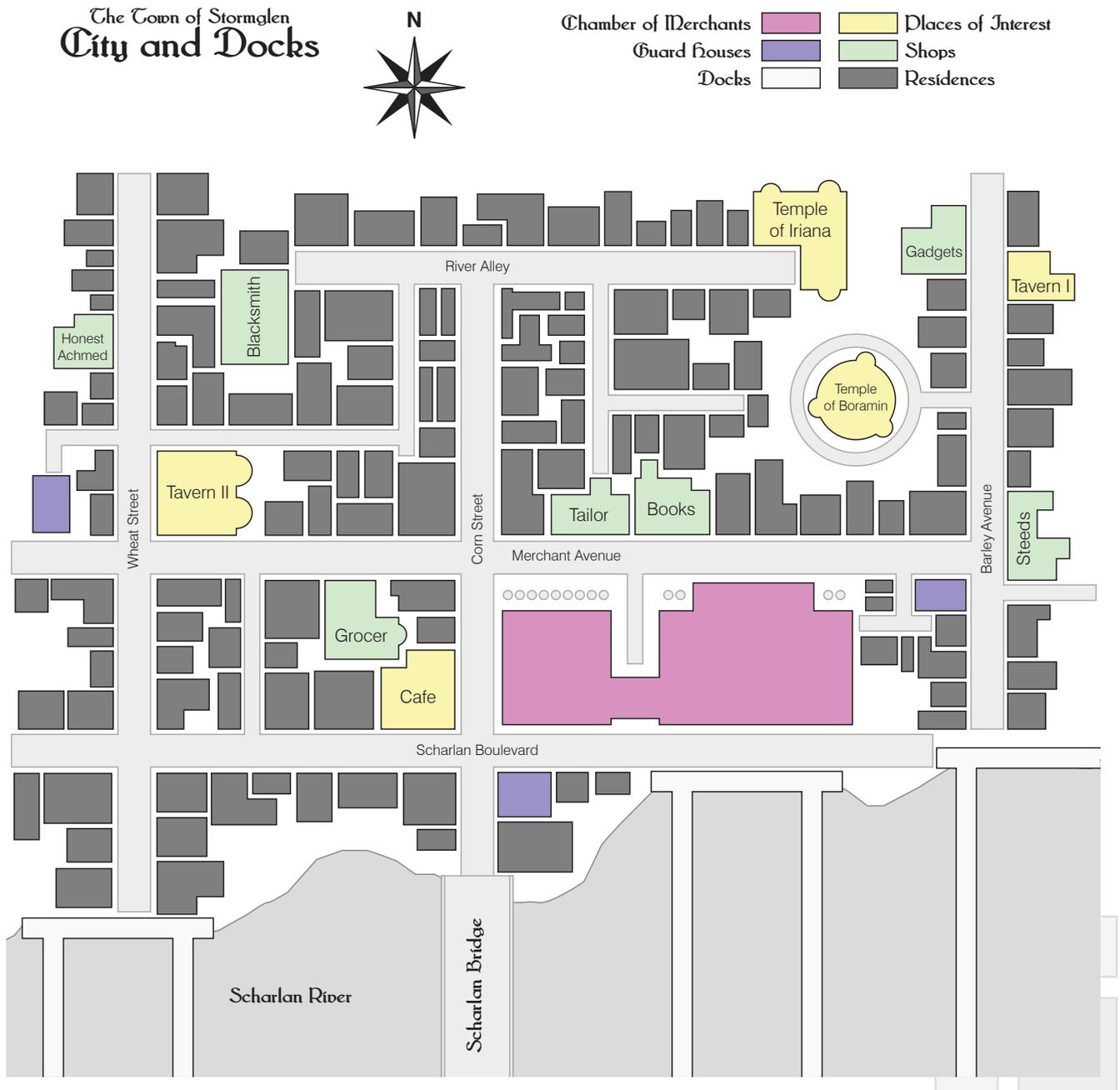


# Map of Stormglen

Although not as large a town as Towne, Stormglen may, in fact, be the strong of the two cities economically. With it's broad, clear coast, a thriving shipping district, and control of the Scharlan Bridge, Stormglen has positioned itself as the economic power along he river. This has lead to many conflicts between the two towns. Many times peace has been negotiated between

the cities, only for it to fall apart due to some perceived slight from one side or the other.

It's thought that eventually the two side may come together, uniting under a common banner, but current tensions make that unlikely any time soon.



# The Town of Towne



Originally a collection of farms set in the plains between the Kahzik Mountains and the Scharlan River, Towne was formally founded four centuries ago by the Lords Towing and Leonhardt. Named for Towing, Towne quickly grew to prominence due to its location along the river and was eventually chosen as the capitol for the Kahzik kingdom (which it served as for 200 years).

After the capitol moved to Thornhollow the Towing line took back control, splitting the land away from the Kingdom to create its own city-state. Rule of the town, though, switched hands fifty years later when Leonhardt staked a claim to the lands and seized control, exiling the Towing line. Since then, the Leonhardt family has pushed for closer connections to the capitol. In hopes of becoming a barony of the kingdom, already Leonhardt has taken to calling himself "Baron."

Towne's south side has always been less prosperous than the northern half. The northern half has benefited from its proximity to the Baron's manor house (and the old castle before that). To the east of Towne are the docks, a collection of shipyards and managerial offices that run the economy of the region.

## Special Locations

### Baron Leonhardt's Manor House

This stately mansion rests on the north side of town. Connecting into the town walls, the manor is a formidable fortress, defensible against many would-be attackers. The back of the manor is double walled with high towers to ward off attack. The stables on the back lead out to the Baron's private hunting grounds. Inside, the manor is done up like a small castle -- ornate decorations, and even a throne room. Towne may be small, but the Baron treats it like his own, private kingdom.

### Guard Houses

Several small watch stations guard each entrance into the town. These guard houses control the

portcullises in case of attack, but also act as gathering places for the town guard. If ever you are in trouble (or causing trouble) the town guard are here to help the good people of Towne.

### Town Square

The center of town is marked by the "square" (actually a circle formed by the round-about Baron's Way). Within the town square is a notice board as well as an amphitheater for public speeches. When the Baron is not making proclamations (an uncommon occurrence), the speaking area is usually taken up by one priest or another for one of the lesser gods.

## Shops

### Alchemist: The Skull and Casket

An alchemical implement emporium, Skull and Casket sells a variety of spell-needs, including herbs, roots, dried blossoms, pickled eyes, deviled meats, and smoking tobacco. A common stop for many of the local resident sorcerers.

### Armorer: Sharper Lineage

Known through the kingdom for the quality of their weapons, Aaron Sharpe and sons are the men to go to if you have the money to spend on fantastic weapons. Prices are high, but the quality speaks for itself.

### Blacksmith: Olaf Steelforge

For those in need of repairs for armor, Olaf is the man to talk to. His forge is second-to-none (something, unfortunately, that can also be said about his prices). Come for the steel repair services, then stay to try and work off your substantial debt.

### Books: Leather-Bound Curios

When Towne was a smaller place (more of a village than a town), Leather-Bound Curios was in the affluent part of town. Over the years, though, the town expanded, and this small bookshop fell on hard times. Now run by the great-grandson of the original owner, Leather-Bound Curios does

slow trade in the rarer tomes. They might not have the books you were looking for, but you'll likely find something interesting on their shelves.

### **Crazy Ivan's Magic Emporium**

Banned in three cities already, Crazy Ivan's Magical items have been known to catch fire, randomly explode, and occasionally cause the user to vanish from the face of the planet. But when you need a Magic wand fast and cheap, no one can make them quicker than Crazy Ivan. No refunds. If not fully satisfied with magical items, return unused portion at your own risk. Offer void in Thornhollow.

### **General Store: Bail and Bucket**

For those looking to take an adventure, Bail and Bucket should be your first stop. This general store provides all the items you might need, from camping gear to winter clothing. Prices are good, and selection is the best in town.

### **Honest Achmed's Slightly Used Wagons**

Are you a merchant with a lot of goods to transport? Are you going on an adventure and you need to take a few necessities along? Need to make a quick get-away with slightly more than what you can carry? Then Honest Achmed has the wagons for you. Guaranteed cheap, in decent repair, get the wagon you need at the price you can afford. All sales final, wagons sold as-is.

### **Pawn Shop: Greyson Jewelers**

Although the northern half of Towne is considered the "Rich District," Greyson Jewelers is perhaps the seediest store in the whole of the town. Basically a pawn shop, the Greyson family helped found the town of Towne, and they've had their shop location for over 200 years. If you're looking to buy or sell jewels (or, really, just about anything), Greyson will give you a fair price (well, fair to them).

### **Steeds: Nag and Pony**

Good horses aren't cheap. Thankfully, Nag and Pony doesn't sell good horses. Selling only the cheapest, mostly mediocre work horses, Nag and Pony can get you a steed capable of getting you where you need to go... eventually.

### **Tailor: Simple John's Linens**

Although the clothing might be a little thin (perhaps even used), Simple John's selection comes at a fair price. Cheap clothing that does what it's supposed to -- cover the parts of your body you have to cover when in polite society. You can't wear this stuff to court, but then, if you're at Simple John's, you have no reason to be at court.

### **Tailor, Women's: Lady-in-Waiting**

For that elegant ball, or just a princely night out on the town, Lady-in-Waiting has the clothes you're looking for. From the fine to the extravagant, any outfit for court or celebration can be found here. Just try not to rub your fingers all over the merchandise.

### **Wines: Archelius Select Vineyards**

Grown by the brothers Archelius, the grapes that go into their wines are hand-selected. Only the best fruits are used, guaranteeing the best wines in the countryside. Also try their meads and absinthe. Free tastings every other Tuesday.

## **Places of Interest**

### **Cafe I: Goose and Gander**

There's food, and then there's Goose and Gander. This exquisite establishment serves the best smoked meats and cheese within the realm. Their wine selection is also among the finest in the countryside. You won't find a better plate of food anywhere else (so they say).

### **Cafe II: The Squealing Piggy**

Although some may prefer "finer" fare, Squealing Piggy does brisk trade in simple, hearty dishes. Their Eggs-and-Drippings Special is a favorite among the workers in Towne, while their Three-Meat Pie could keep you satisfied for a whole day. Just don't ask what the three meats are.

### **Gentlemen's Parlor: The Lucky Lass**

Known for its generous odds and its even more generous "entertainment," the Lucky Lass is an evening parlor for the discerning gentleman. The house will even stake you if you lose too much money (although the interest rate may be more than you'd want to pay).

### **Museum: Edgar Twoson's Earwax Museum**

Hand-selected and personally curated by Mr. Twoson, this museum features quite an interesting choice of subjects. As one patron once remarked, "disgusting exhibits, dreadful displays. Two stars. I probably would visit again."

### **Tavern I: The Pear and Potato**

This fine establishment features a rich, hearty menu and a fine selection of ales and wines. Although the entertainment isn't always the best (often times whatever minstrel they could quickly hire after the last one was thrown off stage), the food and drink more than make up for it. And, once the wine has gotten to your head, rooms are available for rent. Fair prices (although not the cheapest in town).

### **Tavern II: The Werewolf's Head**

Not known for their ale (it's terrible), their entertainment (it's terrible), or the quality of their beds (they're terrible), the Werewolf's Head has two things worth mentioning. One, the owner proudly displays a mounted werewolf head on the wall of the tavern (well, it could just be a wolf -- who'd be able to tell the difference?). And two, it's dirt cheap. Bedbugs expected.

### **Tavern III: The Scoundrel's Honor**

There are bad parts of town, and then there's that one tavern even the local ruffians won't enter. The lighting is dark, the air is smoky, and no one knows your name (because "no names" is the first rule upon entering the Scoundrel's Honor). The ale is beyond awful, but don't tell the bartender that if you value your life (they say the tavern-keep was once jailed for biting a man's face off).

### **Temple of Iriana**

Dedicated to the Goddess of the Universe, the worship of Iriana is considered the primary religion of the region. Followers of Iriana will venture from the temple once a day to feed and clothe the poor. If you're in need, the temple can aid you.

### **Temple of Mornurr**

The patron god of Baron Leonhardt, this smaller temple sits behind the temple to Iriana. The followers of Mornurr (God of War) don't like outsiders coming into their temple. Membership

is invite only, with just a select few joining the temple each year. If you're not a member, you won't know what goes on inside the temple walls.

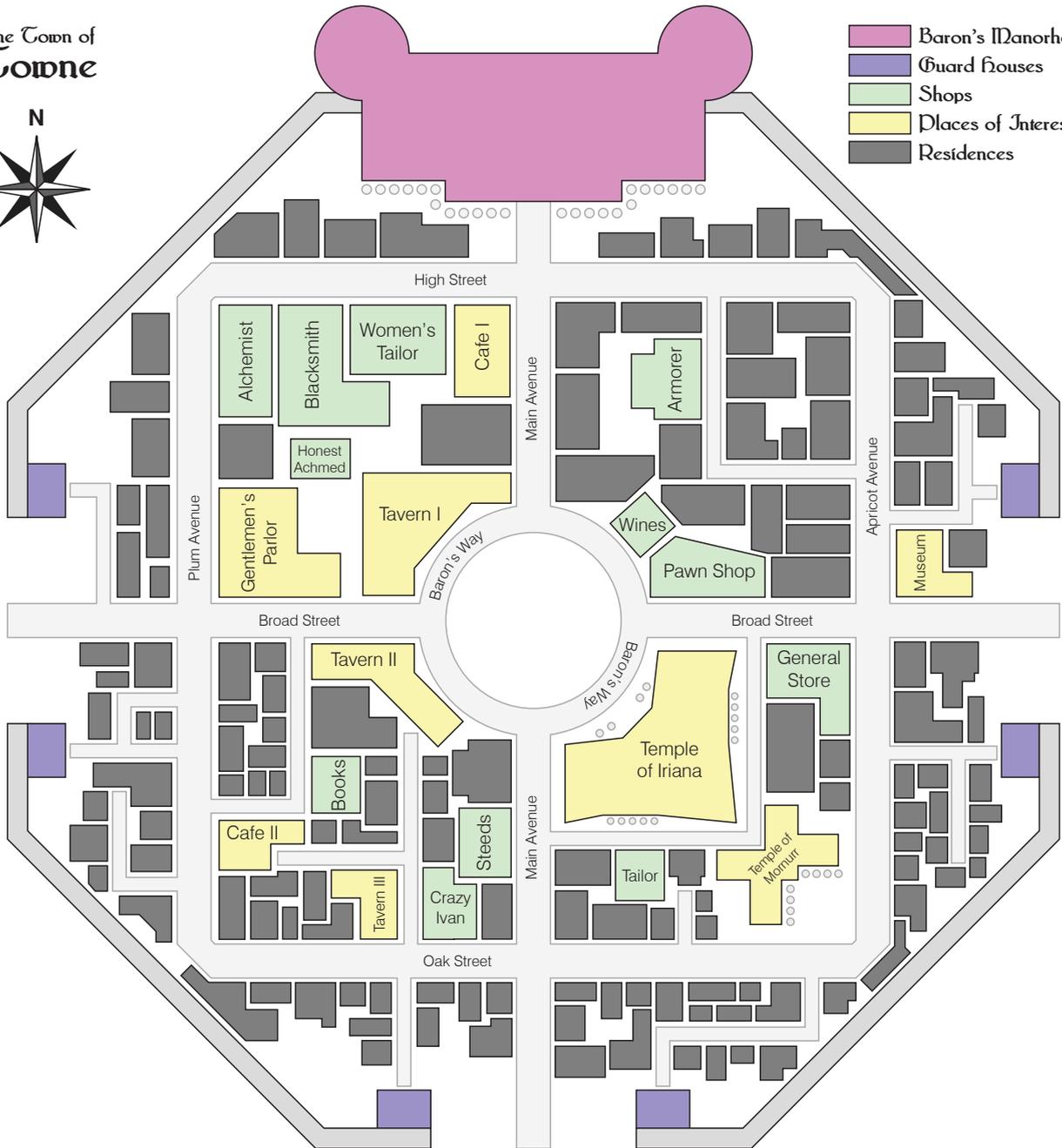


# Map of Towne

The Town of  
Towne



- Baron's Manorhouse
- Guard Houses
- Shops
- Places of Interest
- Residences



The modern town of Towne is a marvel of current industry, capitalism, and fine living (well, current for the Middle Ages). Those that can afford to live within its protected walls have plenty to eat (in comparison to the serfs out in the fields), a roof over their heads (that usually doesn't leak), and the protection of the town guards (which normally doesn't have to be paid for in advance).

Say what you will about the current Baron (just, say it quietly and in the company of like-minded people), but the Baron has done a lot to bring this peaceful riverside town into the modern era.