



Erneth Town



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Erneth Town is a small settlement located near the southern coasts of the kingdom. Most buildings follow the King's Road, which reaches the great capital in the east after a few days of travel. Erneth Town started with a small group of fishermen trying to find a good place to make a living. They found a nice location where the King's Road passes next to the ocean and built their homes there. The settlement grew in size and after four generations, almost four hundred people call it their home. When the town was large enough, the king appointed the area as part of the nearest duchy. Duke Earlington appointed his eldest son Harold to look over Erneth Town instead. The Duke's son had a manor house built in the center of the town to rule from (**Area 1**).

Erneth Town is known for its two main exports: fish produce, and wines. The Blue Grape Brewery (**Area 4**) produces two types of wines and fine ale. Erneth Town is a small settlement where life is simple and somewhat boring but its people drink only good wines. Despite the town's current size, there is no form of wall to defend the townsfolk from outside forces, a problem of growing importance as the town becomes richer.

1. Manor House. Harold Earlington rules Erneth Town, appointed by his father, the duke. Harold holds no interest for the small settlement but wants to impress his father to better his chances of inheriting the duke's title after his death. He meets townsfolk indifferently and dismisses their needs often. He is content from behind the high walls of the manor house.

2. Gymena's Road Inn. The inn was built eight years ago and belongs to a large woman known as Gymena. The inn has empty rooms most of the time but the tavern on the first floor is full all nights. Being the only establishment of its kind in a wine-brewing town makes it a fireproof success. They serve the two local wines: Red Cinnamon Wine, and the expensive Blueshot Wine.

3. Ganymede's General Store. The owner of the store is a retired adventurer bard named Ganymede. He now sells all kinds of goods, weapons, and armors. He has heard the tale that a merchant ship sunk near town. He is willing to pay a good price to recover the hull's contents.

4. Blue Grape Winery. Old Jonah owns the winery and is the only person who knows the secret recipe for the two signature wines. He is looking for a worthy apprentice to follow the tradition.

5. The Docks. Most townsfolk work at the docks or as fishermen. The two buildings by the docks are a storage room and a workshop where people salt the fish for transportation.

6. Sir Farganbold's Home. An old knight in early retirement lives in the calm countryside. Sir Farganbold earned his title a few years back in the war after saving the duke's life. He currently trains three stable boys to fight with swords to earn his yearly stipend. He could still consider a life of adventure if a worthy reward presented itself.

7. The Tannery. The owner, Janus, sells his rare wares to wealthy citizens in the capital. He is currently looking for exotic hides to work with. The stranger and more dangerous the animal the better.

8. Magister Dorian's Home. The largest house in town belongs to Magister Dorian. He oversees exports and the collection of tithes in Erneth Town. He is worried about the town's wellbeing as the reports of brigands and a band of orcs in the vicinities grow. If he could convince the duke's son of this situation they could arrange the construction of a wall to protect the town from evil.

9. Taurus' Exotic Goods. A mysterious gnome with a glass eye sells strange substances, charms, amulets, blessings, and other trinkets.