

Goldenfields

As you crest the hill and look down upon the small town of Goldenfields, you see that it is nestled in a vast, rolling plain covered in golden wheat fields. The town itself is surrounded by a sturdy wooden palisade, and beyond its walls you can see the fields stretching out as far as the eye can see. Smoke rises lazily from chimneys scattered throughout the town, and the sound of a distant blacksmith's hammer can be heard over the gentle rustle of the wheat in the breeze. It looks like a peaceful and prosperous place, but as you draw closer, you can't help but wonder what secrets may be hidden beneath the surface.

Goldenfields is a small town located on a vast plain covered in golden wheat fields. The town's economy is heavily reliant on agriculture, with the wheat providing the majority of its income. However, a recent blight has devastated the crops, putting the town's food supply in jeopardy. In addition, the town is surrounded by a vast network of tunnels that were once used by a long-dead civilization. The government of Goldenfields is a council of prominent citizens and elected representatives led by Mayor Reginald Stonemason, who is well-respected for his fair and just leadership. The town guard, under the command of Captain Isabella Crossbow, is highly trained and disciplined, providing effective defense for the town and its people.

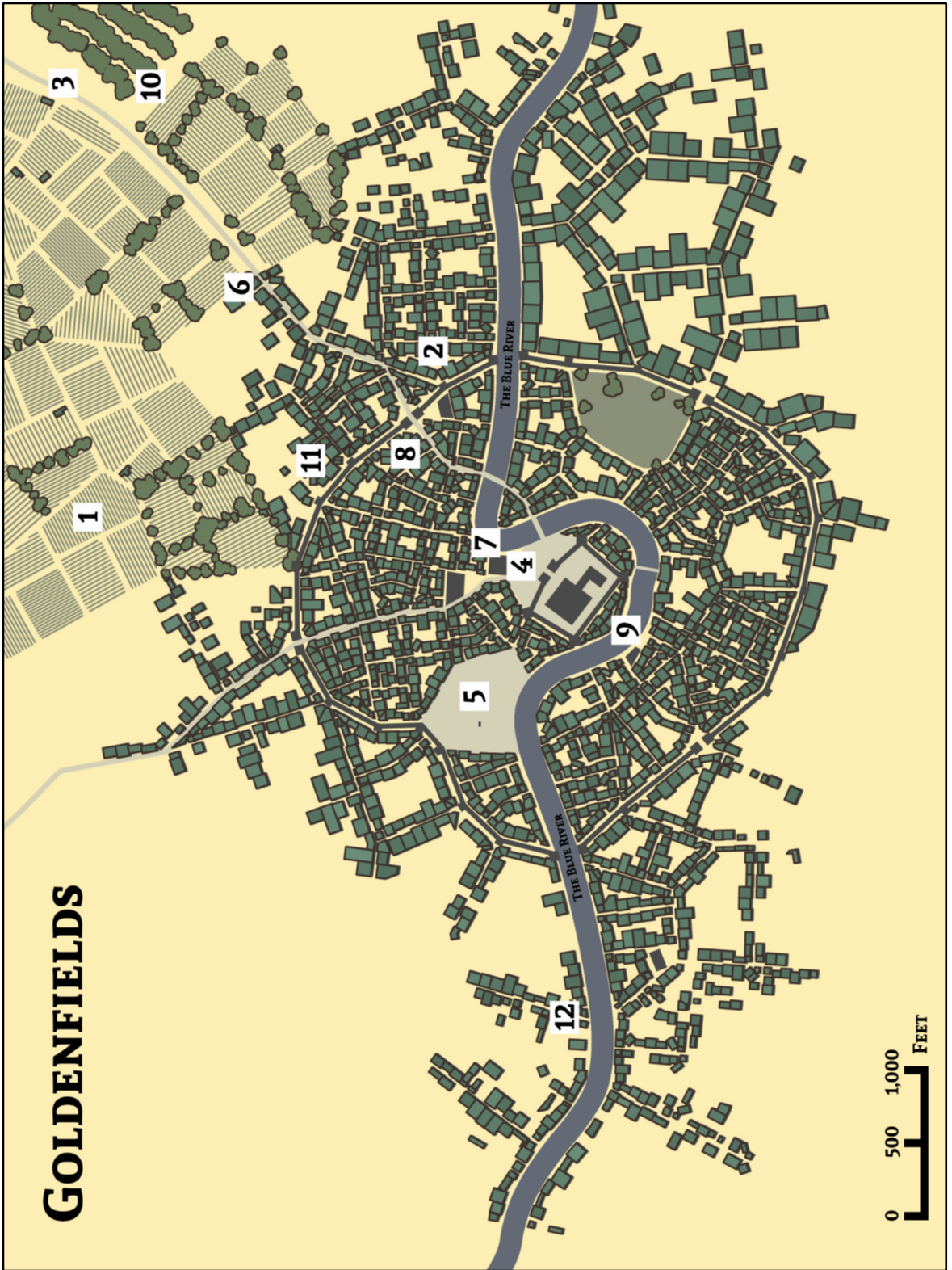
Basic Information

Population: 12,500

Government: The government of Goldenfields is a council made up of prominent citizens and elected representatives. The council is led by a mayor, a position currently held by a man named Reginald Stonemason. He is well-respected in the town for his fair and just leadership, and is known for his strong sense of community. The council members are responsible for making decisions about the town's governance, including issues related to agriculture, trade, and law enforcement.

Defense: The defense of Goldenfields is primarily handled by the town guard, which is led by Captain Isabella Crossbow. Under her leadership, the guard is highly trained and disciplined, with a focus on maintaining the safety and security of the town and its people. The guard is equipped with a variety of weapons, including swords, bows, and crossbows, and patrols the town and its surroundings regularly to deter and respond to any threats. Captain Crossbow is known for her no-nonsense approach to law enforcement, and is respected by the townsfolk for her dedication to keeping them safe.

Commerce: Goldenfields' main commerce is agriculture, with the town's vast wheat fields providing the majority of its economic output. The wheat is harvested and sold to other towns and cities, making Goldenfields an important source of food in the region. Additionally, the town has some trade in other crops, such as vegetables and fruits, and supports a small number of craftspeople and artisans.



GOLDENFIELDS

Notable Locations

The following locations are keyed to the map of Goldenfields as seen on page [x].

1 - Nordberg Farm. This large farm is run by Henrik and Ingrid Nordberg, a hardworking couple who are known for their delicious goat cheese and butter.

2 - The Golden Sheaf Brewery. This popular brewery is owned and operated by Lars Johansson, a jovial brewmaster who is always happy to share his latest creations with visitors. The brewery is known for its crisp, flavorful ales.

3 - The Windmill. This towering windmill is operated by Olaf Svensson, a skilled miller who grinds the town's wheat into flour. The windmill's spinning blades can be seen from miles around.

4 - Crossroads Market. This bustling market is run by Hilda Bjornsdottir, a shrewd merchant who sells a wide variety of goods from across the region. The market is known for its vibrant atmosphere and colorful stalls.

5 - The Stone Circle. This mysterious circle of standing stones is rumored to have been built by the long-dead civilization that once used the tunnels around Goldenfields. The stones are tended by Oskar Holmberg, a solitary druid who is known for his deep knowledge of the natural world.

6 - The Shrine of the Harvest. This small temple is dedicated to a goddess of agriculture. The shrine is tended by Astrid Lindstrom, a kindly priestess who offers blessings and guidance to farmers and travelers alike.

7 - The Golden Grain Co-op. This cooperative store is owned and operated by a group of local farmers and craftspeople. The

co-op is known for its high-quality goods and fair prices, and is managed by Sven Eriksson, a savvy businessman with a heart of gold.

8 - The Cracked Anvil Smithy. This busy blacksmith shop is run by Einar Johansen, a gruff but skilled smith who can create custom weapons and armor for adventurers and guards. The shop is known for its blazing forge and ringing hammers.

9 - The Blue River. This wide, slow-moving river runs through Goldenfields, providing water for irrigation and fishing. The river is tended by Kari Andersson, a jovial fisherman who knows the river's secrets and can guide travelers to the best fishing spots.

10 - The Hilltop Orchard. This idyllic orchard is owned by Leif and Elin Johansson, a couple who are known for their juicy apples and sweet pear cider. The orchard is located on a hilltop overlooking the town and provides stunning views.

11 - Goldenfields Schoolhouse. This small school is run by Ingrid Eriksson, a dedicated teacher who provides education to the town's children. The schoolhouse is known for its bright colors and welcoming atmosphere.

12 - The Old Ruins. These crumbling ruins are all that remains of the long-dead civilization that once used the tunnels around Goldenfields. The ruins are guarded by Olav Lundqvist, a grizzled adventurer who has explored the tunnels extensively and can share tales of his adventures with those who dare to listen.

Notable Organizations

The three most important organizations in Goldenfields are detailed below.

The Goldenfields Co-op. The co-op plays a significant role in local politics, as it provides a forum for members to voice their concerns and coordinate on issues related to trade and agriculture. Sven, the co-op's manager, is a savvy businessman and a respected member of the town council, and he uses his position to advocate for policies that benefit the co-op's members and the town as a whole.

The Goldenfields Guard. This elite group of soldiers and law enforcement officers is led by Captain Isabella Crossbow. The guard is responsible for maintaining the town's security and defending it against external threats. As such, the guard plays an important role in local politics, as it advises the town council on matters related to defense and public safety. Captain Crossbow is a well-respected leader who is known for her no-nonsense approach to law enforcement, and her advice is highly valued by the town council.

The Golden Harvest Guild. This guild is comprised of the town's bakers, brewers, and other artisans who work with wheat and other grains. It is run by Bjorn Eriksson, the owner of the Golden Harvest Bakery. The guild is involved in local politics through its advocacy for policies that support local agriculture and trade. Bjorn is a respected member of the town council and uses his position to promote policies that benefit the guild's members and the town's economy as a whole. The guild also plays an important role in organizing festivals and events that showcase the town's agricultural heritage.

Notable NPCs

The following NPCs are important and influential people in Goldenfields.

Henrik and Ingrid Nordberg, the farmers. This hardworking couple run Nordberg Farm, and are known for their delicious goat cheese and butter. Rumor has it that they have a secret recipe for a cheese so good, it could make even the grumpiest traveler crack a smile.

Lars Johansson, the brewmaster. The jovial tavernkeeper who owns and operates The Golden Sheaf Brewery. Lars is always happy to share his latest creations with visitors, and is rumored to have a secret brew that is so potent, it can knock out even the toughest adventurer.

Hilda Bjornsdottir, the merchant. Bjornsdottir runs the Crossroads Market. She is a master negotiator, and is rumored to have once haggled a merchant out of their entire stock for just a handful of coins.

Oskar Holmberg, the druid. Oskar is a solitary druid who tends to the mysterious Stone Circle. He is known for his deep knowledge of the natural world, and is known to have a special bond with the animals that live in the nearby woods.

Astrid Lindstrom, the priestess. Astrid tends to the Shrine of the Harvest. She is known for her blessings and guidance, and is rumored to have once performed a miracle that saved a farmer's crop from a devastating blight. Unfortunately, she hasn't been able to help Goldenfields with its most recent blight.

Sven Eriksson, the guildmaster. As the savvy businessman who manages the Golden Grain Co-op, Sven is known for his fair prices and business acumen, and is rumored to have once outsmarted a group of bandits

who tried to steal from the co-op's stores.

Einar Johansen, the blacksmith. The gruff but skilled owner of the Cracked Anvil Smithy, Einar is known for his custom weapons and armor. People say he once created a weapon so powerful, it could cut through solid stone without tarnishing the blade.

Leif and Elin Johansson, the applegrowers. The couple who own the idyllic Hilltop Orchard, Leif and Elin are known for their juicy apples and sweet pear cider, and are rumored to have a secret recipe for a cider so delicious, it could make a bard sing a new song.

Ingrid Eriksson, the teacher. Ingrid is known for her bright colors and welcoming atmosphere, and is rumored to have once taught a lesson so inspiring, it turned a troublemaker into a model student.

Olav Lundqvist, the guard. The grizzled adventurer who guards the Old Ruins, Olav is known for his extensive knowledge of the tunnels. There is a rumor that he once discovered a valuable treasure in the ruins, but he gave it all away to help those in need.

Isabella Crossbow, the captain of the guard. The no-nonsense leader of the Goldenfields Guard. Captain Crossbow is highly respected for her dedication to the town's safety, and is rumored to have once taken down a band of goblins single-handedly.

Reginald Stonemason, the mayor. The respected and fair leader of Goldenfields, Mayor Stonemason is known for his leadership skills and his ability to unite the town's citizens, and is rumored to have a secret passion for painting that he keeps hidden from all but his closest friends.

Adventure Hooks

Below is a list of twelve adventure hooks for the characters to partake in while they are in Goldenfields. Each is tied to one of the aforementioned NPCs, but can easily be adjusted to fit another questgiver of your choice.

Goat Thief. The characters are hired by the Nordbergs to investigate the mysterious disappearance of their prized goat herd. Could it be the work of a rival cheese-making family?

Werewolf Tooth. Lars has an urgent request for the characters: a rare ingredient needed for his latest brew has gone missing, and he needs it retrieved before the next full moon or the brew will be ruined.

Traveling Companions. Hilda needs the characters to accompany a caravan of goods to a distant city. But the road is fraught with danger, and Hilda's sharp tongue may make her a few enemies along the way.

What Stirs in the Wood? The animals in the nearby woods have started acting strangely, and Oskar fears something dark and powerful is influencing their behavior.

Silverbarb. Astrid begs the characters for their help in finding a rare herb needed for a powerful blessing. The herb grows deep in the forest, and she fears the journey may be too dangerous for her to make alone.

Missing Cargo. The co-op has received a shipment of rare and valuable goods, but they've gone missing. Sven needs the characters to investigate and recover the stolen goods before the co-op goes bankrupt.

Starshine Ore. Einar is in need of a rare metal to craft a weapon worthy of a legendary hero. He needs the characters to

brave the dangers of the tunnels and retrieve the metal from a dangerous mine.

Wormy Apples. The couple's prized apple trees have been attacked by a strange blight that threatens to destroy the entire orchard. They need the characters to find the source of the blight and put an end to it before it's too late.

Think of the Children. Ingrid has noticed a troubling trend in her students - they seem to be losing their creativity and imagination. She needs the characters to investigate and discover the cause before it's too late.

The Chimera. Olav has discovered a secret entrance to the tunnels beneath Goldenfields, but it's guarded by a powerful creature. He needs the characters to help him defeat the creature and explore the tunnels.

Revenge of the Raiders. The captain of the guard needs the characters to track down a group of bandits who have been raiding caravans on the road to Goldenfields. But the bandits are more organized and dangerous than anyone expected.

The River Ghouls. The mayor has received a strange painting that seems to be cursed—anyone who looks at it for too long becomes entranced and begins to act irrationally.

Random Encounters

Every eight hours the characters are wandering through Goldenfields, roll a d20. On a result of 18 or higher, an encounter occurs. Roll on or choose from the table on the right to determine the nature of the encounter.

d12	Encounter
1	A group of mischievous children steal the characters' belongings.
2	A street vendor offers to sell the characters an unusual magical item.
3	The characters witness a heated argument between two prominent citizens.
4	A mysterious figure slips the characters a note with a cryptic message.
5	The characters are challenged to a drinking contest by a rowdy group of locals.
6	A sudden rainstorm floods the streets and forces the characters to seek shelter.
7	A stray animal follows the characters around town, begging for food and attention.
8	The characters stumble upon a secret meeting of a local cult.
9	A sudden earthquake shakes the ground, causing chaos in the streets.
10	The characters encounter a group of bards who challenge them to a musical duel.
11	A minor fire breaks out in a local business, requiring the characters' assistance to put it out.
12	The characters are confronted by a group of pickpockets who attempt to rob them.