**Fern River** (originally Fern Valley)

**Concept:** Fern River is a peaceful community in a wooded river valley near Stardew Valley, accessed through a passage by the wizard’s tower. The inhabitants are a bit peculiar at first, but gradually reveal their true nature as semi-mythical beings from around that world, drawn to the valley by the promise of a quiet life around others who accept them for who they are, and the eccentricities of the region.

**Setting:** Fern River is a bit better off than Stardew Valley (the houses have bathrooms!). Houses reflect the owners’ personalities and heritage, with community amenities such as a swimming pool, playground and town center. The inhabitants tend to be in tune with nature, being primarily spirits of nature, and spend a lot of time maintaining their gardens enjoying the environment. Once a year, they have a fair where they shed their human forms and appear as they truly are, opening their village to trusted humans at that time. Despite being mystical beings, they have many down-to-earth concerns

**Inhabitants**: Most inhabitants are families, along with five single women and six single men.

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| Family One: Based on Kinnnara (half-bird, half human) from Thailand. Kinnara are skilled at music and dance. | | |
| Name | Age/Role/Gender | Personality |
| Ubol | Adult  mother  female | More interested in crafts like painting, pottery and weaving than dance and music, although she joins in to keep her family happy. She has a bad leg from an accident, which limits her dance abilities. |
| Aran | Adult  father  male | Very dedicated to teaching dance and music to all comers, and an experienced teacher in traditional arts |
| Chanthira | Child  female | While she likes traditional arts, she prefers to be outside playing with her friends. She mostly learns if she's promised a reward |
| Mali | Teen  Single  female | A very dedicated daughter, a dancer and musician who sees it as her responsibility to do her best at everything. Chanthira's laissez-faire attitude sometimes irritates her |

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| Family: Based on the Iroquois Gandayah, a form of Jogah who look after Flora and help respectful farmers. | | |
| Name | Age/Role/Gender | Personality |
| Ojistah | Adult  mother  female | Warm, welcoming and inclined to spoil her animals, Ojistah is also not willing to put up with nonsense. |
| Tier | Adult  father  male | Gruff and terse at first, it becomes increasingly clear that Tier is simply not a big talker. He can be found sweet-talking his animals when he thinks no one is looking |
| Otsi’tsa | Teen  Single  female | Like her mother, Otsi’tsa is warm and kind but no-nonsense, especially where the care of her animals is concerned. Her favorites are the cows. |

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| Family: Based on the Aziza (yumba) of West Africa (Fon) tradition. They are wilderness keepers and rangers. | | |
| Name | Age/Role/Gender | Personality |
| Isi | Adult  Mother  Female | stern but loving, she keeps her family in line and warns the player about abusing resources. She raises herbs and natural remedies in their greenhouse, and is the community health provider. |
| Idah | Adult  Father  Male | Cares for wildlife that has been injured or orphaned, and is easily befriended |
| Nehi | Teen  Single  Male | Scholarly, enjoys research and study into the natural world, wants to stay in the valley to conduct research while earning his college degrees |
| Ivie | Child  Female | An explorer, curious about the world around her and sometimes getting into trouble because she gets so involved in what she’s doing that she loses track of what’s around her. She and Maite are best friends |

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| Family: Western European fairy tradition. Morgana and Seguin are nominally the town mayors, but that essentially means they have a big desk in their house. | | |
| Name | Age/Role/Gender | Personality |
| Morgana | Elder  Female | Very responsible, feels she is the authority even though no one really pays too much attention. She is aware of that but knows someone has to pretend to be the leader when strangers come around. She has her role mostly because she is willing to interact with outsiders. |
| Seguin | Elder  Male | Not as responsible, more live and let live, Seguin enjoys spending time in Stardew Valley, especially going to the pub on the weekends. Likes to tell tales of his adventures in the old days (really old days). |

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| Family: An elderly Chinese couple with an adopted son who is actually a cloud lion dog. They are a jollly, outgoing couple who enjoy teasing each other and occasionally throwing drunken hootenanies. | | |
| Name | Age/Role/Gender | Personality |
| Sage | Elder  Male | Frequently found in the square entertaining others with his story-telling. He is wise but sometimes it can be hard to tell when he is being serious |
| Fable | Elder  Female | Teaches the village children in the old ways, often through story and metaphor. She keeps Sage from being too silly, but isn’t above being goofy herself. |
| Legend | Teen  Single  Male | Sage and Fable’s son, actually a transformed lion dog. He is very shy but very loyal, and can be fiercely protective. His only outward sign of his transformed status is silver-grey eyes. |

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| Family: Siphiwe and Thandiwe, a brother and sister with albinism who sought shelter in an anthill when they were being burned by the sun. The anthill was actually a fairy mound, and the siblings became fast friends with the fairies, eventually settling in Fern River | | |
| Name | Age/Role/Gender | Personality |
| Siphiwe | Teen  Single  Male | As the older sibling, he feels responsible for his sister and wants her to have the best life possible, but also worries he does too much for her. He loves animals, and takes care of the town dog and cat, Shuck and Malkin |
| Thandiwe | Teen  Single  Female | Siphiwe’s sister, wears glasses, prefers to stay inside because the sun makes her eyes hurt, but dislikes missing out when she does. She paints the family house every year and is often out sweeping and weeding later in the day. |

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| Family: Anhangá (natural form, a white deer with fiery eyes), a protector of wildlife who helps animals escape from hunters. They have a pet Alicanto and run (and live above) the general store. They don’t sell meat. | | |
| Name | Age/Role/Gender | Personality |
| Camila |  | Runs the general store. |
| Ignacio |  | Helps with the store, but mostly watches the children. Runs the stand during festivals so Camila can enjoy time with the children. |
| Maite | Child  Daughter  female | The three children are triplets, and very different. Maite is a tomboy, who is often a bit grubby and messy. |
| Floriana | Child  Daughter  Female | Enjoys dressing up, concerned about staying neat and tidy, frets over her siblings |
| Alonso | Child  Son  Male | A bit of a prankster, likes to play jokes on his sisters, but generally nothing harmful |
| Family (Singles) | | |
| Name | Age/Role/Gender | Personality |
| Sabela | Teen  Single  Female | Curly light brown hair, small and slender, with a fondness for treasure. Gives gifts based on gold and jewels. Associated with rivers and lakes (lives in water). A bit arrogant and greedy at first appearance, being very interested in what the player has acquired, but it’s more because she wants to know than wants to have. Based on Asturian xana |
| Nasrin | Teen  Single  Female | A dancer who also loves to cook and feed others. Mali’s best friend. She is often in the Kinnara home. She often takes charge of community meals and runs the community bathhouse. Based on the Persian peri. She and Nilufar are roommates |
| Nilufar | Teen  Single  Female | A cheerful young woman who was adopted by fairies, and lives among them despite not being one of them. She uses a wheelchair, and doesn’t mind as long as someone helps her with stairs. Straightforward and playful, she likes to have fun. She and Nasrin are like sisters, and although they usually get along, they occasionally ruffle each other’s feathers. |
| Kekoa | Teen  Single  Male | (based on a mo’o, a shapeshifting, amphibious lizard spirit) Dislikes the cold or being too far from water, often seen fishing or doing something with water or trees. Bananas are a favorite. Rather embarrassed by his lizard form at first, tends to be shy and appear stand-offish, sometimes overly polite. |
| Patry | Teen  Single  Male | (Orkney Island spirit, of the type that wear armor and battle) loves exploration and mine-diving. Independent and worried about being strong enough to keep everyone safe - sees himself as a protector and provider. |

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| Animals | | |
| Name | Age/Role/Gender | Personality |
| Oralia | Alicanto | Flightless golden bird |
| Shuck | Dog | Black dog with red eyes |
| Malkin | Cat | Gray tabby |

List of things to do (Grayed out completed):

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| To Do | Details |
| Finish Details of Maps | Check for missing pieces (tops of fences, all curves in place, etc.)  Add streetlights  Resolve pool texture  Add fishing |

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| Building Exteriors | Rough:   * Kinnara * Gandayah * Aziza * Morgan & Seguin * Sage & Fable * Siphiwe & Thandiwe * Anhanga * Sabela * Nasrin & Nilufar * Kekoa * Patry   Finished:   * Kinnara * Gandayah * Aziza * Morgan & Seguin * Sage & Fable * Siphiwe & Thandiwe * Anhanga * Sabela * Nasrin * Idra * Kekoa * Patry |

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| Building Interiors | Complete basic layout   * Kinnara * Gandayah * Aziza * Morgan & Seguin * Sage & Fable * Siphiwe & Thandiwe * Anhanga * Sabela * Nasrin and Nilufar * Kekoa * Patry * General Store   Add lights and pathing   * Kinnara * Gandayah * Aziza * Morgan & Seguin * Sage & Fable * Siphiwe & Thandiwe * Anhanga * Sabela * Nasrin and Nilufar * Kekoa * Patry * General Store   Complete personalized layout   * Kinnara * Gandayah * Aziza * Morgan & Seguin * Sage & Fable * Siphiwe & Thandiwe * Anhanga * Sabela * Nasrin & Nilufar * Kekoa * Patry * General Store |
| Specialized furniture and decorations | Replace sink with unique design (toilet and shower are okay) |
| New livestock | Request permission for use of base sprite  New cattle: English longhorn, British White, Highland Cattle, Tyrolean Grauvieh  New Sheep: Valais Blacknose  New Goat: Valais Blackneck, Arapawa Island  New Pig: Middle White  Add specialty fish (low priority):  Water Map (Cichlids and discus):   * Mother of Pearl Diamond Discus * San Merah discus * Red Terror Cichlid * Jack Dempsey * Jaguar Cichlid * Trimac Cichlid * Blue Umbee Cichlid   Town Map   * African Leaf Fish * Tinfoil Barb * Peacock Bass * Red Tail Catfish * Black Pacu * Mbu Puffer   Labyrinth Map (not in game yet):   * African Tiger Fish * Silver Arowana * Golden Arowana |
| NPC Sprites | Alonso  Aran  Camila  Chanthira  Fable  Floriana  Idah  Ignacio  Isi  Ivie  Kekoa  Legend  Maite  Mali  Malkin  Morgana  Nasrin  Nilufar  Nehi  Ojistah  Oralia  Otsi’tsa  Patry  Sabela  Sage  Seguin  Shuck  Siphiwe  Story  Thandiwe  Tier  Ubol  Draft |
| NPC Portraits | Alonso  Aran  Camila  Chanthira  Fable  Floriana  Idah  Ignacio  Isi  Ivie  Kekoa  Legend  Maite  Mali  Malkin  Morgana  Nasrin  Nehi  Nilufar  Ojistah  Oralia  Otsi’tsa  Patry  Sabela  Sage  Seguin  Shuck  Siphiwe  Story  Thandiwe  Tier  Ubol  Draft |
| NPC in game | Alonso  Aran  Camila  Chanthira  Fable  Floriana  Idah  Ignacio  Isi  Ivie  Kekoa  Legend  Maite  Mali  Malkin  Morgana  Nasrin  Nehi  Nilufar  Ojistah  Oralia  Otsi’tsa  Patry  Sabela  Sage  Seguin  Shuck  Siphiwe  Story  Thandiwe  Tier  Ubol |
| NPC Events | Alonso  Aran  Camila  Chanthira  Fable  Floriana  Idah  Ignacio  Isi  Ivie  Kekoa  Legend  Maite  Mali  Malkin  Morgana  Nasrin  Nehi  Nilufar  Ojistah  Oralia  Otsi’tsa  Patry  Sabela  Sage  Seguin  Shuck  Siphiwe  Story  Thandiwe  Tier  Ubol |