

# Shesmont Information

## **Description:**

This kingdom is a city brimming with magic and gems due to having near-complete ownership of Vacill the mountain that oversees Minaria. It is bustling with many elves, and humans that run the city. The people who run the mines are the dwarves who enjoy the work and trade with others in the town for their pay. The kingdom is at a higher elevation than most other locations, and there is a light fog that covers them occasionally.



## Buildings:

- **Shesmont Castle**

- **Description:** The castle's exterior is a formidable sight to behold. Its massive stone walls, hewn from the mountain itself, rise imposingly into the sky, punctuated by soaring towers, crenelated battlements, and gargoyles carved in the likeness of mythical creatures. A great, iron portcullis guards the main entrance, flanked by colossal oak doors adorned with intricate ironwork.
- **NPCs:**
  - [Kera Shereen](#) | High Elf | Queen
  - [Camus Krisrieth](#) | High Elf | Royal Consort (Future King)
  - [Ildra Duskdancer](#) | Human | Vizir

- **Gealming Caves**

- **Description:** The Gleaming Caves are a breathtaking subterranean wonder hidden within the heart of the formidable Mountain of Vacill. These caves, a natural wonder enhanced by the mountain's unique geological properties, offer an ethereal and mesmerizing experience for those fortunate enough to explore their depths.
- **NPCs:**
  - Turdrorlim Frostchest | Dwarf | Overseer
  - Brobalsia Runehand | Dwarf | Sonar

## ● The Twinkling Emporium

- **Description:** The Twinkling Emporium's façade is a sight to behold. The shop's entrance is framed by a pair of ornate wrought-iron gates adorned with intricate, intertwining patterns that seem to shimmer with an ethereal glow. The shop's name, "Twinkling Emporium," is elegantly etched in flowing script above the entrance.
- **Wares:**

Name	Extra Details	Amount	Price
+1 Longsword/Shortsword/Halberd	<a href="#">Link</a>	1 each	500gp
+1 Leather and Scale Armor	<a href="#">Link</a>	1 each	550gp
+1 Shield	<a href="#">Link</a>	1	600gp
Wand of Magic Missiles	<a href="#">Link</a>	1	500gp
Belt of Hill Giant Strength	<a href="#">Link</a>	1	600gp
Ring of Protection	<a href="#">Link</a>	1	600gp
Helm of Comprehend Languages	<a href="#">Link</a>	1	400gp
Ring of Mind Shielding	<a href="#">Link</a>	1	400gp
Robe of Useful Items	<a href="#">Link</a>	1	400gp
Medallion of Thoughts	<a href="#">Link</a>	1	400gp
Necklace of Adaptation	<a href="#">Link</a>	1	400gp

- **NPCs:**
  - Sharona Moonbirth | High Elf | Owner
  - Blum Dawnshard | Human | Twin Manager
  - Bree Dawnshard | Human | Twin Manager

## ● The Topsy Tarragon Inn and Tavern

- **Description:** Nestled on the bustling cobblestone streets of a quaint medieval town, The Topsy Tarragon Inn and Tavern is a warm and inviting establishment that caters to travelers and locals alike. This charming two-story building is adorned with a thatched roof, wooden beams, and ivy-covered stone walls, giving it an enchanting, rustic appearance.  
[Link to Drinks and Intoxication](#)
- **NPCs:**
  - Tarragon | Human | Owner

## Notes:

- **Kera:** Born from a previous King and Queen she was led with a good life and was given everything she ever needed. Although this looked great on paper, she felt more alone and empty growing up. The only thing that filled that spot was helping and protecting her people. Her parents died of some trickery and greedy villains who got away and were never caught, they used lies and deceit to make their way up the ranks stole tons of money from the kingdom, and ran off never to be seen again. She felt even more alone in the world afterward, she turned to any and all research to ensure that the people she worked with she could trust and find a way to protect her citizens.

After many years of research, she found the Crimson One who gave her the ability to see through all, understand true intent, and protect those around her. After learning of this she began to pray to them and after some great amount of time, she finally got in return what she sought only after offering her eyes to the god and giving full trust in them to protect those around her and her people.

What happened next was she was given strong abilities to see through all and magical capabilities she did not have before. This also gave all the people of Shesmont a sense of acceptance and belonging in the town. What Kera did not know but by doing this ritual and giving her eyes she gave away the ability to see that her people were under a sort of mind lettering spell that made them love Shesmont and this new God and took their free will. Letting this God slowly picked away their life force to feed on his own.

- **New Religion:** The kingdom commonly refers to its god as the Crimson One. Their new god promises many things when they follow him. He promises followers unparalleled pleasure and satisfaction, fulfilling their desires in ways they've never experienced before. He offers a life of constant indulgence and gratification, where all their physical and emotional needs are met. He grants new power-unlocking magic that is untaped in the plane which elevates them to positions of authority and dominance or keeps those they're the ones in charge and allows them to control others and shape the world to their desires. Hadaar claims to possess ancient and forbidden knowledge that is beyond mortal comprehension. He promises to share this knowledge with his followers, granting them insight and understanding of the mysteries of the universe, making them wise beyond measure. He promises a sense of belonging and acceptance to all. He assures his followers that they will be part of a community that embraces them for who they truly are, free from judgment or prejudice. Last, he promises his followers the realization of their deepest dreams and ambitions. He assures them that by embracing their desires, they will find true fulfillment and purpose in life, becoming the best version of themselves.

- **Fights:**
  - [Shesmont Castle Fight](#)