

Helmfield

Description:

"A town where many come and go but those who leave with purpose follow a long path of adventure and become heroes!"

The small town of Helmfield is a small and quiet town where the population is low but the friendliness is high. Many who live in the city say that those who leave with a great purpose leave to accomplish their goals and grow to be strong heroes. Located in the middle of three major cities this town is a trade town, where lots can be found and lots of work is available to be done.

The weather and style of the town are normally sunny or cloudy not much rain comes and goes here. So the walking paths are matted down from the constant bussing of people attempting to sell and trade goods, but the nature surrounding is not touched too much so it has beautiful natural views.

The town is not that big so it is easy to get around and not that hard to figure out where you need to go. They have many different races move through, so there are not many who live here. Still, there is a multitude of Inns to harbor many travelers who come in and out, but also hold all the necessary needs of an adventurer but not being an absurdly rich area due to much of the money being constantly moved there are just what is needed but not more than that.

Population: Due to the town being for the trade of the three big cities surrounding it, Basinhold, Duskpoint, and Oriapool, there are many people who are coming in from all around and from different walks of life. The total population is roughly 1600 people but people come and go every day so no one will know the actual number. All Races live here (Dwarfs, Elves, Half-Elves, Halflings, Half-Orcs, Humans) but this area has very few Tieflings.

Social: Due to this being a trade city there are quite a few positives from it, one there a lot of business types that are here, more than the average village. Of course, it gains its wealth from the big cities that it is surrounded by so this place accepts all faces.

Political: No real amount of politics here it is just a glorified group of businesses in the center of the three cities

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Secrets:

- If they look around in the town square and find someone with a cool tattoo that is not normal they can say it's a magical tattoo parlor that can grant you 1 Tattoo of a cantrip (20 GP) or a 1st level spell (50 GP), discretion left for DM, they may be cast once. If you want to make them permanent and be able to cast once per day then it is 5x the price. A person can have only 3 tattoos on them at a time.

Buildings:

- Town Hall of Helmfield
 - NPC's:
 - [Godiva Commonbrook](#) - Mayor
 - Many guards are moving around bustling but not in a rush more as just there are lots of things to do and look for in this town. This building is a very simple log cabin-like structure.
 - Lots of business names and logos are plastered on the back wall behind the front desk but above all of them is a message *"The people are first, the government is corrupt and make everyone happy!"*.
 - The mayor's room is relatively small because of her philosophy of the people coming first. She just has a nice and beautiful desk with papers and a small lantern placed on top to work throughout the night. There are two guards on the inside that look a little more robust than the normal guards walking around outside the room.
- A Bar - The Thoughtful Baker Bar
 - NPC's:
 - [Swan Sweetsong](#) - Bar Owner
 - [Rhino & Penguin](#) - Arm-Wrestling Duo
 - Kyle - Kid Leader
 - Has a -1 to STR but is kinda smart and dexterous
 - There is a group of burly men who are arm wrestling in the middle of the pub and seem to be a welcoming fun group, if players decide to play then they have to have 3 successful strength checks to win against them. If they win they will give the person who won 1 GP but if they lose they won't ask for anything.
 - There are people there who are playing music and there is a small group who do not seem amused at the commotion going on. If asked these people are just sad because no one will play with them, this is a group of teenagers, drinking water and eating pastries.
 - They want to play 21 but with rolling 2 D10 then choosing if you want to continue, this is a 1-on-1 way of playing.

- **FUN FACT:** Alcohol (Mead) was cleaner than water in the olden days.

- Library - Day Dream Library

- NPC's:
 - [Ramora Moonbirth](#) - Ancient History Fanatic
 - [Luanda Hushbringer](#) - Library Owner
 - [Bethany de Bolbec](#) - Library Assistant
- A person with a tattoo if someone maxis a 12 WIS Perception check, otherwise they just find a very obvious rip-off of twilight named Semi-Darkness by Stevie Mayor.

- Hotel - White Basin Hotel

- NPC's:
 - [Sunseer Leonhard](#) - Late Owner
- Players can spend 5 CP for a basic place to sleep or they can choose to get the deluxe sweet for 5 SP which will give them 5 temp hit points for the next day.

- Blacksmithing Shop - The Flowing Hammer

- NPC's:
 - [Beverly Caskbow](#) - Owner
- Has a scar on her eye from a mining incident when she went to go investigate the cave as she used to work there but came back with little information.
- Price is now lowered due to the party helping her in the cave!

Name	Extra Details	Amount	Price
Short Bow	1d6 Piercing	1	25gp
Light Crossbow	1d8 Piercing	1	25gp
Ammunition	Arrows and Bolts	100 each	2cp
Shield	+2 AC	2	10gp
Shortsword	1d6 Piercing	1	10gp
Leather Armor	11 + DEX Mod	1 day	10gp
Studded Leather Armor	12 + DEX Mod	1 day	45gp

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- Shop - The Moon Market
 - Any good Persuasion (CHA) roll is 30ish% off
 - When asking for drugs and rolling high on Persuasion will tell them to go to the Aroma Pig nearby and ask for the "Salad extra Green"

Name	Extra Details	Amount	Price
Potion of Healing	2d4+2	2	50gp
Rope	50ft	1	1gp
Climbers Kit/Any Kit		2	25gp
Cloak of Many Fashions	Change outward appearance with Bonus Action	1	250 gp
Dagger of Venom	1d4 + 2d10 on failed CON Save	1	1000gp
Bag of Holding		1	500gp
Spell Scroll - Level 1 - Cure Wounds	Bard, Cleric, Paladin, Ranger	1	50gp
Spell Scroll - Level 2 - Lesser Restoration	Bard, Cleric, Paladin, Ranger	1	100gp

- Restaurant- The Aroma Pig
 - When asking for the "Salad extra green" they are brought to the side ally and can purchase some drugs.
 - They can purchase Greenleaf, Sageleaf, Etherealshrooms, and Superbroid
https://docs.google.com/document/d/1ASe3c2ctbPANMtgurL-_0djJ35sy_aXFguCdRd4UH6wc/edit#heading=h.8qa2g8jp9d9e
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- Gambling Ring - Big Mountain
 - NPC's:
 - Benne - Owner
 - Each Game to buy in is 1 SP
 - Tymora's Spinner

- DM Rolls a D20 then the players can decide if they want to bet that it is Odd or Even for 2 SP if they guess correctly or the exact number for 1 GP
- Run of Luck
 - 4 Players each control a small creature and use the power of CHA to boost the creature to move the farthest within one turn. If one player plays 2 NPCs have +2 CHA and one has +3 CHA. Each player uses their CHA mod to push the lizard ahead at the start You each roll a 3 D4 one at a time, then the players move their creatures up. Whoever is in 2nd place gets their money back and whoever is in first gets 1 GP.
- Gun Slinger
 - Similar vain the SAO GGO game. Spend 1 SP then the player needs to run 100 ft using any means they want while a robot shoots them with a Crossbow with a +3 to hit. If the target gets hit once they are out but they take no damage. If they make it to the other side they get 3 GP

Side Quests:

- Fighting Tournament where you just fight 1 on 1 and you can get a prize (50 GP)

Resources

5e: Building a Town, City, or Village for DMs

<https://makeaskillcheck.com/creating-towns-for-dms/#:~:text=When%20building%20a%20town%2C%20you,town%20will%20fill%20itself%20out>

Settlements by Population

https://forgottenrealms.fandom.com/wiki/Category:Settlements_by_population

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