

# **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 asked about Historical knowledge the players are pointed in the direction of the library which harbors quite a bit of knowledge from all around. This person will direct Desparia towards Qrand, a city of engineering and historical knowledge.
- If Earth Piercer is seen by the same person she says that she can not figure out the writing but she feels like the people in Shesmont would be able to provide some knowledge on it.
- 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:

- A Bar - The Thoughtful Baker Bar
  - This bar has all good fun with all its patrons having nice beers and wine, along with many fresh baked pastries. Which can be bought for the players.
  - 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.
  - The bartender and the owner of the place is just an old halfling who is very quick and can make pastries and beer on the spot, you don't know if it's magical or if she has just been in the business for years, if asked about it the halfling reveals that she used to be an assassin in her younger days and still maintains that speed and agility.
- Library
  - All secrets are found here
  - A person with a tattoo if someone makes a 15 WIS Perception check, otherwise they just find a very obvious rip-off of twilight named Semi-Darkness by Stevie Mayor.

- Every time a player speaks a little bit above whispering then they must make a WIS saving throw or be silenced for 1 minute.
- The owner will only give their name as Jezz, nothing more.
- Hotel
  - The owner is Sunseer the Old Human man who watches over the hotel for his late wife who ran the place after she was lost a long time ago to a disease.
  - 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 owner is a Half-Orc female named Beverly Caskbow, who has pure muscle mass and is super built for women of her age. 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.
  - Can make armor for the players for the same price as stated in the PHB.
- Shop
  - Has 2 Healing Potions
  - Some Weapons (Hand Axe, Bow with Arrows, Sword)
  - Traveling Pack
  - Mining Pack (stuff for ravine sidequest)
  - Scroll of 1st Level Spell
- Gambling Ring (No Magic Allowed unless they aren't caught)
  - The owner is an elven bandit-looking woman named Benne and will refuse to give her last name.
  - 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
- More coming soon!!

**Side Quests:**

- Small Ravine with a Monster Inside (250 GP)
- Missing Person in a Cave nearby (175 GP)
- Fighting Tournament where you just fight 1 on 1 and you can get a prize (50 GP)

**Possible Encounters:** asd

**NPCs:** asd

## **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](https://forgottenrealms.fandom.com/wiki/Category:Settlements_by_population)