

Anferdale General Overview



Anferdale is a quaint, secluded village nestled along the shore of a large, serene lake fed by a nearby waterfall. Though modest in size, Anferdale boasts a picturesque landscape with gently rolling hills, fertile farmlands, and fishing docks where locals cast lines and set nets. There is an ancient wall that stands to inhuman height and spans the gap between the mountain ranges that run to the ocean on either side of the river. Most of the townsfolk rely on farming and fishing for their livelihoods, making Anferdale feel both self-sufficient and deeply connected to the surrounding natural environment.

The townspeople are largely close-knit, with a few influential families that hold sway in local affairs. Anferdale is governed by a city council and safeguarded by a small but competent town guard.

Most of the families in town or those who live on nearby farms have deep ties to this area. They hear news about the outside world long after the events have come to pass. Those who live in the area have rarely lived elsewhere, and those who move to the area find this an ideal location to settle down and sometimes start a family.

Local Economy/Jobs

Primary Economic Activity

- **Farming and Animal Husbandry**: The *Emerald Expanse* represents the main agricultural area. With fields of crops and livestock like cows, sheep, and goats, farming is the backbone of the town's economy. Workers here include laborers, farmhands, and herders.
- **Fishing and Boat Maintenance**: Proximity to the lake and the *Offering Pool* has given Anferdale a strong fishing culture. The *Thirsty Thresher* tavern by the docks doubles as a woodworking shop, supporting boat-making and repair. Many townsfolk likely make a living from fishing, net-making, or boat upkeep. The extensive dock platforms provide lots of opportunity for trade by river and the ability to build boats as necessary.

Artisan and Craft Roles

- **Blacksmithing and Cartwrighting**: The *Smithy and Cartwright* is essential for travelers and residents. *Brom Vernell*, the blacksmith, and *Thrain Oakenfield*, the cartwright, provide tools, repairs, and crafting services. These crafts are essential for both local needs and passing traders.
- **Herbalist and Healer**: *Ima Adalhaid* at the *Herbalist's Yard* is responsible for medicine and natural remedies, a vital role given Anferdale's isolated location. Her services support the town's health and provide herbal goods, potentially traded or sold locally.
- **Jewelry Crafting**: *Elara Vernell*, the owner of a jewelry shop, uses locally sourced or traded materials to create items for both practical and ornamental purposes. While jewelry might be a luxury, her detailed ornate metal work has been described by many as "a unique talent".

Trade and Commerce

- **Marketplace and Riverside Mercantile**: The *Town Square* and *Riverside Mercantile* indicate Anferdale's modest trading network. The square hosts traveling merchants as well as semi permanent stalls, and the *Riverside Mercantile*, owned by *Suidbert Goodsong*, offers diverse wares that adventurers and locals might need. This general store is likely central to the town's trade and exchange.

Hospitality and Public Service

- **Inns and Taverns**: The *Reaver's Rest* and *Thirsty Thresher* serve as social and commercial hubs, welcoming travelers and offering food, drink, and rooms. These inns, managed by *Reese Harper* and *Hilda Stonebrew*, respectively, likely employ local people and serve as gathering places for both villagers and visitors.

- **Town Governance and Guard**: The **Village Council Chambers** houses meetings and town decisions, where **Rydell Stonegust**, the Eldorman, presides. The town guard, led by **Harlan Ashhide** and his team, provides security and keeps order, especially at the **Watchtower** by the bridge.

-

Key Town Figures

- **Jorfan Dazzlespark**: Known for cultivating Starblossom Flowers, a unique and highly valued bloom exclusive to Anferdale. His family's expertise in nurturing these rare flowers marks them as respected members of the community, often contributing to the town's sense of pride and attracting trade.

- **The Greenfield Family (Led by Arlen Greenfield)**: The largest and wealthiest farming family in Anferdale, they oversee much of the agricultural trade. They hold significant influence over town affairs, especially regarding the land and crop economy. They have a long standing feud with the Deepwater family.

- **The Deepwater Family (Led by Maris Deepwater)**: They manage most of the fishing activities on the lake and control the fishery and water-based trade. Their dominance over the fishing industry keeps them in constant rivalry with the Greenfields, affecting local politics and trade.

- **Ima Adalhaid**: An experienced healer, herbalist, and spiritual leader in town. She combines religious practices with natural remedies, and during festivals, she often organizes community rituals. She is the heart of the community in many ways.

- **Brom Vernell (Blacksmith) and Thrain Oakenfield (Cartwright)**: These craftsmen provide essential services, from metalworking to carpentry. Brom's friendly, lively demeanor contrasts with Thrain's quiet dedication, but both are indispensable for keeping the town running and assisting travelers and townsfolk alike.

- **Harlan Ashhide and the Town Guard**: The head of the guard, Harlan maintains the peace in Anferdale alongside Eliza Fairweather, his second-in-command, and young guards like Jaren Shodin. Their presence ensures security during everyday life and major events, such as the Festival of Nottyr.

- **Rydell Stonegust (Eldorman)**: Presiding over the town's council, Rydell manages disputes and guides Anferdale's policies and trade agreements. His position brings him into frequent interaction with influential families, especially the Greenfields and Deepwaters. He and Ima are often seen as the two in charge of things if anyone can be said to be.

General Setting and Tone

- Anferdale is a peaceful town, with traditions and landmarks that evoke tranquility. While the villagers enjoy a close-knit, rustic lifestyle, the town holds traces of a forgotten past—symbolized by the giant wall that dominates the landscape all around the town.

- The people of Anferdale are practical, spiritual, and resourceful. Their crafts, trades, and seasonal rituals, show a love for nature, storytelling, and the magic of community. The town itself, from its well and marketplace to the lakeside Offering Pool, carries an air of quiet resilience, where everyday life is imbued with an undercurrent of the extraordinary.

Questions to Help Build a Full Character

Is your character from Anferdale?

- **Family and Role:** Who are your family members, and what role do they play in Anferdale's community? Are they farmers, fishers, traders, or artisans?
- **Traditions and Festivals:** How does your character feel about Anferdale's traditions, like the Festival of Nottyr?
- **Connections with Key Figures:** Do you have relationships with any of the town's key figures, like Harlan Ashhide or someone from the Greenfield or Deepwater families?
- **Mysteries and Legends:** What's one local legend or mystery your character is curious or skeptical about?
- **Favorite Spot in Town:** Where does your character like to spend time in Anferdale?
- **Personal Loss or Rivalries:** Has your character lost someone to the lake, the illness, or in the Water War of Anferdale?
- **Skills and Reputation:** What skill or trait is your character known for in town?
- **Reason for Wanting to Leave:** What drives your character to leave the town?

If they are not from Anferdale, where are they from?

- **Reason for Arrival:** Why did you come to Anferdale?
- **First Impressions:** What were your initial thoughts upon arriving?
- **Town Connections:** Have you made any connections since arriving?

- **Outsider Status:** How does your character feel about being an outsider in a close-knit community?
- **Seeking Something Specific:** Is there a particular purpose driving you to Anferdale?
- **Personal Code or Beliefs:** How does your character's background clash with or complement Anferdale's customs?
- **Skills That Stand Out:** What skill or knowledge does your character possess that sets them apart?