

<p>• <u>Filiac</u> the hermit, lives amid the farmers. He is heavyset and distrustful of strangers. If the PC's make friends with him, he reveals he was once the personal mage for the Prince's father, though Percival pushed him out when he took over. He secretly uses his powers to assist with the crops.</p> <p>• A mysterious fenced off building lies amid the farms, the homebase for a <u>Thieves Guild</u>. They don't steal from the locals, though The Prince and Wexley let them be for a cut of their profits. The <u>guild leader</u> is an enthusiastic half-infiltrator. She will attempt to recruit any possible PC's with secret thieves cant messages delivered by her second-in-command.</p>	<p>• <u>Orchardcrest</u> lies 10 km's to the north, and borders a large forest, <u>Oakenwood</u></p> <p>• An <u>Orc Warband</u> occupies a camp in the hills to the west. They are powerful and would be a major challenge for low level PC's. They have an outpost between their camp and the city that would be an easier target.</p> <p>• The <u>Brighthaven river</u> leads from Oakenwood, south past the city, and towards the <u>Coldmoor Hills</u>, rumored to be haunted by ghosts of veterans of wars past.</p> <p>• The <u>Gray Scar</u> – on old iron mine to the east, occupied by <u>Goblins</u>, a pest to the local farms, but an ally to the <u>Thieves Guild</u>.</p>	<p>Rumors</p> <ol style="list-style-type: none">1. T – Goblins have been seen sneaking in and out a mysterious building in the farmland2. T – An acidic green slime covers the tunnels beneath the city3. F – The tunnels are occupied by a Thieves Guild4. T – Childra the Halfling was the nursemaid for Prince Percival5. F – Grumfor murdered a local farmer in a drunken rage6. T – The city coffers have mysteriously depleted of gold7. T – Tiro the farmer is outspoken of Percival's rule8. T – Miss Ama is a fence for the Thieves Guild9. T – A hermit in the farmland was seen chanting in the fields10. F – A horde of intelligent rat men occupy the old iron mine	<p>The Micro City of Brighthaven</p> <p><i>A surprisingly dark place...</i></p> <p>History: Brighthaven was founded three generations ago by a mercenary tribe that decided to settle in the area. That group, known as the Red Thunder, was lead by William the Wild. He gave himself the title of Prince and passed this to descendants – it is currently held by his grandson, <u>Prince Percival of Brighthaven</u>.</p> <p>The mercenary heritage is now mostly forgotten, and the town has grown from several huts and a wooden palisade to a large city with stone fortifications.</p> <p>Population: 50 in the city, with 500 in the surrounding farms</p>	<p>City Layout</p> <ul style="list-style-type: none">• Built on a hill, giving a natural defensive advantage and lookout over the area• The uppermost area of the hill, along with the main city buildings are surrounded by a stone wall• The wall has one gate on the main road into the town• The <u>gatehouse</u> has a large wooden door and a portcullis, along with grates above the entrance where hot oil can be poured on potential intruders• The manor house and home of the prince is in its own inner walled corner of the main city. In this section is also the <u>guard barracks</u> and <u>city storage</u> with one month of siege supplies.• Around the walled section are several dozen wooden shacks.
	<p>Further afield:</p> <ul style="list-style-type: none">• <u>Miss Ama's General Goods</u> – charges exorbitant prices to local farmers, though is open to negotiations on larger items.	<p>Prince Percival of Brighthaven</p> <ul style="list-style-type: none">• Lives luxuriously in the manor house, with constant guards• Judgemental and brash, his tall and thin body gives him an awkward manner• He will be superfluously courteous to the PC's as long as they are interested in helping him• He would like the PC's to eliminated to local <u>Orc Warband</u> (who he secretly owes large amount of money to – he had hired the Orc tribe to attack a neighboring city, <u>Orchardcrest</u>) and deal with other problems <p>Wexley, Captain of the Guard</p> <ul style="list-style-type: none">• The Prince's brother, though this is not well known. He is jealous of his brother, though he enjoys his job with the guard (20 well trained with 40 militiamen)		
<p>Tunnels – built originally as an escape route, now primarily used as a sewer. Could be used as an escape from the inner city, though obviously only in dire circumstances! The tunnel can be entered from the basement of the tavern and the manor house, and exits in the river, several km's from the city.</p> <p>The Farms – several scores of farms surround Brighthaven. They accept the rule of the Prince and his high taxes, so long as the area is safe, the market is available and they are left alone.</p> <ul style="list-style-type: none">• The muscular and assertive <u>Tiro</u> owns the largest farm. He is a retired member of the guard, and is the most outspoken of the Prince's Rule. He is still good friends with Wexley			<p>City Businesses</p> <ul style="list-style-type: none">• A market square is open two days a week for the local farmers• <u>Holly Gardens Inn</u> – run by <u>Childra</u> the Halfling, a kind old lady, who knows the local gossip• <u>Blacksmith</u> – <u>Otto</u>. Causes many problems with his drunken escapades. Has stolen from and murdered a local citizen.• <u>The Royal Mug</u> – Tavern run by <u>Grumfor</u>, a standard angry dwarf. Clansmen of Otto. He is secretly indentured to the Prince for getting his help covering up the murder by Otto. The Prince is likely here if not in his house.	