*One of many worlds of the Forgotten Realms is Aleron, a fantasy world of might & magic, of heroes & villains, of Dungeons & Dragons. Humans, Dwarves, Elves, and every race in between can be found across the various continents. Beasts lurk in the mountains, forests, and oceans, waiting for a lost soul to set foot in their den. Otherworldly forces threaten to destabilize the tense treatise between the continents. Whether it’s a mission to unite against evil, or a campaign for total war, the stage is set for a courageous group of adventurers to make their mark.*

# Fleetwood Knowledge

**Population:** Approximately 4300; mostly human, some dwarf.

**Government:** Fleetwood is governed by a noble aristocrat family. The current head is the human lady, Ariel Acenti.

# Fleetwood Locations

**Outside Fleetwood** *the fields around Fleetwood are home to some crumbling buildings.*

**The ruins of Gary Keep:** A busted up and abandoned keep. Sometimes home to bandits or resting travelers.

**The ruins of A Mage’s Tower:** A crumbled mage’s tower in a reconstructive state.

**Fleetport** *Fleetport is a bustling hub of activity, with ships and charters constantly docking and leaving, bringing in trade goods and travelers. Other peculiar folk roam Fleetport, looking to cohort with newcomers to the city.*

**The Shrine of Selune:** A stone statue of Selune, Lady of the Moon and patron saint of navigators, said to bestow favor to those who leave an offering.

**The Docks:** The city’s port and main channel for imports, exports, and fishing charters.

**Fells Ward** *the Fells Ward is the housing district of Fleetwood. Many commonfolk and adventurers can be found wandering these streets and carousing in the main Fleetwood inn & tavern, the Guildhall.*

**The Guildhall**: An impressive half-timbered building, decorated with a glazed-tile roof. It contains a large meeting hall and several smaller rooms and is shared amongst several local trade guilds.

**Market** *the Market is the main marketplace district of Fleetport. Most general goods and services can be bought or commissioned here, but watch your pockets, as the guards are not always perceptive enough to keep the thieves at bay.*

**Jade Quarter** *the Jade Quarter is the uptown of Fleetwood, where noteworthly Fleetfolk take their reside. Knowledge is king in the Jade Quarter, and alongside the high-end trades and craftsmen, scholars and nobles roam the streets, rife with gossip.*

**Leda's Armaments:** The workshop of a female human weaponsmith named Leda, who is said to be the finest smith in town. Her work is regularly commissioned by the nobles and lords.

**Acenti Hall:** The home and invite-only mead hall of the Acenti family.