Turville

1. Townfolk’s house.
   1. Locked, does not want vistors.
2. Hoff Farm
   1. Side quest
      1. Find daughter who ran off.
      2. Daughter’s name is Emily.
3. Inn
   1. Tavern inside as well.
   2. Inn Keep has heard rumors.
      1. King has gone crazy
      2. Strange happenings from hell in the cell.
      3. Emily has run off to see her military boyfriend.
   3. The ranger leader, Tormont Farsight, has made his headquarters here.
      1. Tormont is coordinating the effort to fight the Gnoll incursion.
   4. Players can rest here for small fee.
4. Town center.
   1. The townmaster is here.
      1. Worrisome – concerned about town.
      2. No military experience.
      3. Town is running low on food. Local farmers stopped coming.
      4. Side quest
         1. Get rid of the Gnoll incursion.
         2. Offers 300g reward (all the town can spare).
5. Town Store
   1. Menu on last page.
   2. Store master doesn’t know much, heard some thing about invaders. Stores are low
6. Townfolk’s home. Locked.
7. Abandoned home.
8. Abandoned home.
9. Townfolk’s home.
10. Town common. Various vendors selling wares. One beggar.

Town Store Menu:

* Bedroll 1g
* Candle 1cp
* Climber’s kit 25 gp
* Traveler’s clothes 2 gp
* Healer’s kit 5gp
* Holy Water (flask) 25 gp
* Shovel 2 gp
* Torch 1cp