

# RASSALANTAR



THE HAMLET OF RASSALANTAR IS HOME TO around 200 people living and working on 6 large farms and the related establishments to refine and trade those goods. Half of the population belongs to the 6 families that farm the area, each having 10-20 family members living on and working the farms.

The hamlet includes the following:

- An inn
- A brewery
- 2 orchards
- A blacksmith
- A woodcutter
- 2 hunters
- A bakery
- A church

Rassalantar is located on the south side of the hilly portion of the Sword Mountains, off a well-paved road from Waterdeep. Its next closest trade partner is Amphail to the north through the hills, a town over four times larger.

The people of Rassalantar are industrious, stoic, and helpful. They take their work seriously but also enjoy various festivals and cultural norms that bring some joy to their lives.

## TOWN LEADERSHIP

The political landscape of Rassalantar is shaped by a mix of familial influence, local leadership, and external military oversight. At the core of the town's leadership are the heads of six prominent farming families, each with their own role in maintaining the town's day-to-day life.

Theo Yellowsheaf, the hard-nosed leader of the Yellowsheaf Farm, serves as the unofficial town leader, with strong support from Stan Pembroke of the Pembroke Farm. The Whitlock family contributes significantly to the town's defense with its militia, led by the elder Jayton Whitlock.

The Silverleaf and Underfoot families, though more reclusive, add diversity and important skills to the community. The town's sense of unity and community is bolstered by Thelan Redbrow, the leader of the local dwarf priesthood, who has helped strengthen the town's social fabric.

More info on the town leaders is found at the end.

## FARMS OF RASSALANTAR

### THE YELLOWSHEAF FARM

The Yellowsheaf family is a human family, 20 strong, of all generations. It is run by Theo Yellowsheaf, a hard-nosed middle-aged man and the unofficial town leader. Theo's personality is gruff, but he always assumes the town is his to protect—and by extension, the townsfolk. Most town members are happy with his leadership, though a few bicker about his overbearing and presumptive nature.

### THE PEMBROKE FARM

The Pembroke family is a human family with 19 living members across all generations. The Pembrokes are kind and serious, standing with Theo Yellowsheaf, making a strong coalition in the community. Stan Pembroke, the head of the family, is known for his friendliness and accommodating nature.

### THE BOGHORN FARM

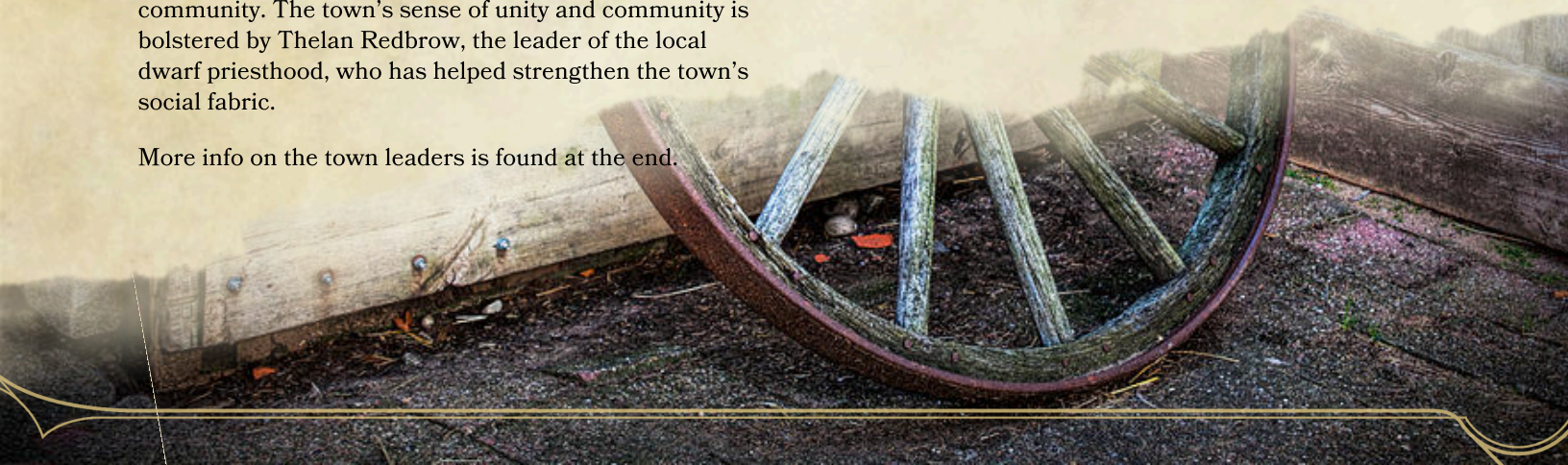
The Boghorn family is a human family with 25 living members. They work hard but tend to ignore much of the village's happenings. A few younger family members try to attend village meetings, but the head of the family, Rigley Boghorn, pays little attention to their ramblings.

### THE WHITLOCK FARM

The Whitlock family consists of 15 living members from younger generations. They enjoy the quiet and peaceful environment of Rassalantar. The family has a number of boys who participate in the town militia, making up the majority of the town's defense force. They are led by the elder, Jayton Whitlock, who is the oldest member of the community.

### THE UNDERFOOT FARM

The Underfoot family is a halfling family known for their good cheer and a wide variety of produce. They don't specialize in anything but grow a little of everything. There are 12 Underfoots, led by family matriarch Tyneia Underfoot. "Cheerio, my halfling friends!"



## THE SILVERLEAF FARM

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The Silverleaf family is an elven family that sought peace near civilization after Mount Hotnow erupted in the Neverwinter Wood. There are 10 Silverleaves, and they are somewhat reclusive. The family is led by Lyvollus Silverleaf. Their oldest son, Taldevarian, left to train in magic and pursue his natural gifts in adventure.

## OTHER MERCHANTS

### MORTIMER BREWERY

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Roger Mortimer runs a brewery where he uses wheat and apples to create beers and ciders. He has no family but employs four workers of gnome descent.

### TECKI ORCHARD

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This orchard is run by a half-orc woman named Tecki. She is withdrawn and prefers the simplicity of human life, despite occasionally dealing with racism. She has three hired hands: one human and two half-orcs, who help her maintain and harvest a variety of trees in the orchard.

### MOONHARVEST ORCHARD

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This orchard is run by a small family of elves who also dabble in druidism and history. They are aloof and tend to have their own opinions about the town, but don't carry the favor that Theo Yellowsheaf does. The head of the orchard is Aelith Moonharvest, whose wife Eloria also helps. They have two children who assist with the farm and share their home with friendly animals. Aelith and Eloria are members of the Emerald Enclave.

### MARSDEN HUNTER AND TANNERY

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This small hunting lodge is run by four half-elves who spend their days hunting game in the surrounding areas. They also run a tannery, creating leather goods and clothing. It is managed by Eldric Marsden and his three brothers: Verik, Meran, and Iando.

### TANKKON BLACKSMITH

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Rhovard Tankkon is a dwarven blacksmith who employs a dwarf assistant. He is an excellent craftsman who left his mountain home for reasons unknown. He frequently visits the Sleeping Dragon Inn, enjoying a good brew, stories, or light-hearted gambling.

### HALL OF THE GODS

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The local priests are unique in that they are dwarf priests. The family of dwarves arrived here after a tragic battle with Drow in their home. The dwarves' strong sense of family fit well in the town of Rassalantar, and they founded a chapel where several deities are worshipped. The priests help each family freely and

have fostered a deeper sense of community. The priesthood is led by Thelan Redbrow, his sister Thelda (married to the blacksmith), her two young children, and his brother Dennar.

## SLEEPING DRAGON INN

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The Sleeping Dragon Inn includes a stable, kitchen, and a large barroom for the town to gather. It is run by a female dwarf, Yondral Horn, who is secretly a Zhentarim agent spying on the town, Waterdeep, and the Lord's Alliance when they visit. The inn employs one cook and two barmaids.

## WATERDEEP GARRISON

Behind the Sleeping Dragon, there is a barracks that has historically housed up to 60 Waterdeep guards. It is vastly understaffed currently. The guards patrol the Long Road from the gates of Waterdeep to a cavern a half-day's ride north of Amphail. They are rotated back to Castle Waterdeep once a month. The officers, however, do not rotate, as they are veterans familiar with the surrounding country.

- **Civilar (Captain):** Gheldarm Roaringhorn (a high noble known for brashness and good parties)
- **Armars (Sergeants):** Basko Cragsmere (from a money-lending noble family) and Timmer Durinbold (from a martial and animal husbandry noble family)



## TOWN LEADERS

1. **Theo Yellowsheaf** - Head of the Yellowsheaf Farm, and the unofficial town leader. He is a hard-nosed, middle-aged man with a gruff personality who assumes responsibility for the town's protection.
2. **Stan Pembroke** - Head of the Pembroke Farm. Known for being friendly and accommodating, he is an important figure in the community and aligns closely with Theo Yellowsheaf.
3. **Jayton Whitlock** - Head of the Whitlock Farm and the oldest member of the community. He leads the family and the town's militia.
4. **Lyvollus Silverleaf** - Head of the Silverleaf Farm, an elven family that came to Rassalantar after the eruption of Mount Hotnow. He leads his family with a somewhat reclusive nature.
5. **Tyneia Underfoot** - Matriarch of the Underfoot family, a halfling family known for good cheer and growing a wide variety of produce.
6. **Thelan Redbrow** - The head of the dwarf priesthood in the Hall of the Gods. He leads the dwarf community and helps foster a deep sense of community in the town.
7. **Yondral Horn** - Owner of the Sleeping Dragon Inn. Though she is secretly a Zhentarim agent, she oversees the inn and interacts with visitors on behalf of the town.
8. **Civlar Gheldarm Roaringhorn** - Captain of the Waterdeep Garrison in Rassalantar, overseeing the Waterdeep guards stationed there. He enjoys good parties and drinking more than caring about the town or soldiering. The Roaringhorn's are horse breeders and mercenaries. Gheldarm seeks to start a jousting and militia games festival since he is stationed here to help pass the time.
9. **Sergeant Basko Cragmere** - Armar (sergeant) in the Waterdeep Garrison, helping to oversee the guards stationed in Rassalantar. Cragmere's are a money-lending family and Basko resents his station in a backwater town. He is a good man, but has little patience for rugged living. Drinking with Gheldarm is a way he deals with his frustrations.
10. **Sergeant Timmer Durinbold** - Armar (sergeant) in the Waterdeep Garrison, helping to oversee the guards stationed in Rassalantar. The Durinbold's are a farming and mercantile family. Timmer enjoys the town and feels protective of it. He is very displeased with Gheldarm's leadership.

These individuals are the primary figures in the leadership and governance of Rassalantar, though the structure of leadership is notably informal and community-based. It would be folly to try and divide these men's loyalties. Even though not everyone enjoys Theo's brash leadership style, they do enjoy the conformity and closeness it brings.



# TOWN MILITIA



THE MILITIA OF RASSALANTAR IS MADE UP OF farmers and tradespeople who defend the town in times of need. Primarily composed of young men from the Whitlock, Pembroke, and Marsden families, they balance their farming duties with militia training. Led by the Whitlock boys, they are

skilled in basic combat and united by a strong sense of loyalty to their community, stepping up to protect Rassalantar when necessary.

## 1. JADDAI WHITLOCK

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- **Physical Description:** A tall, weathered man with graying hair and a strong frame, showing the wear of years of service.
- **Personality:** Stoic and authoritative, Jaddai is a seasoned leader who takes his role as protector seriously, though his warm heart for his town and family is always apparent.

## 2. DERRICK WHITLOCK

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- **Physical Description:** Broad-shouldered and strong, Derrick is a tall young man with piercing blue eyes and a serious demeanor.
- **Personality:** Confident and responsible, Derrick is a natural leader among the militia, though he can be somewhat reserved, focused on maintaining order and discipline within the ranks.

## 3. ELENATH SILVERLEAF

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- **Physical Description:** A graceful elf with long auburn hair, striking green eyes, and a lithe, athletic build.
- **Personality:** Calm and composed, Elenath is a fierce protector of her town, combining elegance with deadly precision in combat. She is thoughtful and rarely speaks without purpose, preferring actions over words.

## 4. BRYCE WHITLOCK

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- **Physical Description:** Slightly shorter than his older brother Derrick, Bryce is lean and fast, with dark brown hair and a quick smile.
- **Personality:** Energetic and eager to prove himself, Bryce is quick to make friends but sometimes struggles with patience. He's determined and often volunteers for scouting missions, looking for ways to help his town.

## 5. VERIK MARSDEN

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- **Physical Description:** A large, muscular half-elf with broad arms and a scruffy beard, his face marked by years spent in the wild.

- **Personality:** Boisterous and confident, Verik is often the first to jump into action. He is fiercely loyal to his family and town but has a mischievous streak, enjoying a good challenge or a bit of rough humor.

## 6. JASPER PEMBROKE

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- **Physical Description:** Stocky and strong, with sharp green eyes and a mop of dark brown hair, Jasper's build is suited for hard work.
- **Personality:** Quiet and reliable, Jasper is a no-nonsense member of the militia who believes in hard work and loyalty. He respects the leadership of the Whitlocks and follows orders without question.

## 7. MERAN MARSDEN

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- **Physical Description:** A lithe half-elf with sharp features, dark eyes, and a quick, purposeful gait.
- **Personality:** Strategic and cerebral, Meran often takes a more thoughtful approach to combat, focusing on planning and reconnaissance. He prefers to avoid confrontation but is always prepared for any situation that arises.

## 8. TOBIN WHITLOCK

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- **Physical Description:** Small for his age, Tobin has a youthful face with bright blue eyes and unruly brown hair, often seen sporting a sword much larger than himself.
- **Personality:** Enthusiastic and eager to prove himself, Tobin is fearless in the face of danger, though his youth sometimes gets the better of him. He looks up to his older brothers and strives to live up to their example.

## 9. CORWIN BOGHORN

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- **Physical Description:** A rugged, broad-faced young man with shaggy brown hair and a permanent look of determination.
- **Personality:** Practical and quiet, Corwin often prefers solitude and focuses on the task at hand.

## 10. IANDO MARSDEN

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- **Physical Description:** A tall, wiry half-elf with short-cropped dark hair and keen amber eyes that constantly scan his surroundings.
- **Personality:** Iando is quick-witted and sharp-minded, with a knack for reading people and situations. He is a tactician, always thinking two steps ahead, and he values efficiency over brute force in both combat and strategy.

# TWON FESTIVALS

## HARVEST FESTIVAL

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### Late autumn

The Harvest Festival celebrates the bounty of the year's crops. The entire town gathers for a communal feast with food contributed by each family, from freshly baked bread to hearty stews and fruit pies.

Music and dancing fill the air, and the townsfolk engage in friendly competitions such as tug-of-war or pie-eating contests. A bonfire is lit, symbolizing the warmth of the community, and families exchange handmade gifts like knitted scarves or preserves. The day ends with a ceremony in the church, where the crops are blessed for the coming winter.

## FOUNDERS' DAY

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### Spring, anniversary of the town's founding

Founders' Day is a celebration of Rassalantar's history. The festival starts with a procession to the town center, where the heads of founding families speak about the town's roots. Afterward, there are games and competitions like archery or stone-lifting, with families competing against one another.

The event culminates in a large feast featuring roasted meats, fresh vegetables, and local brews. A tree is planted in the town square to symbolize the continued growth of the community, and the day ends with a bonfire where families share stories about the town's origins.

## WINTER SOLSTICE CELEBRATION

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### Winter: The longest night of the year

The Winter Solstice marks the darkest part of the year and is a time for light and warmth. The celebration begins with a lantern parade through the town, followed by a festive meal at the Sleeping Dragon Inn or the church, featuring mulled cider, hearty stews, and baked goods.

The evening is filled with storytelling, singing, and dancing around a massive bonfire that symbolizes the return of light. The fire is also used to "ward off" the winter cold, and people offer small trinkets or herbs to the flames for good fortune in the coming year.

## MILITIA DAY

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### Mid-summer

Militia Day honors the town's defense and the efforts of the Whitlock family. The day starts with a ceremonial drill where the militia, led by the Whitlock family, demonstrates their skills in swordplay, archery, and strategy. The townsfolk participate in friendly competitions like mock battles or races.

Afterward, there's a celebratory feast with meats, cheeses, and locally brewed drinks. As the evening approaches, a "Watchman's Toast" is held, where everyone raises a glass to honor the town's protectors. The day wraps up with a fun "night watch" event, where children participate in a mock patrol of the town.

## SPRING AWAKENING

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### Early spring

Spring Awakening marks the return of life after winter. The festival begins with a communal planting event where families sow seeds for the upcoming growing season. The town's orchard owners lead tours of their orchards, teaching others about the different fruits they cultivate.

Games like sack races and flower-crown making are enjoyed by the children, and a celebratory feast features fresh vegetables and baked goods. The festival culminates with a bonfire, where the town gathers to sing songs and tell stories about their hopes for a prosperous season ahead.

### "The Seeds of Spring"

The frost is gone, the sun is bright,  
The earth awakens with morning light.  
We plant the seeds, the soil is deep,  
A promise kept, from winter's sleep.

Oh, sing the song of roots below,  
Of buds that bloom and rivers flow.  
In every leaf, in every seed,  
We find the strength for what we need.

The winds may blow, the rains may fall,  
But in our hearts, we stand up tall.  
With hope and hands, we work the land,  
Together strong, a fertile hand.

Oh, sing the song of roots below,  
Of buds that bloom and rivers flow.  
In every leaf, in every seed,  
We find the strength for what we need.