

Name: Village of Marshgate

Type: Hamlet

Location: North Edge of Great Swamp

Population: 92 adults, 29 children

Full Time Guards: 4

Sheriff: Highest Level Fighter

Community Wealth: 440 gp

Gold Piece Limit: 100 gp

Avail for Conscript: 9

Power Center: Neutral Good, Conventional – Town Council

Description

The Village of Marshgate is a sleepy little hamlet just along the north edge of the Great Southern Swamp. It is on a rocky island in the swamp and is connected with the main land by a small, easily removable bridge on the north side of the island. A wooden, 8 foot tall palisade runs the perimeter of the island, and is about 5' away from the swamp line along all the sides except the south side. It is about 20' away from the swamp on the south. There are two gates in the palisade – the Trade Gate is on the northern wall and opens on to a small trade road leading north. The Swamp Gate is in the south wall, and is about 20 feet from the edge of the swamp.

Outside the south wall, along the swamp line, are 2 small docks that jut 30' out into the water. There are various boats and small craft tied to the piers. Elsewhere along the swamp line, several log rafts are tied to the shore.

There is a large plaza in the center of the village, with a deep well inside it. Most of the buildings are made from wood, with thatched roofs. Several larger buildings are made from primarily from stone, with wood scale roofs. There are about 3 dozen total buildings in all.

Special Features:

Cherick's Emporium and Dry Goods – This wooden building is just off the central square on the west side.

Temple of All Gods - This is used by more than one religion, as the village is too small to support a single church. It is along the north side of the central square.

The Hut of The Swamp Witch – Marissa the Swamp Witch lives in a hut along the south wall. She is an 11th level druid & alchemist.

Small Jail/Town Council Building – This is also the home of Andreas the Sheriff. When the Town Council meets, it is here.

Worthy Meade Inn – On the east side of the central square is the Worthy Meade Inn. It is two-story building made of stone, with a large common room, and 4 private rooms upstairs.

Graveyard – There is a small graveyard inside the walls in the southwest corner of Marshgate. There are about a dozen stone crypts and three dozen graves. Unknown to the villagers, a small group of ghouls snuck into the graveyard about 3 weeks ago.

Sources of income:

Fishing, hunting, some farming

Non-Player Characters

11th level Druid – Marissa the Swamp Witch
1 2nd level barbarian – Otis the town drunk
1 4th level fighter – Andreas the Sheriff
3 1st level priests – Gods(Helios, Annag the Fisher, Gorems)
1 3rd level priest – God(Silver Lady)
1 3rd level ranger – 60 year old. Amos the Swamp Rat
40 1st level commoners
3 2nd level commoners
3 4th level commoners
1 5th level commoner
2 6th level commoners
4 1st level experts – Tanner, Carpenter, Boatwright, Fletcher
2 3rd level experts – Apprentice Smith, Midwife
1 5th level expert – Dwarven blacksmith called Ulfgar the Smith
2 1st level warriors
3 2nd level warriors
24 humans without class