Village of Cresthaven

written by CresthavenRPG Guru | December 29, 2014

*The **Village of Cresthaven** is designed as a central setting to the Cresthaven RPG game. In these pages you will find locations, NPCs (non-player characters), organizations for players, quests, conspiracies and all the fun things that go a long with a setting. If you are not the Dungeon Master, I recommend you don't read too much. You might spoil the surprise. Good luck – A*



The fields surrounding the village are small and scattered, but well-tended, with rows of crops such as wheat, barley, and vegetables. The villagers are hardworking and resourceful, with most of them engaged in farming or hunting

to make a living. They are a close-knit community, relying on each other for support and protection in a dangerous and unpredictable world. The only thing that sets Cresthaven apart from the surrounding wilderness is the presence of a small inn, the Cross Arms Tavern and Inn, which serves as a gathering place for travelers and locals alike.

Cresthaven is a small and unassuming village, set in the heart of a rugged and untamed landscape. The village is surrounded by thick forests and rolling hills, with only a few narrow trails leading in and out. The buildings in Cresthaven are modest and functional, constructed from wood and stone and designed to withstand the harsh conditions of the wilderness. The roofs are made of grey tiles, each one carefully laid to keep out the rain and snow. The walls are a murky brown, weathered by years of exposure to the elements.

Despite its unexciting appearance, Cresthaven is a vital oasis of safety and stability on the Kings High Road, providing a much-needed refuge from the horrors of the wilds for miles around.

> For a history of the world up to today, check out this page!

Welcome to the Village!

Read to Players: Upon seeing the characters arrive in Cresthaven, a tall and burly man, with a thick brown beard and bright, welcoming eyes, approaches the adventurers. He wears a green tunic and brown pants, with a simple straw hat resting on his head.

> “Welcome, welcome, travelers! I am Jonas, the official greeter of the village. It’s my job to give you a warm welcome and help you get settled in.”
>
> “Now, before you go exploring, I should let you know that we take our laws very seriously here in Cresthaven. Our Lord Bakkus doesn’t take kindly to troublemakers or thieves, so be sure to keep your noses clean. And if you need any help or have any questions, don’t hesitate to ask me or any of the other villagers.”
>
> “If you’re looking for a good meal, I recommend the Cross Arms Tavern and Inn. And if you’re in need of supplies, Mitchell and Son is the place to go. If you’re feeling adventurous, Sir Wolfsbain at the Adventurer’s Guild might have a job for you. Just be careful out there – this is a dangerous world we live in.”
>
> “Again, welcome to Cresthaven. I hope you enjoy your stay here. And if you need anything at all, just come find me.”

For the Dungeon Master: As the greeter of the village, Jonas is outgoing and friendly to all who visit. He takes pride in his job and enjoys meeting new people. However, he is also a stickler for the law and makes sure visitors

are aware of the village’s rules and customs.

Village Information

Population: 350

Mayer: Lord Bakkus IV

Main Product: Ore from the nearby quarry and grains

Town Features

- Town Square
- Temple to Aysys
- Burlhammer Forge – blacksmith (armor and weapons)
- Mitchell and Son – general supplies
- Green Company – livestock auction house
- The Slaughtered Lamb Public House
- Manor Bakkus
- Oddities Shoppe
- Hangman’s Nobb
- Adventurer’s Guild
- Cross Arms Tavern and Inn
- Sewers Under Cresthaven

Protection: Militia of about 80 men and boys, 5 trained soldiers (2nd level cavaliers)

Location: On the King’s Road from King’s Fell and the Dwarven stronghold at Tark’Tartuk