



STEPPEHALL

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he population of Steppenhall includes a sizable number of outlying farms which lie off the map. Those areas of particular importance on the map are keyed to numbered descriptions below.

1. Tapir's Stables: While Tapir (CN female human Bbn6) does not enjoy the reputation that Makaizar does (see 7., below), her horses are serviceable and less expensive than his. This ensures that the expatriated Nar does a steady business.

2. Smithy: Neske Lammar (NG female half-orc Exp4/War5) works the forge here. She favors simple designs for her items, shunning decoration, yet her products are exceptionally sturdy and held in high regard amongst the townsfolk.

3. Future Guard Towers: Currently little more than holes dug in the ground, eventually 20-foot square towers will be erected here.

4. Wooden Palisade: With the arrival of Steppenhall's new lords, the townsfolk were enlisted to erect this 25-foot tall wall of logs, pointed on top, and backed by an earthen rampart. The effort was met with considerable grumbles from the townsfolk, and greatly reduced the small copse just south of town. The layout was based on the traditional Damaran hexagonal design.

5. Icelace Lodge: Currently, this inn run by Tana Palenko (NG female wood half-elf Exp4) is the only hostel in town. The rooms are small but cozy, and the service is top-notch.

6. The Pit: While the palisade was being erected here, and the earth behind it excavated for the ramparts, the ground gave way to reveal a 40-foot drop to a cavern below. Upon investigation, the rapidly descending passage turned out to be a highway leading to the Underdark. The Lords of Steppenhall have wisely erected another palisade around the aperture, and maintain a constant patrol of the area.

7. Haelan the Moneylender: Haelan's (LE male human Ari7) profession makes him unpopular with the townsfolk, and his avarice does nothing to improve their impression of him. Still, he is a man of considerable influence in Steppenhall, and he is rumored to have powerful allies abroad, though

some say these are rumors Haelan himself started to dissuade anyone who would get in his way.

8. Makaizar's Stables: The taciturn Makaizar (LN male human Exp8) has long enjoyed the reputation of being the best dealer in horseflesh in all of Soravia, and includes fine specimens of stout Carmathan Reds (also known as Carmathan Horse-Oxen) and hardy Nar mounts. Both are in high demand among the rugged settlers of the Duchy.

9. Malbet's Miscellany: The shrewd but soft-spoken Malbet Abshin (LG female human Exp7/Wiz3) is the proprietor here, trading just about anything she can lay hands on, including some magic items, though these are difficult to acquire and therefore steeply priced.

10. Temple of Ilmater: Since Steppenhall's founding, a shrine has existed here to the Crying God. The shrine has grown with the population, and can now be properly called a temple. The temple is administered by the Revered Father of the House Grigor Shemov (LG human male Clr6). The Revered Father is attempting to raise the funds needed to construct a hospital behind the temple. Meanwhile, he is eyeing the new temple to Lathander, and assessing its impact on his flock.

11. Future Castle: Currently, there is only a ditch dug on top of a knoll, marking where the walls of the castle will be. The structure will be made of stone, but this will take considerable effort, as there are no nearby quarries, and all the rock will need to be imported from the Giantspires or by river. Once enough stone is acquired, the keep will be erected first, and the walls then built around it. A ramp will also be built, leading up to the castle from the road.

12. Nicos Heldeion's House: This burly Chessentan keeps to himself and often spends long periods abroad. Nicos (LN male human Ftr2/Rog3/Exp2) is apparently a semi-retired adventurer, though he doesn't talk about his past, so none knows for sure.

13. Leksei Boisk's House: The gruff Leksei (LN human male Ari2/Exp6) is a successful farmer and the largest landholder in town. He is also extremely protective of his territory and quick to chase off trespassers.

14. Meeting Hall: In the past — before their were lords in Steppenhall, and it was but a hamlet — the citizens would assemble here to discuss matters of import, and decide upon a course of action. While the townsfolk are an independently minded lot, still growing accustomed to their masters, the building serves yet as a place for them to confer. In fact, the Lords of Steppenhall meet monthly with the townsfolk here, rather than at the castle. These rather raucous assembly meetings are known locally as the Voice.

15. Town Offices: Another reflection of Steppenhall's past, this building served as its administrative center as it grew from a small village to a town. Soon Steppenhall will actually be administered from the castle west of town,

but some of the town offices will remain here.

16. The Freezing Fox Tavern: This establishment is run by the gentle Tremaine (LG male human Com6) and his beautiful daughter Meg (CG female human Com3). The Freezing Fox is extremely popular with locals, and even Nar have been known to seek it out.

17. Warehouse: Steppenhall has some small docks that are used with the steady stream of traffic up and down the Icelake River. This warehouse is used to store goods which are on their way up or down the river.

18. Future Temple to Lathander: With the arrival of the Morninglord Rhanna, construction has begun on a place of worship to Lathander. Rhanna picked this site, as it would allow her an unobstructed view to the east, and the groundwork has already been done. However, the townsfolk have been less than energetic in their construction of a shrine which is to be dedicated to a deity alien to these parts. Plans also include a barracks to hold members of the Order of the Aster.

19. Deeko's Mill: The gregarious Deeko Silvershine (LG male gnome Rog4) is the town's sole gnome resident, and runs the only mill in town. With Steppenhall's growth, there is increasing interest in an additional mill, but thus far Deeko has managed to keep his monopoly. He is affluent, but even-handed in his dealings with the townsfolk, particularly with the specter of some healthy competition hanging over him.

20. House of Alena the Witch: This crusty middle-aged woman (N female human Adp9/Exp3) was simultaneously shunned by the community and sought for her services. With the arrival of several powerful spellcasters in town, it remains to be seen what impact this may have on her interaction with the villagers; if these new spellcasters are accessible, they will likely seek them out for spells rather than the reclusive Alena.

