

Elven Tower

in collaboration with

Forgotten Adventures



Snacks for the GM's Mind
Town Notice Board
Adventure Seeds
Graphic Elements

About this Resource

This is a collaboration project between Forgotten Adventures (Stryxin) and Elven Tower (Derek Ruiz). Both of us have worked on this project's graphical and written elements. It is our intention to provide adventure ideas and graphic props for RPG fantasy games.

This resource features a town's notice board. It is normally located in the main square or by the manor house. It is a place where people can leave public messages, job offers, and help requests. There are several messages currently on the board. Some of them are elaborated further in this document.

Most of the sub-plots can develop into side-quests but a few of them have the potential to become full-fledged adventures. Some of the sub-plots include notes about creatures and mechanics. We are aware that not everyone plays 5th ed. But we have decided to compromise and use that system for any rules mechanics or monsters found herein. Despite this, most written lore will focus on flavor only. GMs playing different games will find no issue adapting the material here.

The sub-plot adventure ideas are appropriate for low-level (Levels 1 to 5) adventuring parties. Challenge Rating (CR) is calculated using a party of four as the model.

The DM is free to change or modify any or all the information found here. NPC names and settlement names are the first the DM should consider changing to accommodate any homebrew world lore. To modify the challenge rating of the adventure, the DM must first consider the power level of the party. Considering the PCs' individual levels and the number of players is crucial to presenting a good challenge. Not all parties are the same, different playing styles and command of the system in the party can increase or decrease their effectiveness in encounters. The DM may adjust the encounters slightly by adding or subtracting monsters. Alternatively, controlling monsters with more intelligence and strategy is often the easiest way to raise the difficulty of an encounter.

When monsters are referenced, creature name, book name initials, and page numbers are noted in parenthesis. Be aware that page numbers may vary depending on the book print. If the DM can't find a monster where noted, it means it is a different book print. Page differences tend to be small so whatever is missing will be reasonably close to the pages noted here.

Graphic Elements

The graphic elements we used for this resource are available in a separate Zip file. We included all the different posters, the notice board, and the wax seals. They will help crafty DMs create their own posters and announcement for a notice board. There is no need for advanced graphic skills. Only thing needed is creative ideas.

Important

Please keep this supplement for personal use. It cannot be used commercially.

Credit must be given to "Cartography Stock Art © Derek Ruiz / Elven Tower Cartography" and "Stryxin, Forgotten Adventures" as the authors. If it is shared or redistributed, a link to both <https://www.patreon.com/forgottenadventures> and <https://www.patreon.com/elventower> must be included.

Notice Board

NOTICE BOARD

Reward
!! Giant slayers needed !!
Vicious and brutal Stone Giant is terrorizing our settlements and farmlands!!
We have to put down this brute before someone gets injured or killed!
This bounty is not for the faint of heart, only the most brave, fierce, and reputable warriors or group will be selected!
Report to barracks for evaluation!
The Royal Crown is offering 300 Gold pieces to every individual involved in the slaying of the Giant!

CALL TO ARMS
Orcs in great numbers were spotted setting up camp nearby!
Join the Town's Watch forces in a raid to remove these bloodthirsty beasts from our lands!
!! WE WANT YOU !!

Royal Decree
The King instructs all able men to be present by next month in the capital's barracks.
Mages and priests must attend or face trial by the Royal Council.

Reward

The notorious bandit **Dauren Thenerus**
A bounty of 400 gold pieces is offered for his capture.

Help Needed
Six children are missing since last week.
If you know something about this or can help, speak with the captain of the watch, Godric Dammew.
Lady Vallesco offers 300 gold pieces as a reward for retrieving the children.

Help Needed
Lord Byron d'Armeine's brother was taken hostage.
Lord Byron offers handsome pay in gold.
Strong warriors only

Bounty

VARIOUS RED EYED BEASTS OF UNKNOWN ORIGIN STARTED APPEARING AT THE OUTSKIRTS OF THE TOWN.
ANYONE WHO CAN CAPTURE ONE OR MORE ALIVE WILL BE REWARDED GOLD EQUAL TO THE WEIGHT OF THE BEASTS!
Lord Gallien

!WARNING!
"Flaying Raven" still on the loose!

Kidnapping young women, stay safe and don't wander alone in the dark!!

Attention
One of you is stealing turnips from my farm! I have a bloodhound now. I will catch whoever is stealing from me and turn him to the watch.
Farmer Holmes

MADAME FORTUNE
DISCOVER YOUR DESTINY
CRYSTAL BALL
PALM READING
BOOK DATE
COTTAGE ON A HILL

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he notorious bandit Davren Thenerus (**Veteran, MM page 350**) rose to local fame after he and his band of brigands assaulted a royal envoy last year. The envoy was on his way back to the capital escorting three wagons of produces and tithes for the crown. Davren Thenerus and his men killed every person with the caravan and

left with the goods.

Later that year, Davren was seen near Cupola, a thriving coastal city. The city watch tried to track Davren Thenerus down but the search proved unfruitful. Several witnesses reported that Davren became an agent to the dark network who secretly, or rather overtly, control Cupola's underworld. Now people claim that Davren has returned to the capital but no one has seen him yet. The city watch placed posters with his face and offered a reward of four hundred gold pieces for proof of capture or death. Despite the high reward, no citizen has come forward with any information about Davren.

Davren Thenerus is in the capital with his band of thieves (**Bandits, MM page 343**). They are planning a heist on the dwarven bank. Their plan is to dig a tunnel from an abandoned church to the bank's vault underground. Should they be successful, they would end up getting away with the biggest robbery in the century.

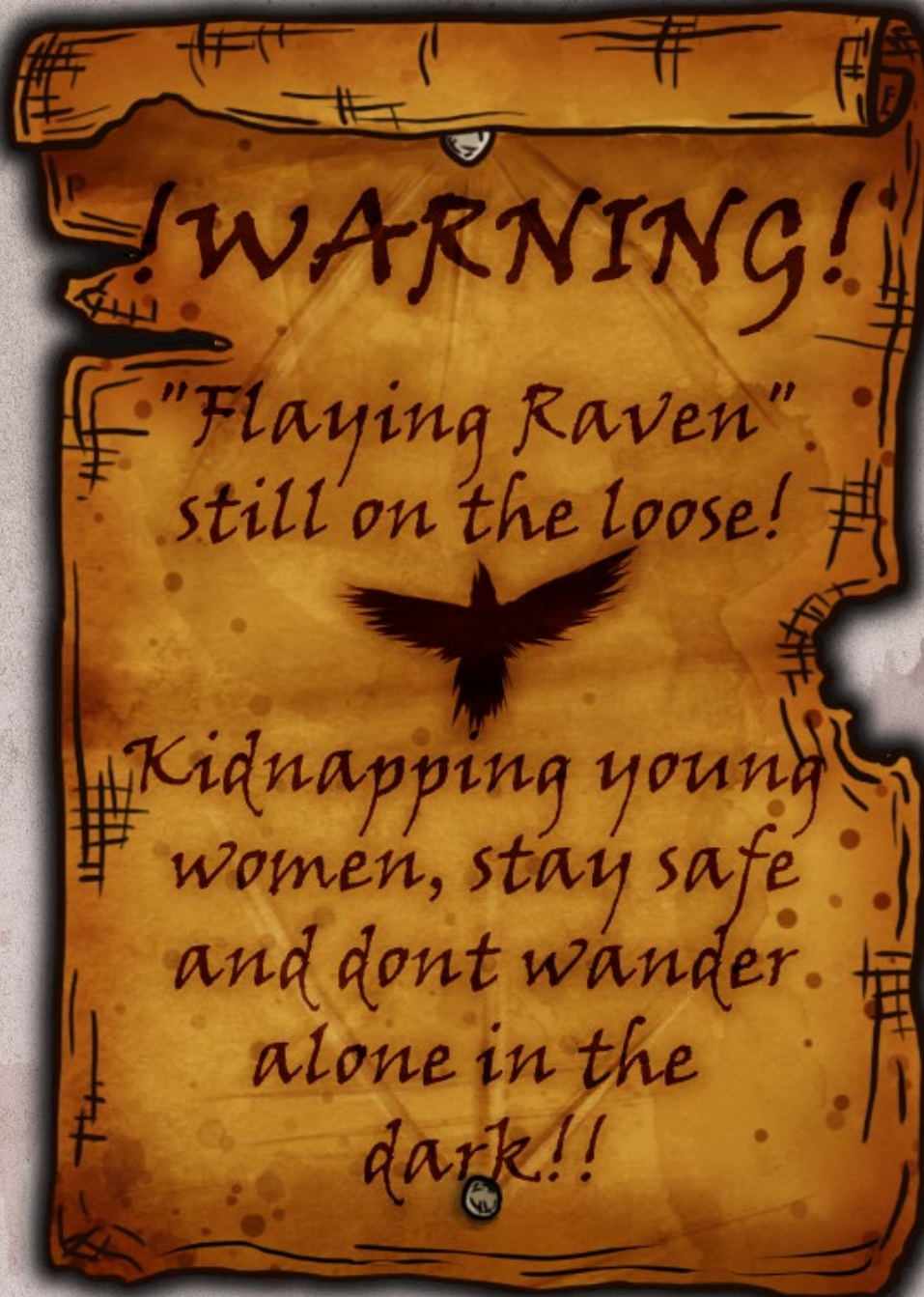




n a strange turn of events, the town's population is confused at

the recent happenings. It all started twenty days ago when a farmer's wife went suddenly missing. There was a search party on the town's outskirts but they could not find her. The women returned home two days later in a disoriented state with no recollection of where she had been or how long she had been gone. She was physically in good shape except for a small detail. A small section of her skin in her lower back had been finely flayed. The small skinless injury had the shape of a flying bird.

Since the woman was back, people shrugged the event off despite the oddness of it. A few days later the blacksmith's daughter disappeared in a similar fashion only to return two days later with the same disoriented behavior and the strange mark on her lower back. So far, seven women aged 20-30 years old have experienced the same situation. All of them felt disoriented and sick. These symptoms receded after a few hours. The local apothecary suspects they were drugged or poisoned. The small wounds on their backs were cleanly made and while they are painful and slow to heal, they do not pose a serious risk to any of them.



All this is the work of Raelle, a mischievous fiend (**Incubus, MM page 285**) who lives in town and is impersonating a farmer. He charms the young women and brings them to the farmer's house. He seduces the women and tempts them to forbidden desires. Raelle gets bored fast and lets the women go after a day or two, only to repeat the process again in a few days.



Recent narratives of war have found their way to most towns and cities in the realm. Rumor has it that the feeble

peace between the kingdom and its often warring neighbor Altacia has come to an end. This is what actually happened:

Altacia's ruler, King Goddas, re-crowned himself two full moons ago. He declared himself to be the son of a god himself, a living representation of the divine. In a recent letter addressed to the kingdom's royal family, he explained that he is to be called now "The Divine Ruler of Altacia, Godking Goddas, Offspring of Gods and Peace Bringer to the Common-folk". Because of his now "revealed" godly origin, Godking Goddas expects a bi-yearly payment of gold, produce, and other goods. All this as a sign of respect and appreciation.

As expected, the royal family had a good laugh when they read that letter. King Clint d'Formaine is a cautious person. If there is one feature that everybody knows about him it is the fact that he always has a plan. And a contingency plan if the first one fails. He consulted sages and scholars for a few days and came to the conclusion that King Goddas is surely not in a negotiating position. They sent a royal envoy back with the king's response. The letter explained that King Goddas can choose any name he prefers and it will be respected, but no payment or tribute will be sent under any circumstances. The brave messen-



Royal Decree

The King instructs all able men to be present by next month in the capital's barracks.

Mages and priests must attend or face trial by the Royal Council.



ger never returned. Now the crown is expecting retaliation. Scouts report that enemy lines and barracks are under heavy activity. This is the reason why King Clint d'Formaine has called his banners to the capital to assemble his armies and militias.

Mages and priests are bound to this royal decree because most of them had their education sponsored by the crown. They are bound by contract to obey any royal decree or face trial before the Royal Council. Most people found guilty of ignoring royal decrees are hanged in the capital's main square.



he captain of the watch recently placed a bounty on the town's notice board. According to recent scout reports, there is a group of around eighty to one-hundred orcs setting up camp a few miles to the west.

The captain is rounding up his men and a few volunteers to go there and scare them away or even kill them. While it appears that it is a big group of orcs, the scouts reported that about half of them were females and younglings. The plan is to strike them in during the day when the sun shines the brightest. This is because a person suggested that orcs are night creatures that fear the sun. This is a false claim but it was accepted as part of the plan.

What the scouts had no way of finding out is the fact that this particular tribe of orcs is a peaceful one. They splintered away from a bigger community when the chief declared his intention of attacking farming settlements in the eastern provinces. Some of the members of the tribe did not agree with attacking innocent farmers. They preferred to war with their usual enemies, the goblins or the ogres. One night, they stole away and never returned. They recently found a good place to settle next to a valley and a forest, with close access to a body of water. It is the perfect place to live and start a new way of life, away from their warring cousins.

But they are fearful of neighbor communities because they understand that their kind is often stigmatized with aggressive behavior. The tribe's chief is an elder orc named Corlack. He can't walk anymore. He is usually on a two-wheeled cart that functions as chair, bed, and transport. Whenever the captain of the watch and his group of warriors approach the orc community, Corlack will be the one who speaks to them.





very mother and father in town stay behind closed doors in fear of losing their little ones. It all began almost ten days ago when little

Damien went missing one unfortunate afternoon when he was playing with his dog in the outskirts of town near the forest. The dog, an adult shepherd came home that night alone and scared. A group of townsfolk and members of the town's watch went out that night with torches looking for the little kid in the forest. They came home empty-handed.

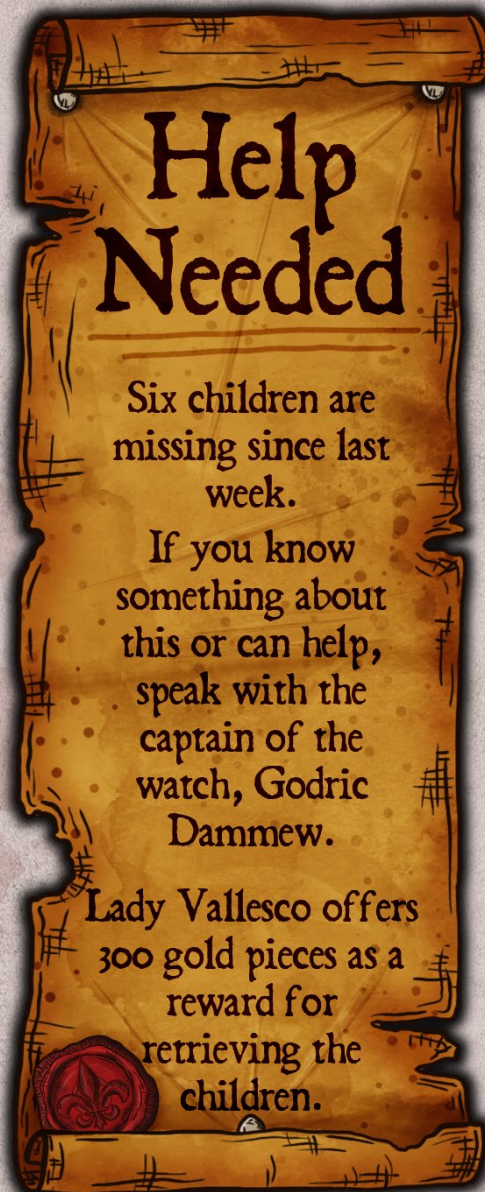
A young child getting lost in the forest is an unfortunate fact that is bound to repeat itself from time to time. Sometimes the children are found, alone and lost in the wilderness. Other times they are not. It is assumed that a wild predator is usually the culprit.

The searches continued the day after. Godric Dammew, the captain of the watch, led the search himself. The forest in the town's vicinities was vast and deep. It was impossible to go through it in a single week, much less a single night. When the search teams came

back without success that day everybody knew the chances of Damien being still alive after two days in the wild were slim. The parents started to resign themselves to the fact that their boy might not return. Amidst all this, terror stroke

again when a crying woman approached the captain of the watch to report that her two kids were missing too. In her case, the children were playing in the public playground when she last saw them.

Things escalated over the next few days. Six children are missing so far. Godric Dammew has ruled out any kind of wild beast or animal because they had no way of entering town and hunt there. Additionally, there are reports from the last few days of a strange whistling sound coming from the heart of the forest. The captain would like to assemble a party of strong men willing to scout that part of the forest. He had no way of offering a sizable reward, but fortunately, Lady Vallesco just offered a bounty of 300 gold pieces to whoever is willing to work with the captain and retrieve the kids or their remains.



The culprit is an old witch named Diarganna (**Green Hag, MM page 177**) that recently built a hut in the darkest part of the forest. She uses her *illusory appearance* and *invisible passage* abilities to infiltrate the town and lure children with candy or toys.



Madame Fortune and her divination services are a usual sight in town. There is always a poster offering her services in the town's notice board. Madame Fortune is an elderly lady that lives in a small cottage on top of a hill a few minutes from the east gate. Some people fear her and claim she is a witch, while others are loyal customers and go to her for their weekly hand reading.

Madame Fortune is good with a few illusion spells. She uses her spell-link effects to improve her performances and

impress uninformed clients. She also knows some actual divination spells but she rarely uses them because the material costs are prohibitive. Instead, she has focused on doing fake readings and good performances. She is an expert speaker and has a knack for getting information out of people without them noticing it. This furthers the appearance that she knows things she had no way of knowing.

The DM may use the stats for the **Priest (MM page 348)**, but replacing the prepared spells with only divination spells.





Farmer Holmes is the owner of the biggest stretch of farmable land in the outskirts of town. He is a rich man by farmer's standards.

The harvest is only a few days away but farmer Holmes noticed that some patches of his fields had been harvested by someone overnight. He is convinced that someone in town is getting inside his property to steal turnips. According to his calculations, the thief stole between three and four sacks of turnips over the last three nights.

Farmer Holmes is a grumpy old man. He wants justice but the city watch can't really help him because there's little proof of a real invasion to his property, and there is no suspect. That is why Farmer Holmes bought a young bloodhound to track the culprit. He is not an unreasonable man, his only intention is to turn the thief to the authorities.

It is up to the DM to determine who in town is guilty of stealing the turnips.

Attention

*One of you is stealing
turnips from my farm! I
have a bloodhound now. I
will catch whoever is
stealing from me and turn
him to the watch.*

Farmer Holmes



he crown just posted a bounty in the town's notice board. Giant slayers needed to get rid of a stone giant who is currently hiding in a cave a few miles to the north. This bounty is not for the faint of heart. Only known warriors and people with such reputation are received by the giant-slaying party in the barracks.

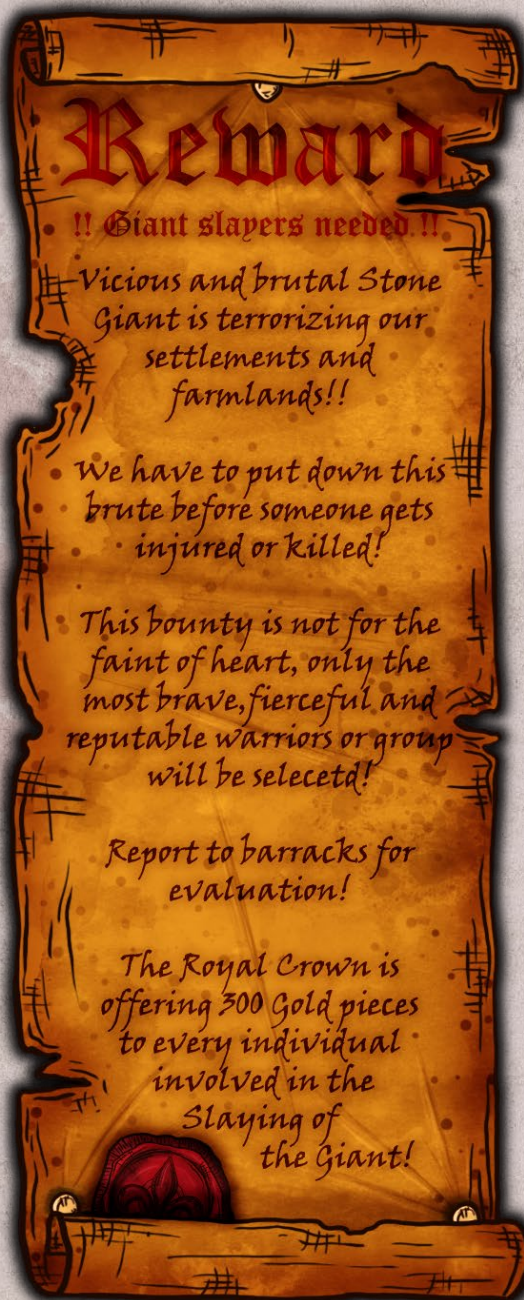
Any person present at the briefing finds out that the stone giant "attacked" two farming communities over the past few days. The giant approached the farmers and townsfolk and spoke in its own language in a demanding manner. The townsfolk reacted as expected way and ran for their lives. Some of them, the bravest stayed and tried to bribe the giant with livestock and other goods. The giant refused to take any of that and left. No person was injured in both encounters. The fact that no person understood the stone giant means that no one knows of the giant's intentions, but given past interactions with creatures of its kind resulting in bloodshed, the crown has decided to dispatch

a group of strong warriors to handle the problem before it scales.

The giant is called Barranoga, the Grey. He did not come to storm farming communities or steal livestock. Barranoga's tale goes back twenty years ago when the king stroke a temporary alliance with a clan of dwarves in the underkingdom. Humans, dwarves, and their allies, the stone giants, fought together a greater threat for five years. Back then the king befriended the stone giant Barranoga, the Grey.

Close to the end of the war, the king and his men were trapped in a cave by ferocious creatures. They would have died that day were it not for Barranoga who rescued them just in time. The king told the giant to come to his kingdom in the future when both realms enjoyed peaceful times. The king would reward the giant with treasures as a way to thank him for saving his life. He also gave a sealed letter to Barranoga that states these facts. Unfortunately, the king died eight years ago from an illness. His son is the current king and he ignores this deal with the giant. When Barranoga approached

the two farming communities, he was trying to ask for directions to the capital. Unfortunately, no one noticed that he was trying to give them the letter.





ord Byron d'Armeine has recently published a bounty for strong warriors to help him rescue his brother, Damascus d'Armeine.

Damascus, the Lord's brother does not hold any noble position but he has acted as his brother's counselor and right-hand man for years.

Damascus recently left town and went south to reach the capital. His brother sent him to negotiate a deal with the stonemason's guild to reinforce the town's wall. The travel would have tak-

en him six days if he had not been ambushed by a group of brigands along the way. The ambush was planned, it was not a random encounter on the perilous roads. Those criminals were expecting Damascus d'Armeine to kidnap him. Damascus was then moved to an underground location to wait. The chief of those criminals is a cruel man called Hallen (**Bandit Captain, MM page 344**). He is a wanted man in the capital but still unheard of in this region. He sent a letter to Lord Byron demanding a ransom of five thousand gold coins under threat of ending his brother's life.

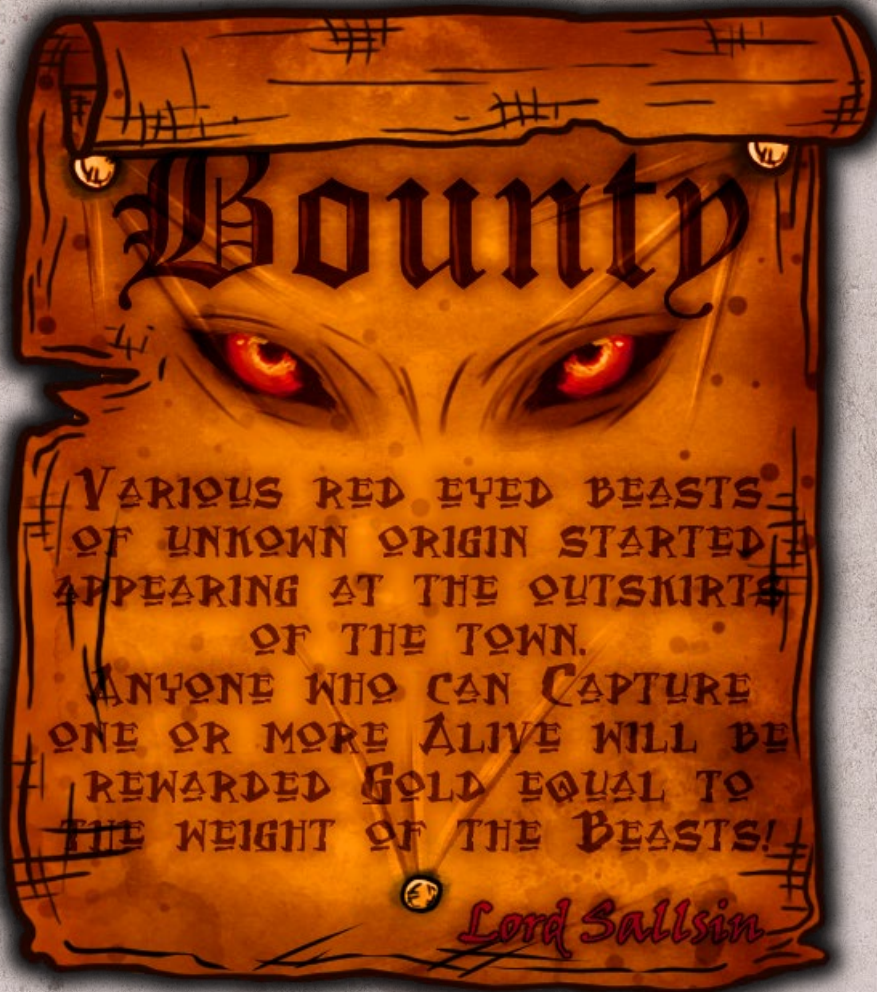
Although it is not outside the realm of possibilities for Lord Byron d'Armeine to procure such a sum of gold, he is full of rage at the criminals for their bold and daring actions. He is worried about his brother but he will not let a bunch of lowly criminals blackmail him. There is also no way for him to determine whether his brother is still alive. The letter specified an exchange date and place. Lord Byron is willing to show up but not to pay. He is now hiring strong warriors to come with him and try to rescue his brother. It is a risky endeavor because his brother's life is on the line. Regardless, he prefers to spend the money on honest working people than on criminals. He has three-thousand gold pieces to spread among any number of willing warriors.

Help Needed

Lord Byron
d'Armeine's brother
was taken hostage.

Lord Byron offers
handsome pay in gold.

Strong warriors only



furred creature, bigger than a bear. Others believe they saw a giant reptile. Some people say they saw two pairs of red eyes looking at them from the canopy of the forest. The descriptions are so different that they cannot all be precise.

Regardless of this, Lord Sallsin placed the bounty. He is known for going on spending sprees and mal-spending the town's money on ridiculous things. For once, people are not grudging him for this expense because it is one of them who might be able to get the gold.

As hard as it is to believe, all of the witnesses' descriptions are accurate. Krak'Avin is the culprit. He is a kobold. He escaped from his master's service a few weeks ago and has been travel-

ing the countryside alone. His master was a young red dragon who lives in the mountain range to the west. Krak'Avin escaped after he stole a magic necklace from the dragon's hoard. The necklace is magical and gives Krak'Avin the ability to shapeshift into a savage creature for an hour, two times per day. The problem is that Krak'Avin does not know how to use the necklace correctly, thus resulting in him turning into a different creature every time.

Should a party of adventurers or hunters come across Krak'Avin, he can transform into a random creature and fight them.

News broke out this morning that Lord Sallsin will pay a sack of gold to whoever captures that strange creature that everybody claims to have seen. Now hunters, fishermen, and even farmers are ignoring their own chores in the search of the strange creature.

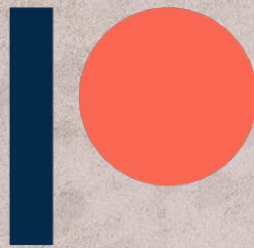
It all started ten days ago when hunters, travelers, and people that live in the outskirts of the forest came with reports of a big creature. No one really knows what it is because the reports vary depending on who you ask. And some of them cannot be true simultaneously. Some people claim to have seen a big

Thank You

Thank you for reading this collaborative work between Forgotten Adventures and Elven Tower. It was a lot of fun for both of us to work together and combine our creativity and ideas. Hopefully, the result of this will find its way to your game and help you and your friends have a great gaming evening.

Last but not least, allow us to share with you some places online where you can find our work. Not only will be able to get some other material that is available for free, but you will have a chance to follow our work more closely and maybe even influence any future projects.

You can find Forgotten Adventures (Stryxin) here:



You can find Elven Tower (Derek Ruiz) here:

