



**Note: Perlshaw was developed by a Mythology student in Fall of 2024*

Name: Perlshaw

pronounced: (purl-shaw)

Type: small town

covers an area approximately 47 acres

Population

1967 as the previous census

- Description

- Taboos

- ★ Every place has its own way of doing things or thinking. You better know up front what this town's is. You have no idea if your social faux pas will get you ignored or arrested. So pay attention. In Perlshaw, wool must never be dyed any shade of yellow. No question. If it can be accused of being yellow, it is yellow. Not only that, you better not ever disparage a tree. Even a simple remark like "that's an ugly tree" is enough to have you clapped in irons!

- Government

- ★ **Baron Niertro Bizzelwight of Perlshaw** Gnome, male
 - ★ Baron Niertro Bizzelwight, a gnome of boundless wit and unrelenting energy, presides over the picturesque town of Perlshaw, nestled at the edge of the Amethyst Fens in the Faraway Forest.. Descended from the venerable House Bizzelwight, a gnomish noble family renowned for their craftsmanship in enchanted trinkets, Niertro is the youngest son of Berynth Bizzelwight, the Jewelwright of Silvermere. His lineage is steeped in innovation and artistry, but Niertro charted his own path, embracing governance with the same ingenuity his ancestors brought to their trade.
 - ★ A charismatic yet meticulous leader, Baron Niertro blends pragmatism with a deep sense of community. His administrative philosophy centers on "balanced prosperity," seeking harmony between the town's agrarian roots, artisanal enterprises, and burgeoning trade with the wider region. His genial demeanor and knack for mediation have earned him the loyalty of his subjects.
 - ★ Niertro's crowning political achievement was brokering the **Fens Accord**, resolving decades-long territorial disputes between Perlshaw and its swamp-dwelling neighbors. Conversely, his greatest failure came with the ill-fated **Gleaming Road Project**, an over-ambitious attempt to build a trade route through the fens, which collapsed in scandal and drained Perlshaw's coffers.
 - ★ Determined and adaptive, Baron Niertro remains committed to Perlshaw's growth while striving to learn from his missteps.

- Underworld

- ★ The state of chaos in Perlshaw is centralized to underground rings that move frequently. The Baron spends countless hours, resources, and men to try and get the criminals out but at the very least she keeps it from the public eye. Petty crimes can occur just like any town but murders, large scale robberies, and passing of large illegal

items rarely occurs. Rings have been infiltrated and common faces are seen or captured but the groups are always different so the chances of a gang formed is low and if there is one formed they are not large and pose no threat, yet.

➤ Altars

★ Minerva, Roman

- In this altar stands a large statue of the goddess with a small owl resting upon her shoulder, surrounded by paper crowns, handmade bracelets and other small representations of what she is the god of, wisdom, law, and victory.

★ Pluto, Greek

- His altar stands far from the other nearly secluded. It is dark granite giving off the almost eerie presence of death. On it lies a handmade doll, garnished with this town's traditional burial clothing and jewelry, rituals for burials are performed here for this is the king of the underworld.

★ Heimdall, Norse

- This altar has a platform that raises it above all the rest symbolizing this god's strength and importance although does not have many offerings for most of his worship is done through words and acts, he is the watchmen for the gods and a type of god of war, all that lies here is small scrolls and papers with words for him.

➤ Resources

★ Access

- This town lies four miles off a major western trade route road which accounts for few visitors as most travellers prefer to use the inn, tavern, and market at the crossroads. Despite this, the Baron maintains a pristine stone-paved road connecting the town to the major road.

★ Water

- An annually-fed stream runs not far from the town. The Bizzelwight family financed a canal between the town and the stream to a central well for the town to gather round.

★ Food

- Many gardens are plowed and planted around the town, some are more public for people to get necessities while many are privately grown to sell in the market. The most common harvested foodstuffs available are:
 - Wheat – A staple grain for making bread, porridge, and ale.
 - Barley – Used for brewing beer and feeding livestock.
 - Rye – A hearty grain for bread and other baked goods.
 - Oats – Versatile for porridge, bread, and feeding animals.
 - Carrots – A reliable root vegetable for soups and stews.
 - Turnips – A hardy crop that stores well through winter.
 - Potatoes – A versatile and filling tuber.
 - Cabbage – A leafy vegetable for fresh eating, pickling, or cooking.
 - Onions – Essential for flavoring dishes and medicinal uses.
 - Garlic – Valued for its strong flavor and medicinal properties.
 - Peas – Eaten fresh or dried, they're a key protein source.
 - Beans – Varieties like broad beans and kidney beans provide sustenance.
 - Apples – A popular fruit for eating fresh, baking, and cider-making.
 - Pears – A sweet fruit used for desserts and preserves.
 - Plums – Eaten fresh or dried into prunes.
 - Cherries – A seasonal delight for fresh eating and baking.
 - Strawberries – A sweet berry enjoyed fresh or preserved.
 - Herbs (e.g., rosemary, thyme, parsley) – Used for seasoning and remedies.
 - Pumpkins – A versatile gourd for food and festivals.

- Honey – Not a crop, but abundantly gathered from managed hives for sweetness and trade.

★ Animals

- A single very large field holds the town's supply of livestock - predominantly Andurian kine. They are tagged and branded for the stores who sell and rent out while some are up for grabs.

★ Materials

- Lumber and stone are imported for construction and repair of structures since local supplies are not inexhaustible. Rare or exotic lumber is traded for in exchange for food and livestock products. Clay is obtained in small quantities for the local stream for crafts and necessities, not construction.
- The local supply of timber is so revered by the town that there is a law on the books making it illegal to speak anything negative about those trees. Even a simple remark like "That is an ugly tree" is enough to have you clapped in irons.

★ Precious resources

- Precious stones or gems are rare and have little use in the town except for jewelry and bragging rights.

★ Tradables

- Everything in town can be and probably has been used to trade for other necessities. We can make a lot of what we trade for but it's easier to trade when in a pinch like with building.

➤ Magiks

- ★ Perlshaw was founded ages ago by the first Baron Bizzelwright, a nomadic druid who felt strangely drawn to the local grove of trees and its magical properties that he sensed therein. Upon locating the strongest center of magiks in that grove, the Baron started laying out the town that would become Perlshaw. At the center of the grove, now the center of town, is the Emberheart, the forest's oldest and strongest tree. The tree's trunk glows with an iridescent light and those who touch it report seeing visions of the past and even the future. It takes a keen, disciplined mind to fully understand the visions produced by the Emberheart, and only a few have ever gleaned any actual knowledge from it. Still, it remains a popular spot in Perlshaw, and many young lovers touch the tree to bless their union. Today, Perlshaw is a town where nature and civilization live in harmony. Only a few dozen curious souls have ever lost their minds by communing with the tree for too long, but why speak to that?
- ★ The Darkglade is a shadowy, murky area right outside of town where negative energy tends to manifest. The Cult of the New Moon is an order of magicians sworn to keep the Darkglade's magic at bay, but their power seems to be eroding. Mage Elwyn Frenge, who has broken from the order, may be conspiring with negative forces in the forest to unleash dark magic upon the town.
- ★ One of the most coveted items in Perlshaw are the vision-leaves, which bloom only once a year deep in the surrounding forest in a place the locals call Hardwood Hollow. When steeped as a special tea (which can be purchased at Conifer's by the way), they bestow insight into one's future and fate. However, the journey into the Hollow is dangerous and laden with potential hazards. Travelers may well ask themselves if learning their fate is worth tempting it.

➤ Defenses

- ★ Posts are made all around the town, some very tall watchtowers that go up above the trees and some lower to the ground. A group of militia are at every tower 24/7 and another group does scheduled patrols around the perimeter of the town and through the streets.
- ★ Defensive Class Rating. 22/68 = DELTA
 - Walls - Stone or timber walls of moderate height and thickness. (+2)
 - Gates - Simple, weak gates that are easily breached. (+1)
 - Towers - Tall, well-defended towers with arrow slits and firing platforms. (+3)

- Porticullis - Functional wooden or iron porticullis. (+2)
 - No moat, ditch, or pits (+0)
 - No bridge (+0)
 - Militia - Regularly trained and equipped volunteer militia. (+2)
 - No Artillery, Calvary, or Navy (+0)
 - Patrols: Exterior - Well-organized and vigilant exterior patrols. (+3)
 - Checkpoints - Few, poorly managed checkpoints. (+1)
 - Command Structures - Basic command structure with clear roles. (+2)
 - Jails - Basic jails with secure cells. (+2)
 - Magikal Defense - Strong magical wards, and strategically placed magical traps. (+3)
 - Preparedness/Alertness - normal alert, standard response time. (+2)
- Social Hubs
- ★ Local Adventurer's Guild-endorsed social hubs
 - ★ The Blowdown
 - A popular watering hole where daring drinkers try Nightshade fizzes crafted by Owlin mixologist Magpie Doyle (antidotes are available as chasers)
- Local Color
- ★ It is said, Perlshaw was founded ages ago by a group of wandering druids who felt strangely drawn to a forest glade and the magical properties it gave off. It seemed to emit a strange power they found they could access and channel. At the center of the grove, now the center of town, is the Emberheart, the forest's oldest and strongest tree. The trunk glows with an iridescent light and those who touch it report seeing visions of the past and what may be their future. It takes a keen, disciplined mind to understand the visions produced by the Emberheart, and only a few have ever gleaned any actual knowledge from it. Still, it remains the most popular and culturally significant spot in town. Many young lovers visit the trunk to bless their unions. Nature and civilization exist in harmony here. And by the way, reports of those (only) half dozen curious souls who supposedly lost their minds by communing with the tree are obviously vastly exaggerated.
 - ★ Visitors are immediately enchanted by the lush greenery of the forest canopy and the many meticulously carved tree houses that dot the surroundings under it. The breeze through town carries an alluring scent of fragrant smokes. Even in the high summer, it smells as if a fire or well-packed pipe were burning somewhere. Evoking memories of hearth and home. Some believe that is from the Emberheart tapping into warm and pleasant memories to make visitors feel comforted and at ease.



“The nicest thing about Perlshaw is ... I forget. Maybe that's why I like it so much.”

-Omega Furman

Former Warlord of th Razor's Edge

PERLSHAW in PERIL!

Adventurer,

Our town is forever grateful to you for answering our cries for help. We are in grave danger, unknown beasts have captured our beloved Baron and are holding him captive. They have demanded gold and food everyday, but nothing has satisfied them enough to release our noble. They have not and will not show their faces to us, but they make loud, scary noises as well as deep growls when they make their demands. Our beloved Baron Niertro has a wedding in three days, please save him so we don't have to get refunds on the catering. And make sure he returns safely! We cannot ourselves offer an amount of gold but believe once he is saved, you will be allowed to have your single choice of our treasury's magikal inventory.. Thank you and Gods-speed!

- Gideon Hearthfall

Adventurers Guildhall Master - Gideon Hearthfall (Male Human)

Gideon Hearthfall is a broad-shouldered man in his late 40s with weathered tan skin and a silver streak running through his thick brown hair. His piercing green eyes seem to measure a person's worth in a glance. Though his physique speaks to years of battle, he carries himself with a calm, fatherly demeanor. He wears a mix of fine leather armor and practical woolen clothing, with a longsword hung behind the guild hall counter—kept polished but untouched. Gideon is a pragmatic and fair leader who values hard work and teamwork, yet his sharp wit and occasional dark humor suggest a man acquainted with loss. He's well-loved in Perlshaw, known for offering guidance to greenhorn adventurers and a safe haven to veterans seeking rest. Some say Gideon retired after a disastrous mission deep within a cursed ruin. His entire party perished, leaving him the sole survivor. Others whisper he made a dark bargain to escape, paying a steep price that still haunts him. Despite his warm demeanor, they claim he never removes his gloves because of a mark he hides—a reminder of what he sacrificed to live.

Merchant Directory

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| Herbalist | Conifers | Elgin Conifer | Seeds, common pk, 5cp Saplings, oak, 1sp Plants, various, 2sp-2gp Healing potion, 5gp Healing poultice, 4gp |
| Armory | Fancy Fighting | Ripley Kaulana | Chest Plate, 35gp Chain Mail, 15gp Shin plates, 10gp Head piece, 10gp Custom pieces, 15-40gp |
| Weaponsmith | Repair and Reuse | Marjin Jothi | Weapon repair, 15 gp Armor repair, 25 gp |

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|-----------------|-----------------------|------------------|--|
| | | | New weapon, 30gp Custom weapon, 45gp |
| Bowyer/Fletcher | Bo Bo's Bows | Noy Shering | Standard, 2gp High quality, 5gp Intricate decor, 10gp Replace string, 1gp Customize, 15gp |
| Livery | Livin Live (stock) | Rain Casey | Ox buy/rent, 10gp/5gp Horse buy/rent, 20gp/10gp Wagon buy/rent, 5gp/2gp Transportation, 1gp a mile Cattle/sheep/goats, 8gp an animal |
| General Supply | Jenny's Jingles | Tylar Vinnie | Art supplies, 2gp Bundle of arrows (20), 5gp Bells, 1gp Rations, 2gp Jingles by Jenny, 2gp |
| Reliquary | Worry not and Worship | Noor Makana | Totems, 2gp Relics, 5gp Statute or statue supply, 6gp Scrolls to personalize, 4gp Private place to worship, 2gp |
| Scrivener | Scrap it together | Inari Pilirani | Paper, 1gp Ink, 2gp Quills, 2gp Books, 2gp-5gp Print press, 8gp |
| Inn/Tavern | Sleepy Sea Cat | Thando Bin | Rooms, 5gp a night Room service, 1gp +tip Breakfast in bed, 10gp Drinks in room, 10gp |
| | The Blowdown | Magpie Doyle | Nightshade cocktails, 3 sp |
| Inn | The Arborian | Helga Hottenot | Room, 7gp overnight Meal, 2gp |
| Inn | Loblolly's Inn | Abigail Loblolly | Room, 5sp per night Bath, 3cp |
| Financer | Flin's Fair Prices | Sawyer Sal | Adviser, 2gp an hour Loans, 2gp for collateral Start account, 3gp |

Sit down w/a director, 3gp
Sit down w/a head of advisory, 4gp

Arcane

Totally ðœƒ magic

Seon Lovita

Blank scrolls, 2gp
Blank starter book, 3gp
Scroll spells, 5gp
Magic books, 6gp
Advisery, 2gp

Artistic views of Perlshaw over the years by its chief resident painter, Chaenath Faryarus (elf, female)



Update brave one,

We now have a better idea as to what has kidnapped our dear Baron. This morning just before sunrise, muted cries for help were heard by two salt merchants traveling along the main road. They investigated and discovered the brutalized form of Treberius Stha, a local ale brewer. They brought him into town to the nearest healer. I spoke to him not long ago. It seems he was awakened by his dog scratching to be let out the door of his cottage. When the dog didn't return, he went looking for it. There in the woods he was attacked by a creature or five; he is not sure. Thankfully, he escaped and was able to describe the following image to me ... and now I show it to you...



With no knowledge of how it got there, you found the following note in your boot when you prepared for bed on your first night in Perlshaw: *Secrecy ewil joth ljef vargharik. Jeg galk prove lurlurt, oz jeg galk thurw lurlurt aloud, dokk jeg suspect denthar Elwyn Frenge ewil ath abakawith eth mayor's abduction. Devra alert. Devra alive.*