

# ARBOR HOLLOW

*By Kevin Goebel ("Royal Scribe")*

Nestled in a river valley in the northeastern side of the Wirbel Mountains, Arbor Hollow is a small community of fur trappers. It once housed a military garrison when the area was disputed between the kingdoms of Gongadûr and Vacuria, but its small fortress, Kennerley Keep, has been appropriated by the local lord to become his favorite hunting lodge.

The residents are a mix of humans and dwarves. Some of the dwarves have dug small cottages into the sides of the mountains, much like halfling burrows in hillsides, with only stone towers providing an above-ground structure.

The village is situated at the convergence of the Whispering Pines River and the Spruce River, which continues out of the mountains as the Whispering Pines River before winding north to meet up with the Beck River. The intersection splits the town into three districts. Kennerley District, on the southside of the Whispering Pines River, is home to Kennerley Keep, the Ravenous Tiger Inn, the village's blacksmith, a few farms, and some of the wealthier homes - including nine dwarven homes cut into the mountainside. The Spruce District on the northeastern side is home to the village hall, which also serves as the village's jail, courthouse, and grain repository. A majority of the residents live in this district. The Temple District on the northwest side of the village is home to the temple and a few residences. This district is home to a giant, ancient pine tree that has been nicknamed Olde Kennerley. The area also provides access to the best hunting trails heading higher into the mountain canyons past an old watchtower that is rarely officially staffed anymore.

On a bluff overlooking the Temple District lie the Strazit Ruins, once a military fort that was destroyed generations ago. The area is said to be haunted, and is rarely visited, as the main access is a dangerously decrepit wooden bridge.

Arbor Hollow is high enough in the mountains to get ample snow in the winter - another perk for the local lord, who packs crates of snow back to his home where, properly protected from melting, it can keep his wine punch cool in the hot summers.

1. Kennerley Keep
2. Blacksmith
3. Ravenous Tiger Inn
4. Town Hall
5. General Store

6. Tanner
7. Riverside Tavern
8. Temple
9. Watchtowers
10. Olde Kennerly
11. Strasit Ruins