

Tyr Alomere Township

Population: 1,259

Nestled in the foothills of Mt. Alomere, the sleepy village of Alomere was primarily notable for being a local lord's vacation villa. Generations ago, it grew to become a prosperous, bustling town when the powerful wizard Marius built a mighty tower there for his retirement.

The wizard, now known as Marius of Alomere, quickly developed a prosperous business. Adventurers flocked to his tower to seek his counsel about their quests, and to purchase scrolls and potions that Marius and his apprentices created. The adventurers then returned after their quests to have curses removed and magical items identified.

Tyr Alomere Tower was later inherited by Marius' daughter, a powerful wizard in her own right. She bypassed her own children to leave the tower to her most powerful apprentice, and thus began the tradition of keeping the tower in the hands of a mage.

The town grew to support the influx of visitors, with local retailers well-stocked in the supplies that many adventurers need.

1. **Tyr Alomere Tower:** The tower is the present home of Madeleine Eyraux, a mighty enchantress, and her husband. The grounds include a cottage where the staff live, and a barn where visitors can stable their mounts.
2. **Villa Citri:** The vacation villa for the Earls of Westford, Villa Citri is currently occupied by Lady Amfiri Prelcort, Dowager Countess of Westford, widow of the seventh Earl of Westford and mother of the eighth. The villa is known for its orchards of orange trees and its vineyards of wine grapes.
3. **Town Hall:** Virtually all government functions operate from the Town Hall, including registering businesses, paying taxes, and registering records of births, weddings, and deaths. Two courtrooms are also in the Town Hall, with one generally dedicated to criminal proceedings and the other for civil lawsuits.
4. **Market Square:** Local farmers and traveling merchants set up carts and stalls in the Market Square three days a week.
5. **Merry Sprite's Tavern:** The tavern does a bustling business every night of the week, catering to travelers and locals alike. On many nights, minstrels and bards passing through may be found performing for a few extra coins.
6. **Draper/Mercer:** Customers can buy bolts of fabric as well as items of clothing here.
7. **General Store:** In addition to selling foodstuff, the store is unusually well stocked for the typical items needed by adventurers, including torches, lamp oil, and simple tools.

8. **Butcher/Fishmonger:** In addition to selling fresh meat, jerked meat preserved with salt is available for sale to adventurers.
9. **Apothecary:** Herbalism and medicine kits are available here, as well as basic ingredients for simple potions. For more exotic ingredients, adventurers will probably have to find a larger city or perhaps go on a quest to find them. The apothecary may have simple, common potions for sale, but the availability is erratic based on what they have been able to purchase from adventurers passing through.
10. **Tailor:** For the mending and sale of clothing.
11. **Cobbler:** For the mending and sale of shoes and boots.
12. **Jeweler:** The jeweler buys and sells both jewelry and individual gemstones. A town this size normally would not be able to sustain a business of this nature, but the wizard's presence has brought in a lot of travelers with loot to sell, as well as spellcasters who need specialty items for their more complex rituals.
13. **Bakery:** For the sale of fresh bread, pastries, cakes, and pies.
14. **Scrivener:** This is another business that is unexpected in a town of this size. In addition to being able to transcribe and notarize documents, the clerks who work here can sell parchment, ink, and books with blank pages suitable for use as a spellbook.
15. **Blacksmith:** Like most village blacksmiths, the smiths here spend a fair amount of time making horseshoes and making and repairing farm tools. Although they tend not to make arms and armor, they are trained in repairing them. From time to time, they may have armaments for sale that have been purchased from adventurers who have upgraded their equipment.
16. **Kotaran Monastery:** The Kotaran faith is as much a philosophy as it is a religion. Followers believe that there is strength and power when the universe is balanced, and that that most things in nature are symmetrical for a reason. Kotaran Monasteries are famous for providing support for travelers. Its knights help keep the roads safe from bandits, its priests tend to the injured and sick, and its temples serve as moneylenders and banks in many communities. Adventurers will be able to exchange exotic coins here, and may be able to deposit their excess gold for safekeeping.
17. **The Golden Griffon Inn:** The inn does a brisk business catering to travelers who seek an audience with the mage. Like at the Merry Sprite's Tavern, traveling minstrels and bards will often be found performing here in the evenings.
18. **Guildhouse:** The various merchant guilds share this space for their meetings.
19. **Community Baths:** Free restrooms and bathing facilities are available for all as a means of controlling the spread of diseases. For those willing to spend a little coin, more luxurious bathing options are available.

20. **Public School:** The school provides basic reading, writing, and arithmetic instruction for the children of the town and nearby farms. Some will also attend classes at one of the local temples for religious instruction.
21. **Tanner:** Leathergoods are made, mended, and sold here.
22. **Watermill:** Locals will bring their own grain here to grind for a small fee, or may purchase ground grain from the miller.
23. **Theosi Temple:** This Greco-Roman style temple is for the worship of the eight greater gods and twelve lesser gods of the Theosi faith. As with the Kotaran Monastery, the temple has a small medical facility to tend to the injured and the sick,
24. **Áes Camáir Temple:** For the worship of the five primary gods, the Children of Dawn, and their descendants. Like the Kotaran and Theosi temples, the church has a small medical facility.
25. **Town Watch & Jail:** The town watch is headquartered here. A basic jail is used to hold prisoners awaiting trial in the courthouse. Those sentenced to longer incarcerations are generally transported to a bigger city to serve their sentence.
26. **Summit Stairs:** This tower is home to a spiral staircase that allows ascent to the top of the cliffs, and to the observatory housed there.
27. **Observatory:** Scholars visit from far and wide for the opportunity to study the heavens through the observatory's rare and valuable lens.
28. **Waste Management:** The town's complex sewer systems converge here, where a giant pit allows for the disposal of other forms of rubbish. Captured gelatinous cubes and black puddings are used to dispose of the town's waste.