

# d12 Monthly

**BOUNDED HILLS  
ISSUE**

Issue 51  
September, 2025

**FREE VERSION**

## **A FANTASY REGION**

**YOU CAN DROP INTO YOUR  
CAMPAIGN WORLD**

## **SETTLEMENT & NPCS**

**READY FOR YOUR PLAYERS  
TO EXPLORE**

## **DANGEROUS PLACES**

**NOT FOR THE FAINT-HEARTED**



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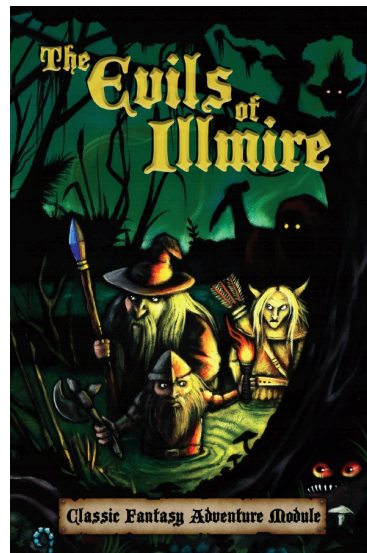


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# Bounded Hills Region

The Bounded Hills...

A place of adventure and ordinary folk. A land of fertile lands, interesting features, and many secrets.

The Bounded Hills is a place in my home campaign, but one that can be in yours, as well.

This issue is all about an area you can use as you wish for your campaign. It makes a great sandbox adventure location, with many areas to explore and learn more about.

Some of the settlements and locations have been flashed out, but there are some that have not. This is intentional, as I wanted to give you a place to start, but also a place you can make your own.

So, grab your backpack and favourite weapon, veer east off the Trade Road at Hill Stone, and see what the Bounded Hills has to offer.

And, as always, happy gaming!

- Russ from YUMDM

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# Gateway to Adventure

## Bounded Hills Region

The Bounded Hills Region runs from the town of Hillstone on its western side, to Raven Gorge, on its eastern side. Chalk Hill to the north, and the Fallen Tor to the south.

This region isn't controlled by any overarching government, rather by a series of towns that sit on rich, fertile lands spattered among old volcanic boulders that jut out of the ground, defining the area.

Hillstone itself is one of the many settlements along the Trade Way, one of the Freelands major trade routes, running north-south almost the entire length of the Freelands.

It is surrounded by other, smaller communities, who provide the large town with resources.

Other towns in the Bounded Hills Region include: Rustburrow, Winberg, Korstone, Dalefall, and Bringle.

There are also other, smaller, places of interest like Candle Abbey, Kaldor Estate, and Gloam Lake.

And to keep adventurers happy in this sleepy part of the Freelands there are a few interesting places to explore: the Talon Caves are a series of interconnecting cave systems under Beak Hill, Raven Gorge is largely unexplored and it is rumoured to hold an ancient, ruined city at the bottom

of it, and Fallen Tor to the south, holds many secrets to be uncovered.

While this place is relatively quiet, danger still exists. Many monsters have made their lairs here, and orc raids are not uncommon, especially during the winter months.

This region will provide many adventures and can keep adventurers here for many years.

While some areas are detailed, not all of it is fleshed out - this is intentional. This allows GMs to add to the area, placing their own footprint on it.

Take the Bounded Hills Region and make it your own. Fill the area with interesting NPCs, dangerous places, and evil schemes.

## Geography

The Bounded Hills Region is known for its productive growing ground and bountiful harvests. It is also peppered with volcanic rocks that define this area.

## History

Long before towns and trade, the Bounded Hills were home to scattered tribes of herders and foragers who lived among the volcanic stones. These early folk raised barrows on the hilltops and left rings of standing stones whose purposes are now half-forgotten. The Fallen Tor, still whole in those days, was a place of gathering and sacrifice.

Centuries later, after the fall of the old hobgoblin kingdom in the Freelands, settlers pushed into the valleys to farm the fertile soil. The hills provided both protection and isolation, and small villages flourished in their shadows. The tribes of the barrow-builders faded, leaving only cairns and broken monuments.

The coming of the Trade Way changed everything. When merchants cut their north-south road through the western edge of the hills, the town of Hillstone grew quickly as a waystation and market.

Nearby, smaller communities such as Rustburrow, Winberg, Dalefall, and Bringle rose to provide food, timber, and stone.

While no lord or council rules the region outright, the larger towns keep order and depend on one another for survival.

Even in this settled age, the Bounded Hills retain their wildness. Raven Gorge has resisted exploration for as long as memory holds, though stories tell of a sunken city at its depths. The Talon Caves, a labyrinth beneath Beak Hill, have drawn adventurers for generations. And when the Tor fell in a quake centuries ago, legends claimed that something ancient had been freed beneath it.

## **The People**

The people of the area are mostly no fuss and fiercely independent (even more so than the rest of the Freelands), but still depend on each other when it comes to trade, defence, and news.

The settlements within are all represented at the Bounded Hills Council. Each settlement sends one or more council members to a bi-annual meet-up (known locally as The Meet) to discuss laws, threats, and other matters which affect the entire area.

These council members report to the leaders of the various settlements, which are sometimes the council members themselves.

## **Threats & Patrols**

There are still threats from the eastern Dragonspine Mountains, including orcs, goblins, and much worse, but the Bounded Hills is far enough away to not feel the brunt of it. Although they still have walled towns, outriders, and guard towers just in case.

There are some internal troubles however, and places like the Blackstone Hills, the Talon Caves, and other places dotted throughout the area are cause for concern for the locals.

Adventurers tend to come and stay awhile and there are even some home-grown adventurers to speak of.

## **List of Homegrown Adventurers**

Below are two local adventuring parties the characters may run into.

## The Reed-Runners

A two-person team who ply the rivers.

### Thale Reedshaw

*Human Fighter 2 (Rugged river guide)*

AC 6 [13] (leather armour + shield), HP 8, Att 1 × spear (1d6), THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16, AL Lawful, STR 14 INT 6 WIS 8 DEX 9 CON 11 CHA 5, Items: leather armour, wooden shield, spear, pouch with random trinkets.

### Wren Mossfoot

*Halfling (Tracker)*

AC 3 [16] (leather armour + shield), HP 9, Att 1 × sling (1d4), THAC0 19 [0], MV 90' (30'), SV D8 W9 P10 B13 S12, AL Lawful, STR 12 INT 10 WIS 11 DEX 18 CON 9 CHA 8, Items: leather armour, wooden shield, sling & bullets, dagger.

## The Lantern-Bearers

A no-nonsense party who take up arms to help their fellow citizens (and find loot).

### Seric Ashwold

*Human Magic-User 4 (Scholar, obsessed with lore)*

AC 10 [9] (unarmoured), HP 16, Att 1 × dagger (1d4) or 1 × spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15, AL Lawful, STR 11 INT 14 WIS 8 DEX 6 CON 13 CHA 15, Spells: *Magic Missile*, *Protection from Evil*, *Mirror Image* x 2, Items: Dagger, spell book.

### Mira Fenstep

*Human Cleric or Lucindar 3 (Wanders to banish "night terrors")*

AC 2 [17] (plate mail + shield), HP 8, Att 1 × mace (1d6) or 1 × spell, THAC0 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15, AL Neutral, STR 9 INT 11 WIS 9 DEX 12 CON 10 CHA 14, Spells: *Detect Magic*, *Detect Evil*. Items: None

### Kelvin "Kel" Harbrook

*Human Fighter 3 (Sturdy miner's son)*

AC 5 [14] (chainmail + shield), HP 12, Att 1 × sword (1d8), THAC0 19 [0], MV 60' (20'), SV D12 W13 P14 B15 S16, AL Lawful, STR 14 INT 9 WIS 17 DEX 7 CON 10 CHA 15, Items: chain mail, metal shield, sword (family heirloom)

### Odo Ploughwright

*Human Fighter (Broad-backed farmer)*

AC 5 [14] (leather armour + shield), HP 15, Att 1 × threshing flail (2d8), THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16, AL Chaotic, STR 14 INT 12 WIS 10 DEX 13 CON 13 CHA 12, Items: Leather armour, wooden shield, threshing flail.





Use this table throughout the Bounded Hills for random encounters.

**Table: Random Encounter Table**

Day (2D6)	Night (2D6)	Encounter
-	2	Ghouls in Old Barrows (1D3) – Feasting on carrion or wandering too close to hamlets.
2		Giant Eagles (1D2) – High up in the hills; might swoop down to snatch goats or lone travelers.
-	3	Bats (Swarms or Giant Varieties) – Emerging from caves at dusk, sometimes overwhelming travelers.
3		Giant Snake (Constrictor) – Sun-warm near watercourses, ambushing prey.
4	4	Hill Lion – Solitary big cats dwelling in rocky outcroppings, sometimes bold enough to attack livestock.
5	5	Boars (1D4) – Aggressive, especially if with young or cornered; they can gore unlucky farmers.
-	6	Road-Side Camp (1D6) - Decided it was better to camp here due to illness or injury than press on during the night.
6		Merchant Wagon - Stuck on the road and repairing a broken wheel; they will require help and/or

		protection.
7	7	Shepherd Dogs (1D4) (Protective) – Fiercely loyal, might attack strangers approaching herds.
8	8	Wolves on the Hunt (2D3) – A small pack prowling the edges of farmland or stalking sheep.
9	9	Bandits (2D4) – Raiders taking advantage of isolated roads and scattered farmsteads.
-	10	Ghostly Farmer – A restless spirit haunting the fields it once tended.
10		Militia Patrol (2D3) – Nervous young conscripts, overzealous in “defending” their settlement’s borders.
-	11	Dire Rats – Scuttling through grain stores or creeping in from the fields.
11		Giant Lizard (Rock-Crawler) – Heat-loving reptiles basking on boulders, territorial if disturbed.
12		Farmstead Gone Wrong – A farm family taken by sickness, famine, or something darker, needing aid... or hiding a grim secret.
-	12	Hags (Solitary Crone) – A hidden figure weaving curses under moonlight, feared by locals.

## Rumours

Each character will hear one rumour from the following options before play begins. This will give them something to investigate, if they are so inclined.

1. A shepherd swears the Fallen Tor groaned in the night, and the ground shook faintly. (True – minor tremors occur, hinting at unstable caves below.)
2. Bandits lair in the Talon Caves, but they pay tribute to something darker within. (Half-true – there are bandits, but they are also harassed by creatures from the depths.)
3. Rustburrow's red mounds are not stone at all but petrified ant hills, and some still house living things inside. (True – small burrowing monsters or colonies could exist.)
4. The mayor of Winberg is secretly dealing with goblins from Beak Hill. (False... unless you want to make it true as a twist.)
5. The stones of Raven Gorge are cursed - anyone who throws one in the river will drown within a year. (False superstition, though plenty of folk believe it.)
6. A hidden path over Chalk Hill leads to an abandoned shrine of the Old Gods, where lost treasures remain untouched.

(True – though the shrine may hold dangers as well.)

7. A farmer near Dalefall saw a great black hound with burning eyes stalking his fields. (True - a wandering monster or local omen-beast.)
8. The Kaldor Estate's reclusive master has found a way to turn Stone Wood's pale trees into living guardians. (Half-true – he experiments with strange magics, though not all are successful.)
9. Merchants whisper that Isleholm gold is cursed, and that's why more of it ends up in Bounded Hills than anywhere else. (False – but it fuels paranoia about foreign coinage.)
10. An old dwarven tomb lies somewhere beneath the volcanic boulders east of Hillstone. (True - at least one tumulus exists, though looted or collapsed in part.)
11. The Fallen Tor hides a passage that leads deep into the roots of the hills, down to places no one has seen in centuries. (True – but incredibly dangerous.)
12. The river through Myrbridge carries the bones of those who vanish in the Hills. (False, but it's a popular tale told in taverns.)

# What are the Monsters Doing?

Random encounter tables are great, but they only tell you one part of the story: what the encounter is. It doesn't tell you what that encounter - or monster - is doing.

Use the table below to decide what the monster is doing when encountered.

What the Hell is the Monster Doing Table

1D12	Monster is...
1	Playing/Relaxing
2	Caring for...
3	Trapmaking/Marking territory
4	Crafting/Sharpening weapons
5	Resting/Sleeping/Recreation
6	Moving through area
7	Patrolling territory
8	Eating/Cooking
9	Searching for...
10	Escaping from...
11	Trading with...
12	Fighting with...

## Local Deities

The people of the Bounded Hills region tend to be open to the gods, seeing them as a necessary part of their survival. The following deities are the most worshipped in the area.

## Lucindar

Lucindar is one of the twelve major deities in Aythia. Also known as The Everburning Torch and The Unsetting Sun, Lucindar is the goddess rebirth, the sun, fire, and summer. Her holy symbol is a small lantern, worn on the belt of clerics, usually with a Continual Flame cast inside.

## Venren

Venren is the god of protection. His followers strive to protect the weak and those who cannot defend themselves.

## Gruan

Gruan [GRU-an] is the god of nature, growth, and life. He is the patron of druids, rangers, and all others who revere nature.

## Ullarl

Ullarl [Ool-LARL] is the god of death and loss. He has some cross-over with Vaal as loss can sometimes lead to suffering and pain, but Ullarl's priests teach that loss (and death) are part of life and while they may move to the darkness, they will be comforted by it.

You can find out more about Ullarl in *Issues 1 & 2 of d12 Monthly*.

## Dusrin

Deity of travel and messages. Patron of messengers.

See *Issue 5 of d12 Monthly* for information on various deity's holy symbols.



# Merchant Town

## Hillstone

### *Large Town*

A town that started as a waystop for traffic along the Trade Way, Hillstone grew in size as it became a stop-off point for those seeking their fortunes in the silver mines of the Barren Hills to the east.

The population has risen and fallen since the mines were abandoned, but it currently rests at around 1500 souls, making it one of the largest towns along the Trade Way.

It is supported by many farm lands that surround it as well as a handful of smaller settlements dotted within a day's travel.

Up until recently, it had had the same Mayor for 90 years - a man by the name of Jardez Wittleworth - who ruled the town fairly, but distantly. He was assisted by his right-hand man, Haal, who acted as a go between the Mayor and anyone who would want to speak with him.

Recently, Jardez died and Haal was announced as the new Mayor.

Hillstone is surrounded by small hills, which dominate the region, interspersed with farms. Hillstone itself is built on a small hill which has 11 standing stones. These stones formed part of the first defences of the original hamlet, but had a much more ancient purpose unknown to most.

The long Redstone River, which flows out of the Barren Hills, heading south-west, flows around the hill on which Hillstone sits.

Hillstone gets a lot of traffic which naturally flows along the Trade Way - the main road from Summerheart to the south to Myrbridge to the north - and many weary travellers stay in the inns that dominate part of the town.

They also get river traffic - barges that move goods from further up river - but this is mostly limited to local trade.

Those who live in the town (and its immediate surroundings) keep mostly to themselves and see travellers as a necessary evil - they buy their goods and need their services, but are just as likely to bring disease or trouble with them.

Most travellers see Hillstone as just another place to stay on their long journey north or south, and will probably not think of it again once they are on their way.

### **Known For**

Hillstone is known as the "Crossroads of Fortune," a town that thrives on its position along the Trade Way and its history as a staging point for the silver rush of the Barren Hills. Though the mines lie quiet now, tales of riches still linger, drawing fortune-seekers who often settle when their luck runs dry. The town is also respected for its fertile farmland, which ensures steady supplies for merchants and travelers alike.

## First Impressions & Features

Approaching Hillstone, travelers are struck by its sprawling farmland and the standing stone walls that mark the old city defences.

At the heart of Hillstone stands the old Mayor's Hall, a broad structure of pale stone from which Jardez Wittleworth ruled for decades, giving the town an air of quiet permanence despite its shifting fortunes.

## Local Threats

Bandits prowl the Trade Way, preying on caravans bound for Hillstone's markets. The abandoned mines of the Barren Hills are rumored to shelter outlaws, undead and worse.

Closer to home, tensions simmer among rival farming families and smaller settlements, threatening to spill over into violence if not kept in check. With the long-serving Mayor gone, Hillstone's stability may prove fragile.

### Law Enforcement

Hillstone is kept orderly by a modest town watch of around two dozen full-time guards, supported by conscripted militia in times of need. The watch patrols the marketplace and Trade Way diligently, but smaller lanes and back alleys are left to local self-policing. A stern bailiff, appointed by the town's ruling council, oversees law and justice.

### Inns & Taverns

Hillstone caters to merchants and travelers on the Trade Way with several

sizable inns. The largest, *The Copper Tankard* (Rooms: 2sp + 1sp for bath; 5cp for breakfast and 8 cp for dinner), provides clean rooms, stabling, and hearty meals, while smaller taverns like *The Stonemason's Rest* (Ale: 5cp; Spirits: 1-3sp; 4cp for a meal) serve locals and passing wagoners alike. Ale flows easily, and gossip often proves as valuable as coin.

### Temples

The town hosts three prominent temples: one to Dusrin, another to Gruan, and a shrine to a Venren, revered by many a caravan guard. Priests here provide blessings for safe journeys, fair deals, and protection on the road.

### Banks & Moneylenders

With caravans moving through constantly, Hillstone's moneylenders thrive. A small guild of coin-changers and lenders offers loans, letter-of-credit exchanges, and secure strongrooms for merchants wary of highwaymen. Their rates are steep, but for most traders the convenience outweighs the cost.

### Mounts & Other Travel Services

Several stables on the Trade Way rent and sell riding horses, mules, and oxen for wagons. Wagonwrights and wheelwrights ply their trades here as well, and a few teamsters offer escort services to small caravans for a fee.

### Healing Services

While the temples provide basic remedies and blessings, Hillstone is also

home to a skilled herbalist and a surgeon trained in tending wounds and setting bones. Healing here is practical rather than miraculous - effective, if not always pleasant.

### Other Places of Interest

Travelers often stop at the town's stone market hall, where trade fairs are held. A weathered watchtower near the southern gate provides views of the surrounding countryside, and locals speak of an old barrow just outside town said to be haunted.

### Typical Shops

Merchants sell the basics: blacksmiths for tools and weapons, cobblers, weavers, and potters. A few more specialized shops, such as a glassmaker and a scribe, exist thanks to trade traffic. Most shops cater as much to caravan merchants as to the townsfolk.

If unsure if a shop exists, give it a x-in-6 chance of existing and then roll.

### Resources

Hillstone sits near good stone quarries, which give the town its name and supply both local building and distant markets. Grain from nearby farms and timber from surrounding hills supplement trade. The steady flow of caravans is perhaps its greatest resource.

### Factions

Power in Hillstone is shared uneasily between the Town Council of merchants, the Guild of Stonecutters

who dominate local quarries, and the Trade Consortium whose priests hold sway over caravan masters. Tensions rise at times, especially when road tolls or tariffs are in dispute.

## Hooks for Adventures

**The Quarry Dispute:** Workers at Hillstone's quarries have gone on strike after several unexplained cave-ins killed miners. The Stonecutters' Guild claims sabotage, while the Council insists it's negligence. Adventurers might uncover smugglers, a rival faction's sabotage, or something stirring deep beneath the stone.

**The Haunted Barrow:** Farmers near the old barrow outside town swear they've seen lights flickering at night and livestock found mutilated in the morning. This barrow seems linked to the same spectral lights rumored near Candle Abbey's graveyard. The Temple of Gruan demands it be sealed, but some insist it must be cleansed. Someone needs to investigate the truth.

**Caravan Vanishings:** Several small caravans have disappeared after leaving Hillstone, their wagons never seen again. Bandits are suspected, but some merchants whisper of something stranger - roadside shrines defiled and travelers lured away by ghostly figures. Adventurers could be hired to guard a caravan or track down the culprits.





# Brother in Alms

## Candle Abbey

Nestled in the green folds of the Bounded Hills, Candle Abbey is a small but sturdy stone complex sitting halfway along the road between Hillstone to the west and Rustburrrow to the east.

### History

Founded over a century ago by Brother Calmund and a band of six pious companions, the abbey began as little more than a timber chapel and a row of beehives, dedicated to a sect of the church of Banoth, god of wisdom and knowledge.

The monks, believing that candlelight was a divine symbol of enlightenment, swore to keep their candles burning in prayer and service for travellers, who they hear stories from as they pass through.

Over the decades, stone replaced wood, vineyards crept up the gentle slopes, and the abbey became known for its two famed products: beeswax candles and sweet golden wine.

### The Monks

The brothers of Candle Abbey are not warriors or scholars but humble stewards of the land. Clad in rough brown habits, they tend to the hives, press grapes in the cool stone cellars, and work in the candle hall where wax is poured, dyed, and scented with herbs from their garden.

Their vow of hospitality ensures that weary travellers are offered a bowl of broth, bread, and a place by the fire. In return, most visitors leave a few coins or barter goods - especially glass bottles, iron tools, or fine cloth, as well as stories and information.

### The Abbey Grounds

Here are several places of interest within the abbey's grounds.

**The Candle Hall:** Long tables, great vats of molten wax, and racks of candles in every stage of creation.

**The Vineyard:** Small but well-kept, producing a light, sweet wine stored in squat clay amphorae.

**The Chapel of Saint Aurel:** A simple nave lit entirely by the monks' own candles, its walls faintly scented of beeswax and thyme.

**The Guesthouse:** A modest dormitory for travellers, with straw mattresses and wool blankets.

### Hooks for Adventures

Use the following for possible adventures in and around the abbey.

**The Vanished Hives:** A night raid by unknown hands has emptied several hives. Footprints lead south up Beak Hill.

**The Brother's Secret:** One of the monks is hiding a wounded fugitive in the wine cellar.

# Many Adventures

## Winberg

Winberg is a town that could easily be your homebase when running a sandbox campaign in the Bounded Hills Region.

It has been fleshed out below to some extent, but there is still room to add your own touches to the settlement.

## Winberg

*Large Town*

Winberg and Rustburrow (see article *Ancient Mounds* in this issue) have a friendly rivalry as both receive merchant traffic from the Trade Way - Rustburrow receives it from Hillstone, while Winberg receives it from Overheath.

Winberg seems to be more favourable to traffic heading north along the Trade Way, while Rustburrow receives the majority of its traffic from those heading south.

Either way, merchants who visit one, generally visit the other as it makes more economic sense to do so.

One of the largest settlements in the Bounded Hills is a small town by the name of Winberg (population:1100), which is located near Beak Hill.

### Law Enforcement

Winberg is overseen by a reeve appointed by the local lord, supported

by a watch of about a dozen men. They mostly deal with disputes over land, theft, and livestock. Serious crimes are rare but require escorting offenders to the lord's hall several days away.

### Inns & Taverns

Winberg has just one true inn - *The Hound & Horn* - which serves drovers, traders, and travellers passing through. Most locals drink at smaller taverns, the busiest being *The Crooked Pike*, known for strong ale and regular dice games.

### Temples

The town's main place of worship is a modest stone church dedicated to the Gruan, where most townsfolk gather for festivals and blessings of the fields. A smaller shrine to Dusrin is tucked into a side street, maintained by townsfolk rather than clergy.

### Banks & Moneylenders

Without a steady stream of wealthy merchants, Winberg has no formal banking house. Instead, a pair of prosperous millers and a retired caravan-master act as moneylenders, providing loans at sharp rates, often with land or crops as collateral.

### Mounds & Other Travel Services

A single stable on the south road offers horses, mules, and oxen for hire, mostly to farmers or drovers moving goods toward the Trade Way. A cartwright and farrier share a workshop nearby, repairing wheels and shoeing horses.

### Healing Services

The town has a skilled midwife and herbalist, Mistress Annel, who provides everyday remedies and care. For more serious illnesses or injuries, people turn to the priest of Gruan, who knows some basic healing rites, or send word for a wandering friar.

### Other Places of Interest

Winberg is known locally for its large watermill on the river, which grinds grain for much of the surrounding villages. The mill, owned by one of the wealthy families, is both a landmark and a source of disputes over tolls and grain rights.

### Typical Shops

Blacksmith, cooper, and carpenter shops serve the townsfolk, while a weaver produces cloth from locally grown flax. A small general store caters to occasional travelers but mostly stocks salt, nails, lamp oil, and other goods that villagers can't make themselves.

### Resources

Winberg thrives on fertile farmland and flax fields, producing both grain and linen. The river provides fish, irrigation, and power for the mill, making the town self-sufficient. Some timber is taken from nearby woods, though logging is limited.

### Factions

Two powerful mill-owning families - the Berricks and the Thanés - quietly feud over grain rights and tolls, each trying to

influence the reeve and council. Meanwhile, farmers and craftsmen resent their hold over the town but lack unity to challenge them directly.

## Surrounding Areas



### Beak Hill

Beak Hill is famous locally for a few things, but mostly it is named after its resemblance to a griffon beak, one of which used to live on the hill before it was settled.

It is said that a local druid convinced the Griffon to move to a more remote location so as to let the humans who were moving into this area from the east (after countless orc raids) to settle here in peace.

The Griffon was convinced and so the humans settled this area and Winberg was born.

Winberg was built on an earlier settlement however, one that was not as lucky, after

being wiped out by something that came out of the caves to the west.

## **Talon Caves**

The caves, known as Talon caves locally, are a series of four caves that go on for some time and depth and it is believed to link up to even deeper caverns at several locations.

Every so often something from the caves causes the townsfolk some grief, but it is usually settled by local adventurers who delve into the caves to deal with whatever threat is present.

Trails from both Shadowrock and Overheath (both located on the Trade Way) bring traffic to Winberg. And along with traffic - mostly merchants and adventurers - it also brings news and tales.

Entertainers and Hin caravans often visit Winberg and the other larger settlements in Bounded Hills as the locals are generally welcoming and generous.

Winberg has three council members who represent it at the Meet (the bi-annual meet-up of all local councillors):

Farb Willowhands, a retired outrider and hunter (Thief 4), who spends his days listening to the complaints of the local farmers and trappers.

Jerris of Applegate, an apple grower and landowner (Commoner), who wants to expand his lands into neighbouring fields and free holdings (land not yet allocated to anyone).

Free Squall Agathil Stormchild, a young and energetic (some say too energetic) priest of Kandor (Cleric 2) who has only recently been elected to the position after building a small temple to her god and giving the locals somewhere to whether the storms and wild weather that has battered the area of late.

Some (quietly) blame Agathil for bringing the storms but most regard the young priestess well as she has good intentions, works hard, and has a disarming smile.

## **People**

Winberg is mostly populated by humans, who settled here from the east after moving further west away from the orc and goblin raids. A small contingent of elves from Summerheart have made Winberg and surrounding farmland their home, and a spattering of other good-hearted races can also be found in the town, including dwarves, hin (mostly stout as the lightfoots only pass through as part of their caravans), and gnomes.

A few half-orcs also live here but there is some animosity between them and the humans. Given the history of most of the families from here and the too recent past of their ancestors fleeing from orc attacks, it is not surprising.

One half-orc, who is trying to mend the rift, is Graff Dirthand - an outrider and scout (Ranger 2) - who sees unnecessary angst between half-orcs and humans. He is being helped in his crusade by Agathil Stormchild, and the two are working on bringing the two races together.

## Blackmarket Trades

One of the more nefarious and secret exports from Winberg is poisons, which the young local herbalist by the name of Cavini Greenmantle (Elf Thief 1) has been getting a supply from unknown sources and has been selling to several seedier merchants who pass through Winberg.

## Other Exports

Winberg's other exports include spicy meatballs, pork products, fruits, especially berries, as well as a sweet honey ale. A small group of carpenters and woodworkers also make fine furniture that is exported to wealthier households in a number of the city-states and other places. It is rumoured that Krell's dining chair was made in Winberg.

## Kaldor Estate

Nestled against Kaldor Ridge (where Kaldor Estate is located) is a small wood - known locally as Stone Wood for the off-white hardwood which grows there - where the carpenters and woodworkers gain the lumber for their work. It is technically freehold land, but increasingly the Kaldor Estate is laying claim over the small forest and wants to charge the woodworkers for each tree they chop down.

The woodworkers are quite upset by this recent declaration and are increasingly making their feelings and thoughts on the subject known to the three councillors and also the town's Lord.



## Hooks for Adventures

### The Stolen Ledger

A caravan master accuses the Halvorns of cheating him out of a shipment, but his proof - a bound ledger of trade records - vanished overnight from the *Hounds Horn*. Was it theft, or a deal gone sour? The bailiff needs discreet investigators.

### The Bandits' Bargain

Caravans have been attacked outside Winberg, but the raiders never strike within sight of the watchtower. Rumors claim the Estennes family pays off the bandits to keep them from targeting their own shipments. If true, exposing them could tear the town apart.

### The Tower's Secrets

During repairs on the old stone tower, masons uncover a hidden stair leading below. Strange drafts and the faint scent of smoke drift up. The watch wants the tunnel sealed, but adventurous townsfolk whisper of treasure - or something dangerous - still lingering beneath.

## Want Even More?

Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

**Web Enhancements** are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

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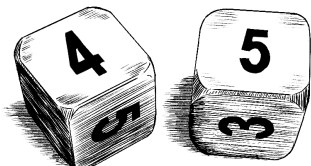
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



## Next Month

Well, it's come around again! It's our annual Halloween issue and we are leaning into undead, but this time with a twist.



We will be introducing a new enemy who arrives in a new city from a strange plane. They are half alive and half dead. This new enemy can really impact your campaign world in a big way!

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# ISSUE 51 – SEPTEMBER, 2025

ISSUE 51 -  
BOUNDED HILLS REGION

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