



THE WITHERING OF ROTHSVILLE Ravenloft

THE GAZETEER

EXPLORE ROTHSVILLE AND UNCOVER
ITS DREADFUL SECRETS!

BY NEVERNOTDM, CHRISTIAN ZEUCH, & JEREMY FORBING





Ravenloft



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CONTENTS

COMING SOON

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FOREWORD

This is my first time working with both Ben (NeverNotDM) and Jeremy and it's been a really great experience! We came together to work on Encounters in Ravenloft, and Rothsville was born from one of them. We decided to release it separately as its own product because on how it came out so complete and detailed. We hope that Rothsville will help you enrich the experience for your players.

Christian and the team

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RPG

ROTHSVILLE

The tiny hamlet of Rothsville is located in the heart of any forest or woods. The source of the threat to the hamlet (as explained in Chapter 2) originates in the Domain of Dread called Sanguinia, but that source doesn't want to unleash the plague too close to home, so it probably makes the most sense to place Rothsville in any domain but that one. If you do choose to set it in Sanguinia, however, it can be located in the small woods west of Fagarus, a remote location. Many DMs may choose to set this adventure in Barovia, where the hamlet can be inserted anywhere in the Svalich Woods, preferably between Vallaki and the village of Barovia or Krezk.

Rothsville's founders set the very first structure, the Morningtouched Church, on an elevation overlooking a tiny valley in which a large, rich creek crosses through. The first travelers and hunters that found the church found it comforting as Father Yusef allowed them to spend the night, while using the opportunity to spread the word of the Morninglord.

Some of these people decided to set their home there, with Father Yusef Rothlov. The hamlet's inhabitants are descendants of the very first six families that made Rothsville their home. After a few decades, and already in its tenth generation, Rothsville still continues to serve as a refuge and safe haven for travelers and hunters alike.

POPULATION

Not many people live in Rothsville. To be more precise, eighteen people live there divided among six families. All Rothsvillians are fervent disciples of the Morninglord and good-hearted, humble folk with flaws of their own, too. When not working and providing for their families and for the community, they like to spend time together eating cooked game and drinking wine. Every week, they also gather behind the general store to have a fire and tell stories of the past. Find below a brief description on each family and their members.

ROTHLOV FAMILY

Members: Father Stephan, married to Petrovlok Kiilich.

Stephan (he/him, LG, male human **acolyte**) is very passionate about the Morninglord's teachings, always finding light in the darker stories and situations. Many see him as overly optimistic. Not his husband, though. This behavior is the very reason why Petrovlok (he/they, LG, male half-elf **acolyte**) fell in love with the man. Both share a strong faith for the Morninglord and spend most of their time preparing the weekly service. They also tend to visit the other people in the hamlet, making an effort to cultivate a positive relationship with them.

MERKEL FAMILY

Members: Darkilov, married to Fanika.

Darkilov (he/him, NG, male dwarf **commoner**) and Fanika (she/they, LG, female dwarf **scout**) are a joyful couple that own and run Rothsville's general store and the stables. Their business supports both the locals and visitors, occasionally doing business with nearby settlements (perhaps Fagarus, Vallaki, or other towns, depending on where you set the adventure). Their main trade is the crafting of quality wooden products like chairs or tables. Due to Darkilov's additional responsibility as a carpenter, Fanika is the one focusing on the store business. Once a hunter, Fanika took over the business when her father died a few years back, leaving the store for her to handle. The couple always felt very welcomed in Rothsville as nobody ever has looked at them differently, as it would often happen in other places. They are worried about who to leave the store to once they pass, but, believing they still have many years ahead, they procrastinate the topic.



PETSELKY FAMILY

MERKEL'S GENERAL
STORE AND STABLE

PETROVKA FAMILY

TOWN SQUARE

MORNINGTOUCHED
CHURCH

RAVENKIND
INN

VELKY HOUSE



DRESDENOV FAMILY

Members: Rothok, married to Holenka. Children: Dilka (daughter) and Diotr (son).

Rothok (he/him, CG, male human **veteran**) and Holenka (she/her, NG, female human **noble**) own and run the Ravenkind Inn with their children Dilka and Diotr. They are very receptive to all kinds of visitors as long as they are respectful to the Dresdenovs and to the other locals and guests. Rothok worked as a soldier for a decade but retired once Dilka was born so he could take care of their daughter while Holenka ran the inn. However, he still retains the +1 silvered longsword his wife gave him on their wedding day and keeps it sharp. Holenka inherited the blade from her grandmother, who was one of the last members of a Barovian chivalric order called the Knights of the Raven, now all but extinct. Only Holenka knows that her grandmother established the inn as a covert meeting place for her fellow knights, who were being hunted down by Strahd and other darklords, but she hasn't seen a member of the order in decades. She keeps her knightly ancestry a secret.

VELKY FAMILY

Members: Borys, married to Kanila. Child: Kersten.

Borys (he/they, LG, male dusk elf **scout**) is best hunter in Rothsville, working with his adolescent child Kersten (they/them, NG, non-binary half-elf (or dusk elf) **scout**) to bring decent game back to the locals and selling the exceptional? game to the Merkels. Kanila (she/her, NG, female half-elf commoner) is Petrovlok's sister and a talented herbalist, often accompanying her family in hunting parties to track herbs and flowers instead of animals. She sells some of her salves to the Merkels and donates some to the church. She also tends to the vegetable garden, selling any surplus to the Merkels.

PETROVKA FAMILY

Members: Orel, married to Radinka. Child: Yarmilla.

Orel (he/him, CG, male human scout) is the hamlet's fisherman and a bonafide expert with a net and rod. He's also good at spearfishing, but the cold waters of the creek don't allow for this method to be used regularly. Though his wife Radinka (she/her, LG, female human scout) sometimes accompanies the Velkys on their hunting trips, she spends most of her time taking care of their daughter, Yarmilla. Orel is a bit frustrated that Yarmilla has not shown any interest in fishing, preferring to help the Merkels count and catalog goods at the general store.

PETSELKY FAMILY

Members: Tibor, married to Chesna. Children: Miko and Mysta.

Tibor (he/him, NG, male half-orc scout) is the hamlet's trapper, often working with Radinka and Borys to determine where to best set his traps. These traps serve to catch game, scare them away from Rothsville, or even warn the locals about potential intruders and predators. His wife Chesna (she/they, CG, female orc) is the lumberjack who collects wood and sells the excess to the Merkels. Miko, their seven-year-old half-orc boy, took great interest in his mother's profession and loves to chop wood at home. Their thirteen-year-old half-orc girl, Mysta, on the other hand, is fascinated with the most complex traps and spends most of her time with Tibor trying to create them.

DEFENSES

Most creatures leave Rothsville alone. The hamlet and its folk have been targeted by evil forces in the past, but they are not defenseless. The Morningtouched church is blessed ground, protected by an ancient *hallow* spell. The people of Rothsville are experienced dealing with terrors that lurk in the night. Using traps and the prowess of their skilled hunters and soldiers, the people of Rothsville fight with courage and fervor, all in the name of the Morninglord.

If Rothsville is set in Barovia, some of Kyril's werewolves tried to kidnap Yarmilla a while back, but the locals were warned of the lycanthropes' approach and managed to repel the invaders, killing two werewolves in the process with spells and silvered blades and arrows. A week later, the lycanthropes returned and were thwarted yet again, losing another werewolf in the process and ending their attempts to capture Yarmilla once and for all. In that case, use the **priest** stat block instead of **acolyte** for Father Stephan.

ECONOMY

With fish and fresh water from the creek, fertile soil to grow fruits and vegetables, and ample wood from the surrounding forest, Rothsville is mostly self-sufficient. On some occasions, the Merkels sell any surplus goods to other settlements and trade them for products they cannot produce in Rothsville. The dwarves take requests from the other locals and return with the required items.

The Merkels are authorized to resell other people's products, like salves, vegetables, and even hunting game. The Rothsvillans also ensure that Father Stephan always has the required material components for protective spells.