



exercise book

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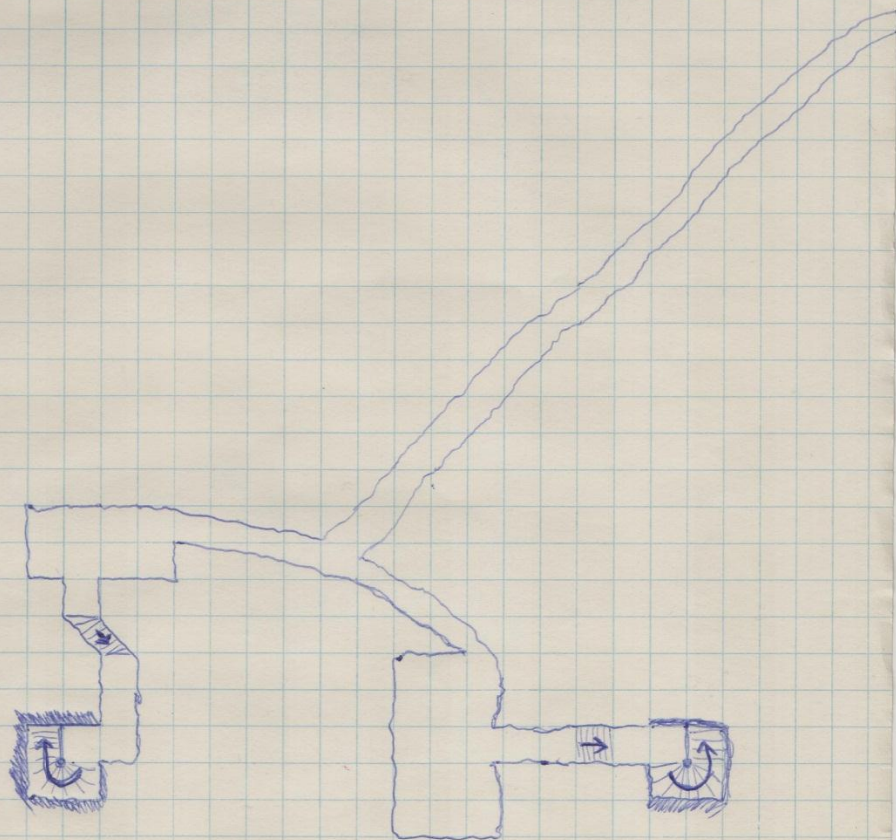
subject
sujet

Mini-Campaign



DRG STATIONERY COMPANY
71 TODD ROAD
GEORGETOWN, ONTARIO L7G 4T4

PAPETERIE DRG
7000 HOCHELAGA
MONTREAL, QUEBEC H1N 1Y8



KEY TO VILLAGE OF HAMLEN

Population: roughly 250

History: One of a series of frontier village/fortresses set up by the original Phamirian settlers. It was built with a citadel and fortified church/city hall and fortified houses to protect against the vicious inhabitants of the forests and mountains - Tolls, Ogres, Wild cats, Bears, etc. It was partially razed once by the army of the Toll-king Abombi but that was quite a while ago and it has since been rebuilt. It has always been a stop for wayfarers and exports lumber. For the autumn months the men go off to cut ~~down~~ mine in the mountains. It has is relatively near the Wilderlands and so has been subject to many raids - thus the people are tough and hardy.

Industries: mainly lumber (from a cut from a stand several miles down the road). Some farm products etc., Also occasionally Steel.

Government: Very loose. On important matters the council - consisting of 5 members - is called and the 'master of the manor' (until now Zuras) was usually consulted.

Armed forces: Permanent no. of 10 Bordermen here (detailed after). These guard the roads and while men are working, they are at the stands. They are also the watch and keep crime down to an absolute minimum.

Fortifications: There is an abandoned (and now 'haunted') citadel with dried up moat. There is no use for this now.

The town hall/church is fortified with walls and a tower. This is the place people go in case of raids.

There is a now unused/disused tunnel connecting the citadel and the town hall/church.

Most houses are constructed in a ring and all are made of stone with iron-barred windows with heavy shutters. These are built for temporary defence and also have a heavy oak door.

There used to be a wall between all the houses but this was torn down after raids became few because they got in the way and were good building materials free of charge.

Also, at each of the two entrances to the village clearing there is a strong, usually locked, wooden gate about 5' high. On one side there is a small guardhouse where 3 borderers stay. This is made of stone and the door is iron-barred, instead of windows, there are arrow slits.

Levies: Out of 250 men inhabitants, about 100 are men between 16 and 45 who have been trained in military service and who have been ~~or~~ or are borderers. These are all of level foots proficient in bow and short sword.

Religion (Religion): These people are stolid worshippers of Yfres - Lord of forests. They tolerate no overt worship of any lord of Chass. The church is built to the lords above with Yfres in a prominent place.

Key to Village of Hamken

1)- There 5 houses were lived in until the time strange things started happening - coinciding with Zu's death about 3-4 months ago. They were new constructed - about 12 years ago of wood and were built in the same style as the others only they had no basement and were made of wood. They are all boarded up now and are empty inside. The sign of class was boarded on all the front doors, but this is burned and scarred now until only close inspection will show it for what it is. No one goes in or near these, they are said to be haunted as the citadel.
[see story pertaining to adventure for more details]

2)- These houses are all built to the same pattern - the same as most frontier village houses. These are made of roughly cut stone blocks mortared together. The roof is flat and made of oak covered in iron plates. The door is heavy oaken with a slit at eye-level. It is banded with iron and has a heavy lock on the inside as well as a bar. The windows are small with iron gr bars and copper shutters on the inside w/ slits.

These houses are roughly 40 ft. by 40 ft. There are four rooms separated by oaken walls, ~~kitchen, bedroom(s), dining~~. The uses of these vary among different families.

There is a brick chimney w/ a fireplace leading from one room.

There is a basement [roughly 15' by 15' by 8'] as well, cut into solid rock and earth.

There is a heavy trapdoor & stairs leading down into this w/ a heavy bolt & chain on the underside.

This is used for storage, root cellar etc. Also in the old days for hiding from raiders.

These usually contain 5-20 people as large families are common. These houses are roughly 250 years and have seen many repairs and rebuildings.

3) Bridge Guardhouse

Another building 250 years old. This is built of stone w/ an oak/iron door and barred and shuttered windows. This was built to guard (at that time) the only river crossing. There used to be a gate across the ~~river~~ road but is no longer used.

The sole inhabitant is a very old dwarf (mountain) who was a young lad when this place was first built.

He has now lost track of his age and approaches senility. He is one of the council of five.

He can tell many old tales of the village.

He has many old and odd possessions but the only one of value is an ancient Duraven battle axe which, while not magic, is very finely engraved, carved and embossed. He also has 100 g.p. in a sack hidden away under a floorboard under his bed.

4) These newly constructed houses are the same as 1) only they are not deserted.

5) The Mill

This is a recent building made of oak. This is where the miller, his five sons and his wife live.

He mills the wheat ~~grown~~ ^{grown} here and also doubles as a blacksmith. There is a footbridge across the river ~~wh~~ near the mill. He has 5 p.p. in a cashbox ~~in~~ in his 'office'. His sons are all reasonably adept

at using the spear and shield. Barfax (the miller) favours the broadsword and has a suit of ringmail.

The smithy is in the basement with vents along the riverbank.

He is another of the council of five.

6)- The Manor house

The Manor house lies on a hill overlooking the rest of the village. The slope is fair and rises roughly 60 ft.

The House is surrounded by a 15ft. high brick wall topped by rusty spikes.

It is made of oak with a brick foundation.

There is a porch, stables [for 6 horses], a root cellar, a basement, 2 balconies, 6 bedrooms, a library, games room, study etc. It has

It has 2 stories and a basement.

The furnishings are very rich and the library is very well stocked.

There are 2 live-in servants and 5 people who come in from the village.

The house was built about 15 years ago by Zuras.

There is also a personal bodyguard/servant named Mûlak.

[There is much more in the adventure proper]

7)- Bridges

The bridges are arched, made of stone w/ oaken railings. They are very solid.

8)- Tool Sheds

These are oaken and locked. Inside are hoes, 2-handed axes, hatchets, saws, garden implements,

scythes etc.

9)- Feilds/Farms

These are surrounded by tall hedges (about 8 ft. high) w/ one gate at the top near the tool shed.

A variety of goods are grown here but mainly wheat. Also beets, potatoes, turnips, peas, carrots etc.

10)- Town hall/Church

This is fortified and is where people go during raids.

It is surrounded by a 15 ft. tall wall made of stone. There is a cat walk around this.

There is one gate and this is made of beaten bronze. These are usually open except during raids.

There is one 30 ft. high tower in the corner with a 5 ft. wall. This is a combined bell/guard tower.

The church proper is dedicated to the Lords of Law with Ytres - Lord of the forests - in prominence.

This is what most people here worship.

The high priest is a 7th level Cleric and he has 4 2nd level acolytes attending him. There are prayers every Friday.

He is one of the council of five.

The town hall part of things is totally separate. There is no actual mayor but this has several uses:

1) The meeting place of the council (the 1st of every month)

2) The judging of crimes and the establishment of penalties (by the council)

3) The prison - there are 10 cells in the basement.

4) The teaching of children to read and write.

5) As bank and storage place for valuables:

There - In the basement there is a locked room which contains 50 vaults or safety places, - these are 5' by 5' by 5' pits sunk into the wall with bronze doors - locked & numbered ① to ⑤. The keys are held by the curator who sleeps in the tower.

6) Collection place for taxes:

These are 5 g.p. every 6 months.

11) - General Store and Smithy

The second (and major) smithy is in the rear of the general store which stocks almost everything - tools, clothing, food, equipment, toys etc.

The owner lives in and carries a hidden dagger always. There is 15 g.p. in his till and 30 g.p. in his strongbox in back.

He is helped by his son who also does most of the smithying - he has 18/26 stren.

This building is brick and wood.

12) - Inn and stables

The Inn is made of stone and is one of the original buildings. The name of the Inn is the 'Tombletree tavern'.

The owner is hugely fat and has 2 black bodyguards/bouncers from ~~the~~ Dar Sai, (They are Darsh). They ea. carry large scimitars

and thatch shields. They wear leopard skins and belts. These have 10 h.p. ea.

There is a dining area, a tavern and on the 2nd floor there are rooms to let from 10 s.p. a night to 5 g.p. a night.

[visitors to the Inn are listed in the adventure.]

13)- River Winkle

This is a small river which ~~is~~ runs fairly fast and deep. It is between 25 ft. and 75 ft. wide with sandy beaches here and there.

The river is so-named because of the shell-fish found therein in abundance.

14)- Guardhouse and gate

There are always 3 borderers ~~on guard~~ here.

These are armed with longbows & arrows & short swords.

The uniform is a leather jerkin and knee and elbow pads over which is worn a vest and breeches of light green. Over this is worn a dark brown wrap-around with hood - sort of a poncho. These men are 0 level rangers and are very good in the woods. They also carry a hunting horn and ^{wear} soft leather boots.

At the guardhouse there is always 1 asleep, 1 on call and 1 on guard at the gate.

The gate is solid and wooden and about 5 ft. high w/ a fence stretching into the woods on either side.

The guardhouse is wooden w/ heavy door & arrow slits for windows. Inside are extra supplies, arrows, a kitchen, 3 cots & extra clothing etc.

15)- Cyrus the Wizard

He is 5th level w/ 10 hit points.

His spells are: Magic missile, Detect Magic, and Flame hands, Invisibility, Darkness 15' radius.

His house is the same as the others only he has a library and more furnishings.

He is one of the council of five a native of the village.

16)- Old Skye the Sea Captain

He is a native of the village returned home and is the last member of the council of five.

He has an eyepatch and a wooden leg.

He never goes anywhere without his cutlass and has an old parrot which often goes around perched on his shoulder.

He will regale anyone within reach about his Sea-faring days.