



# *The Hamlet of New-Edor*

---

Copyright © 2005 Kristian Richards  
<http://www.enworld.org/CrookedStaffProductions>

---

*Crooked Staff Productions*



## Key

1. *The Fisherman's Rest Inn*
2. *Ragni's Smithy*
3. *Godric's Emporium*
4. *Ashwin's Pots & Herbs*
5. *The Hamlet Hall*

👑 **New-Edor (hamlet):** Conventional; AL LN; 100gp limit, Assets 500gp; Population 100 (97% humans, 3% other).

Authority Figures: Cystig Morgan (mayor)

## Overview

New-Edor is a small hamlet, less than a mile away from the eastern banks of the Brembur river, consisting mostly of farmers, field-hands, and a handful of fishermen. It is said that the village sprang up following the ruin of the original 'Edor' settlement - as the refugees of that land moved westward into the Brembur valley, following the devastation of a great sickness (the dark plague) that ravaged their former home.

However, the tales of those desperate days linger now only in the memories of the oldest of the hamlet's inhabitants (of whom Cystig, the Mayor, is the most aged), or as fireside yarns of dubious accuracy. In contrast, the hamlet today is a prosperous, though still somewhat small, community - with a growing trade relationship existing between itself and some of the larger settlements away to the south.



## Other Areas of Note

To the west of the main settlement, within sight of an old ruined watchtower, lies the hamlet's watermill. Situated on the eastern bank of the Brembur river, the mill itself is said to have been constructed (at least in part) from segments of stone taken from the aforementioned ruin - leaving little more than the foundations of that once mighty tower as testament to it's former glory.

In addition to the mill, several other buildings can be found just outside the hamlet's centre - most of which are either small, rundown, fishermen's shacks (dotted alongside the riverbank at varying intervals), or modest



sized farmsteads that take advantage of the open landscape for the grazing of livestock and growing of crops. Most of the latter are simple affairs (like the one pictured opposite), that not only supply the populous with food for the table, but are also a source of regular employment for many of the able-bodied inhabitants of New-Edor.

Back in the main settlement, the hamlet hall is as close as New-Edor gets to any kind of regulatory or governmental building - with the hall itself hosting a variety of important events, as well as dealing with the day to day business of the small hamlet. In addition to this, the hall also acts as the local courthouse - and thus, the small office it provides is just as likely to be occupied by the local sheriff as it is by the mayor.

Note that interior plans for all of the other buildings featured on the maps in this supplement can be found at:

<http://www.enworld.org/CrookedStaffProductions/page3.html>

## Cystig : The Mayor

**Male Human Aristocrat 2** CR 1; Size: M Type HUMANOID; HD (2d8)-6; hp 3; Init -3 (-3 Dex, +0 Misc); Spd Walk 30'; AC 7 (flatfooted 7, touch 7), \*Dagger -2 0'/P (1d4-3 19-20/x2 Primary T ) or \*Dagger (Thrown) -2 10'/P (1d4-3 19-20/x2 Primary T ) or ; SA: ; Vision: Normal AL: LN; Sv: Fort -3, Ref -3, Will +6; Str 5, Dex 5, Con 5, Int 13, Wis 13, Cha 13.

**Skills and Feats:** Bluff +5, Diplomacy +6, Disguise +3, Innuendo +3, Intimidate +3, Listen +3, Perform +3, Read Lips +3, Sense Motive +5, Spot +3; Iron Will, Skill Focus (Diplomacy).

Created using PCGen 5.5.9

