

# Osalin Village

## Hex 1105

On the west side of the Cindaros River ford, where the road northeast to Arvika (Hex 1304; 10 miles away, 16 kilometres) crosses it, is this Village. Other routes lead off to the northwest across the surrounding Scrublands to Toresk (Hex 805; 20 miles distant, 32 km), and south across the River Dent's ford (in Hex 1106) to Rularn (Hex 1307; 18 miles off, 29 km). Between the northwest road and the Cindaros on the north side of the Village, extending southwest of the road as well, is a large expanse of graveyards, somewhere among which is a doorway to another plane. Some of the burials closer to the current Village are extremely old, suggesting the settlement has been here for a very long time. There are hints in tales hereabouts, doubtless due to the presence of the ancient burial mounds on Barrow Hills southwest of the Village, that imply the barrows of the Grey Mounds (Hex 1104), and perhaps even the still more distant Lios Hills (Hex 906), may relate to the significance of Osalin as a religious site connected with burials and the dead in the distant past. Further from the Village along both sides of the northwestern road are relatively newer burials, although this area is spider-haunted, and a cloaked figure has been seen sometimes gliding silently, some say furtively, among the headstones. At the western corner of the older graveyard is the undertaker here, "Merrywares", notable for their use of distinctive blue-dyed burial shrouds. (Note there are other "Merrywares" of a rather different character at Bruga's Hold, Hex 403, and Skara, Hex 1611.) There are some warehouses by the southeastern end of the older graveyard, "Pike's Sundries", which, perhaps unsurprisingly, are said to be haunted. North of these, by the eastern edge of this graveyard, on the river bank, is Shooter's Mill in its walled yard. South of the ford road to Arvika, near the river, is the local ratcatcher, "Silvia's" (whose property has a mysterious, ancient stone door in the cellar that cannot be opened), and the farming supplies vendor and manure-collector, "Troga's Oddments", decorated inside and out with an extensive collection of ancient, small, carved stones that persistently turn-up in the manure. By the crossroads also on the river's side is The Cup & Lantern tavern, whose cellars too are made from very ancient stonework. South and southeast of the graveyards, around the crossroads, are several unlabelled, small, home-based, manufacturing establishments among the houses, catering chiefly to the needs of the surrounding farms. A well is situated on the green in the loop the road here, just west of The Cup & Lantern. There is also the very old stone-built Festal Temple nearby, dedicated to a deity of plenty, feasting and merriment. (From the Shadowdark RPG random tables, the settlement is Neutral. Its two areas between road and river, and including the extensive northwestern graveyards on both sides of the road, are Low districts, with an Artisan area south and southwest of these. All the shops and the tavern are Poor. The temple is Modest, and the deity is Gede.)