

# Skara Hamlet

## Hex 1611

This is a hamlet on the southwestern edge of the Skara Bray hills, where the road east of the Torne River takes a long detour away from the riverside to reach Skara, after passing through the remains of the deserted Vorn Village (in Hex 1409, 20 miles, 32 kilometres away). The road continues off-map to Vadstena and its Great Temple, some 50 miles (80 km) further southwest. A small river, the Salwin, forms the eastern and southern limits of the settlement. The road passes over it on a ford just south of the hamlet. Hill farms, with sheep and goats, logging of the extensive, if somewhat scattered, pine woods that run along the whole western edge of the Skara Brays, and some arable farms on the lower lands towards the Torne surround the settlement in a very dispersed pattern, helping to increase Skara's relative importance for the area, especially since the demise of Vorn. On the northeastern side of the settlement, a trail leads off to the well-known PlikPlok Cavern, famed in the region for its water-lain mineral deposits in curtains, stalagmites and stalactites, in the depths of which is a partly mineralised ancient ruin, that seems almost to have grown from the rock, thanks to its mineral coating. Southwest of the road through Skara are a pair of taverns, "The Blade & Razors", well-known in the region for attracting famous bards to perform, and, nearer the Salwin ford, "The Cup & Candle", notable for its sometimes questionable clientele (thieves and fences). There is also a chironurgeon in this district, better-known as the local farm vet, "Merryware's" (note there are other "Merrywares", of rather different character, at Bruga's Hold, Hex 403, and Osalin, Hex 1105 in the Whispering Wastes region). Merryware himself is Human, but his assistants are all Elves. Between The Blade & Razors and Merryware's, behind the houses along the main road, is The Field, an open area kept largely free from trees and shrubs which is used for events such as performances for crowds too large to fit in the tavern, and celebrations. A second similarly open area, surrounded by houses in a loop of road northeast of the main route, The Green, has a comparable purpose for festivals and the rare small markets that set-up here occasionally. One of these eastern houses on the edge of The Green is home to a witch, Riindenus the Charmer, who can provide minor spells, potions and charms to those wishing them. The last main item of note here is Vian's Mill, on the river a little upstream of the ford. Some of the logging and farming trails that leave the settlement to the north and east on the map have huts beside them in places, usually for storing timber and logging gear temporarily, when required. (From the Shadowdark RPG random tables, the settlement is Lawful, the chironurgeon-vet and both taverns are Poor. The district southwest of the main road is Low, that to the northeast of it is Slums.)