

# Arvika Hamlet

## Hex 1304

This hamlet is in the vale of the Silvertongue, sited east of the river, where the road northeast from Osalin (Hex 1105, 10 miles away, 16 kilometres) crosses the watercourse on the very old stone Silver Bridge, rumoured to be older than the settlement. The road continues east towards the Torne River and the village of Brightlawn (Hex 1604, 20 miles distant, 32 km) from here. Once over the Bridge, the road forks in two, surrounding the central Village Green, where markets, celebrations and festivals are held, with small workshop-houses to its north and south, and small fields further out on both sides, owned and worked as small-holdings by many of the folk here. A few properties are on the Green itself, most notably the elaborately-decorated "Pike's Castle", whose exterior woodwork has been constructed and painted to make the whole place look like a small stone keep. Its Kobold assistants sell a variety of rare and unusual items. Among the buildings north of the Green is a small Festal Temple, whose priests hand out free cups of wine to passers-by at certain times, in honour of their deity of feasting and merriment. To the Green's south is another small temple, the Temple of the Covenant, which is like that to be found a dozen miles or more (20 km) off to the southwest, in Hex 1206, but much smaller. Knight-Guardians from this small Temple help maintain local order when required. Nearby is a decent tavern "The Drunken Dragon", known for its dancing contests, and a high-quality goldsmith's called "The Village Market", which has a secret gem-store hidden somewhere off the main workroom. The settlement is further notable for tales of a curious female humanoid in a green cowled cloak, who is usually claimed to have been seen only at a distance, apparently on some mysterious errand or other. Towards the northeastern outskirts of the settlement, well north of the road, is the entrance to the strange, steep-sided dry valley of Stormy Cleft, which runs more-or-less east from here for several miles/kilometres. Much of its central and more easterly extents are covered by a funnel of webs concealing a significant, small-settlement-sized, nest of Ettercaps. Hidden away in the depths of this web-lined nest is a rune-inscribed magical greataxe, "The Righteous Axe of the Wilds". The Axe has two main powers. It can ignite when in combat, and can warn its wielder when it senses impending danger. However, it also has a rather imperious personality. Rumours about this mysterious treasure can be learnt at Arvika, and possibly elsewhere, at GM's discretion. (From the Shadowdark RPG tables, the settlement is Lawful, and its districts are a central Market area, with Artisan ones to north and south. Both temples are Modest, that to the north dedicated to Gede, that to the south to Madeera the Covenant. The tavern is Standard and the goldsmith's shop is Wealthy. The magical greataxe is a +3 weapon. It can ignite for 5 rounds once a day doing 1d4 extra damage, and is Neutral.)