

# Toresk Village

## Hex 805

Roughly midway along the west-east road between Ivan's Keep (Hex 505; 17 miles, 27 kilometres away) and Osalin (Hex 1105; 20 miles, 30 km, distant), this Village lies in a curve on the east and north banks of the upper River Dent, one of the tributaries of the Cindaros River. Most of the settlement lies north of the main road, with many poorer properties towards the northwest. This more run-down district includes The Boar & Axe Tavern, notable for its upstairs rooms where high-stakes gambling goes on, and a couple of shops, Flink & Sons, the bakery, which has an aged Human owner, beloved of the local community, despite the wares being of lesser quality than they once were in his prime, and Rose's Stocks, which sells outdoor and adventuring gear, with Human owner Rose always willing to trade for anything valuable brought in. In the smaller eastern section of the Village, in the angle between the main eastern road, and the route northeast past the outlying Emredge Farm (another of the nearer farmsteads, Tharsk Farm, is in the map's lower left corner), are the linked barn-like sheds of Half-Orc Iskana's Warehouses, a front for the local Thieves' Guild, and possibly other nefarious activities, as well as a genuine storage facility, and the carpenter's workshop of Halfling Ralina Hammer, which many believe to be haunted. South of the main road is Gravely Mill, on, and powered by, the river, with The Silver Bard Inn north of it, near the centre of the Village. The Silver Bard is where those trying to maintain local law and order as the Road Patrol congregate, under Village leader Ravos, a white-haired Elf, widely considered to be the original Silver Bard. Southeast of the Inn is another hostelry, The Jewelled Wheel Tavern, which runs frequent drinking contests, while more, though also more reputable, warehouse-barns lie in a walled compound to its north, Trogin's Warehousing, run by the eponymous Dwarf and his resident cat, Crumpet (which may not be merely a pet feline). One unremarkable property on the northwestern edge of the Village is home to warlock Gorbin Balond, seller of minor charms and trinkets, said to have Goblin blood. Beyond all this, the settlement further conceals a secret conclave of The Shimmering Cult from the Crystal Cathedral in Lightning Ravine (Hex 1002, nearly 30 miles, 50 km, to the northeast in the Siljan Hills), who use Toresk as a base from which to secure fresh lone-traveller captives and others less likely to be missed. They maintain at least two safe houses here, as marked, although they may have others as well, and they may be the same as, or quite separate from, the supposedly local Thieves' Guild that uses Iskana's Warehouses. Originally a planned settlement in what has become its run-down northwestern part, hence the more ordered street layout and use of, now weather-worn, walls in places here, as more folk came to the Village, it expanded haphazardly eastwards, taking the better opportunities and money with it. (From the Shadowdark RPG random tables, the settlement is Chaotic, with the northwestern, more run-down district, as Slums, everywhere else here being a pair of Low districts. All three hostelries are Poor, as are the two shops in the Slums district. The carpenter's is though a Standard shop.)