

Brightlawn Hamlet

Hex 1604

North of the Torne River, nearly 20 miles (32 kilometres) south of the River's outflow from the Siljan Lake, is this hamlet, on the road between Arvika (in Hex 1304, 20 miles distant) and Fairbridge (in Hex 1702, 12 miles, 20 km, away). Approaching from the western side of the settlement, the immediately obvious feature is the large barn with a painted sign proclaiming it as "Sarda's Storehouse". It seems perfectly legitimate. However, the Storehouse also serves as a front for fencing illicit goods. East along the road, still on the River's side, is a tavern, "The Demon's Pig", where regular musical evenings are held, sometimes with dancing that often spills out into the paved yard alongside it. In the heart of the hamlet, an open paved area opens up to the north of the main road, known as The Square, on which is a low platform with a pillory, a well, and a small hut with a noticeboard alongside it, to which are pinned several "Wanted" posters and other notices of local interest. The Square is also used for festivals, celebrations, and the occasional market. On the north corner of The Square is Finken's Hammer, home and workshop of the master blacksmith and farrier. Its aged owner is well-known, well-liked and respected throughout the nearby area. He also runs the Tannery just off the eastern end of The Square. This has a large open yard at its back for stretching and drying skins, and it also makes use of a natural freshwater spring in its small-cavern-like basement, the stream from it flowing away underground to the south. North of this, up a short lane, is a small Temple of the Covenant, whose knightly officiants also look after local law and order. This Temple has been constructed above a natural sinkhole leading down to a subterranean stream running roughly north to south through a cave in which an Oracle resides. The spring from beneath Finken's Tannery joins this stream before it breaks the surface at Wend's Hole south of the Tannery yard. It is possible the underground streams here are a result of the buried geology continuing from the southeastern Siljan Hills nearby to the northwest, towards which the ground around and north of the hamlet rises. Several properties here maintain fields for crop-growing as small-holdings too, scattered with their barns, towards the edges of the settlement. (From the random tables in the Shadowdark RPG rules, from which this place was designed, the settlement is Lawful, with an Artisan district north of the main road, and a Low one south of it. The tavern and tannery are both Poor, the blacksmith's Wealthy, and the temple Modest, dedicated to Madeera the Covenant.)