

Hamlet

6



GM Terrain, Feature

Hamlets are composed of several crude family homes. The population varies from 24 to 96. They may have a General Store and Roadside Inn at the center.

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Hamlet

Hamlet Ruins

8



GM Terrain, Feature

Hamlets are appear and disappear under the pressures of a chaotic world. They leave behind hiding places for many dangers.

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Hamlet Ruins

Burial Grounds

12



GM Terrain, Feature

Burial grounds may be attached to inhabited areas, or they may be found abandoned wherever people once lived. These places often create undead problems.

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Burial Grounds

Elethay Shrine

6



GM Terrain, Feature

Elethay is very popular among the scattered peoples of the lands. They are found near hamlets, villages and roadside campsites. They are maintained by local Acolytes.

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Elethay Shrine

Elethay Shrine Ruins

8



GM Terrain, Feature

Whenever an area is abandoned the warpspawn find great delight in despoiling these, so they are often dangerous.

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Elethay Shrine Ruins

Trade Road

6



GM Terrain, Feature

Trade roads crisscross the lands linking hamlets, villages, towns and cities, connecting markets together. They are generally easy to follow and to travel on.

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Trade Road

General Store

6



GM Terrain, Feature

Small shops that carry many of the common goods needed by locals and travelers. Traveling merchants will be found outside when they are here.

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General Store

Roadside Inn

6



GM Terrain, Feature

Roadside Inns are considered neutral ground. They provide a few small rooms and a common room for rest. They normally have a small stable attached. Food and drink are available.

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Roadside Inn

Mild Wild Tox Spot

12



GM Terrain, Feature

Tox 2d6+GM MOD vs. 2d6+resistance. Causes illness. Minus 2 Independents for next six hours, then you develop a random Warp Feature.

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Mild Wild Tox Spot