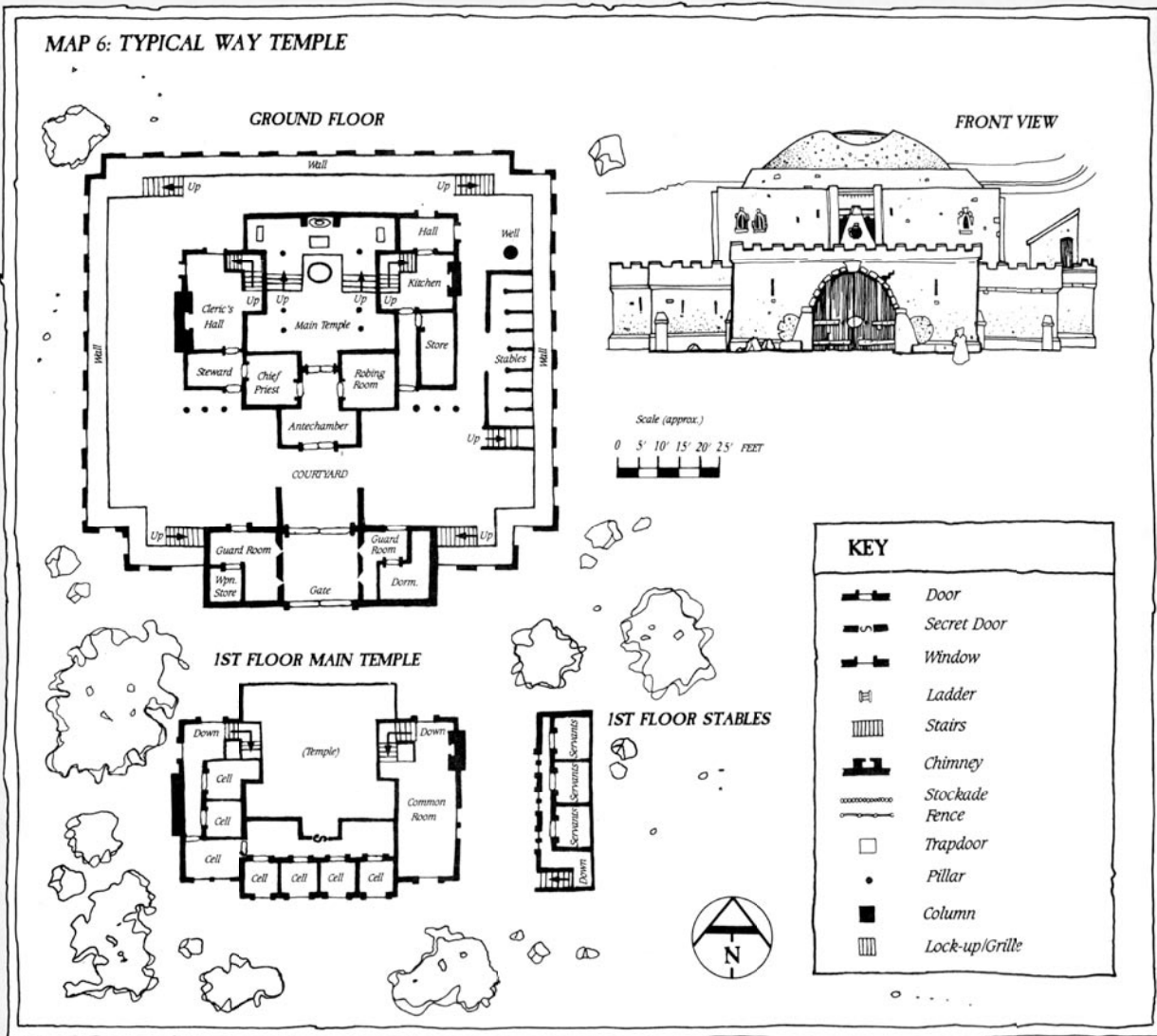


MAP 6: TYPICAL WAY TEMPLE



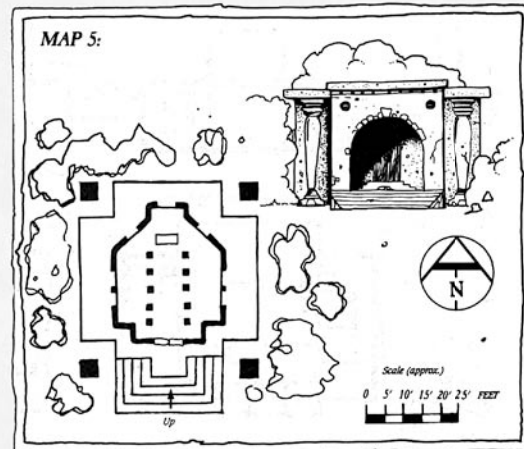
— WAYSIDE SHRINE —

Wayside shrines are a common sight on the roads and riversides of the Old World. The inhabitants of a nearby settlement usually build and maintain a wayside shrine, but may also rely on the donations of travellers for the upkeep. Shrines may be dedicated to various deities; in wild places, shrines to Taal and Rhya are most common, but elsewhere some are dedicated to one or more local deities or a national god like Sigmar.

Chapter 8 of the core rulebook provides some details on shrine construction, but they vary considerably. You may use the plan given here for any wayside shrine.

The shrine stands on a stone plinth about three feet high to one side of the road or river, and at each corner of the plinth stands a column or a statue. The shrine is built of stone and covered by a roof of slate or thatch. The space inside is small and unfurnished except for pillars supporting the roof and an altar or statue. The shrine serves as a place where travellers can shelter from bad weather, pray, and make offerings. In some shrines, visitors make offerings by dropping coins through small holes in the altar or floor; the holes lead to pits where those responsible for the shrine's

maintenance collect the offerings from time to time. The offering pits are usually only reached through concealed or trapped panels somewhere in the shrine; characters robbing a shrine may well incur the wrath of the deity concerned.



— TYPICAL REIKLAND VILLAGE —

The map presented here shows the layout of a typical village found just about anywhere within the Reikland province of The Empire. In this description, it is located on a tributary of the river Reik near the town of Grünburg about 70 miles from Altdorf. Since its position is not shown on the map of The Empire, you may relocate it for your convenience. In any case, it serves as a guide for you to design your own villages.

VILLAGE SITES

All settlements of this kind require some source of fresh water, and the example described here was built around the river Frisch, a minor tributary of the Reik. Other villages build on the banks of small lakes or draw their water from an underground source via wells.

FORTIFICATIONS

Since most of the Empire is covered by vast areas of untamed forest inhabited by all manner of wild and unfriendly creatures (huge bears, Goblins, and Beastmen), villages are usually protected by some sort of defensive wall and/or ditch. The village of Kleindorf is fortunate enough to have both. The protection is made from a combination of drystone walls, log palisades, and picket fences—hardly enough to deter an organised assault, but sufficient to delay bandit raids and keep out marauding wild animals.

INHABITANTS

The population of a village may be set by the GM, but is commonly less than 100. In the case of Kleindorf, there are 74 villagers, comprising 31 adult females, 27 adult males, and 16 children. No formal administration or government exists, the Council of the nearby town of Grünburg, whom the village relies on for protection and produce markets, levies taxes and rent. The village holds meetings, as needed, either in the village temple (dedicated to Sigmar Heldenhammer in this case) or the Haywain Inn. The older and wealthier villagers chair the meetings, usually Herr Braun, the village miller, or Frau Weisskopf, the priestess of the temple.

THE WATCH

This village has no organised militia; although, Grünburg's militia sometimes requires the villagers to provide manpower in lieu of financial obligations. To defend Kleindorf, each family takes a turn providing a watchman for the two gates to the village, sited across the only real road.

BUILDINGS

In addition to the rambling inn and somewhat decrepit temple, the village boasts a grain mill powered by a rickety water wheel, three large farmhouses, various artisans, a local herbalist, and a fisherman.

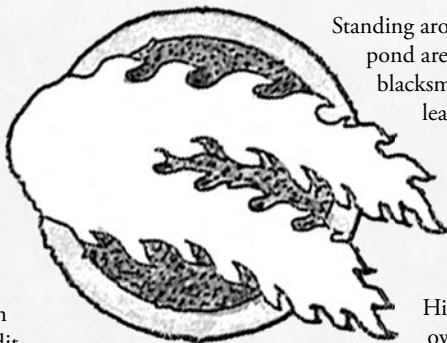
Most of the buildings are built in typical Reikland style—half-timbered, thatched roofs, and wooden outhouses and lean-tos.

THE HAYWAIN INN

The Haywain Inn forms one side of the village green and stands just by the narrow stone bridge over the Frisch. It is similar in layout to the coaching inn described previously, but not as well maintained or furnished. There are stables for a half-dozen horses and assorted accommodations for the few travellers that pass this way. Prices are below average, but so is the service. Ale is brewed on the premises, and the food is home-cooked, local produce. The staff comprises Herr Obers, his wife, two daughters, and an old retainer.

THE ARTISAN'S COTTAGES

Standing around the village green and its charming carp pond are Kleindorf's artisans' cottages that house a blacksmith/metalworker, a carpenter/cartwright, a leatherworker, and a furrier.



THE FARMHOUSES

The three large farmhouses of the village house the community's largest and most respected families: the Bruckners, the Hildebrands, and the Dübbers. Each family owns an assortment of livestock, including a few cattle, a half-dozen sheep, two or three goats, and a dozen or so chickens. The Hildebrands also have four horses. In addition, each family cultivates several fields of crops located on both sides of the village walls.

THE MILL

Herr Braun is the local miller and oversees the grinding of corn grown both by Kleindorf farmers and local farmsteaders. A plump, jolly figure much respected by the locals, he takes a keen interest in the affairs of the whole neighbourhood.

THE TEMPLE

The only other building of distinction in Kleindorf is the stone temple dedicated to Sigmar Heldenhammer. Its priestess is the aging Frau Weisskopf, and two young village lads—who regard the education she provides as a potential ticket to more exciting things in the great city—assist her.

THE BEACON

A small beacon is maintained on top of the only significant high ground in Kleindorf, and if rumours warrant it, the village posts a watch here to warn of approaching troublemakers. However, most of the time, it is unoccupied.

OTHER RESIDENTS

The other occupants of the village are a combination of fisherfolk, small holders, and ranger types—woodsmen, hunters, and the like.