

MAP OF WORM'S FERRY, AUGUST 1130

Each section is 300x300' (1 table top), approx.. 2 acres. This is an "urban" map, and does not include a significant amount of the farmland of the villagers. The majority of the people must walk "off map" to do most of their farming, since the whole map is about 1/3 of a Hide. They live away from their fields for security and safety from bandits and monsters.

SECTION A—Oat Boulevard

1. Alasdair—Scottish oat farmer
2. Asgrim—Norwegian lumberjack and oat farmer
3. Guthlac—English hunter and oat farmer

SECTION B—Herdsman corners

1. Atiq—Moorish goat herd
2. Barclay—Scottish swineherd
3. Jawar—Moorish goat herd
4. Rhodri—Welsh shepherd

SECTION C—Pond district

1. Beverly—old family, expert farmers
2. Pond—pond in the creek dammed by beavers

SECTION D—Miller's

1. Miller—greedy owner of the village mill
2. Creek—passes to the river

SECTION E—New Farms

1. Chad—English cobbler and wheat farmer
2. Gilroy—Irish brewer and pumpkin farmer
3. Wulfstan—English wheat farmer
4. Brian—Irish turnip farmer

SECTION F—The Bend

1. Dragon's Codpiece and Wayfarer's Rest—Tariq's establishment
2. Neil's Hemp Farm—tie 'em up an smoke 'em

SECTION G—Church Lane

1. New Church—parish church of Father Siegfried
2. Johnny Venice's Townhouse and Barn—enterprising merchant and alchemist
3. Skule's House and Brewery—herbs and brew for the people

SECTION H—Village Square

1. Manor House—Reeve Angus's seat
2. Hospital==former church now Dr. Edgar's place for the sick and the weary travelers.

3. Timber Tower—storage, occasionally a prison, perhaps bell tower someday
4. Porkin's—he and his nephews famous sausage and haggis makers
5. Cooper—old family farmer and barrel maker
6. Handsome Steve—old and very large family in the turnip business
7. Turnip Storage=Steve's depository
8. Worm's House—Ferry HQ—founder of the village, runs the ferry
9. Ferry Dock—where the ferry departs for Deadman's town
10. Wulfric's Barn—built by a resident knight for his horses
11. Angus' Barn—built by the reeve for his horses
12. Raoul's Scribal Huts and Laboratory—lab for the wizard, huts for his scribes

SECTION I—Empty

SECTION J—The South Road

1. Welshie's Wardogs and Townhouse
2. Jorvik Road—old Atlantean paved road, leads to Jorvikburg

SECTION K—The Hunter's Path

1. Robin—Robin, a family of hunters
2. South Path—dirt path connects road to river

SECTION L—South Side

1. Alaistar—old family of farmers (Irish)
2. Wolfgang the Baker—terrible baker with an adequate oven
3. Raymond O' Nets—recent arrival Norman fisherman
4. Taffy's Bar—new hotspot—open for business