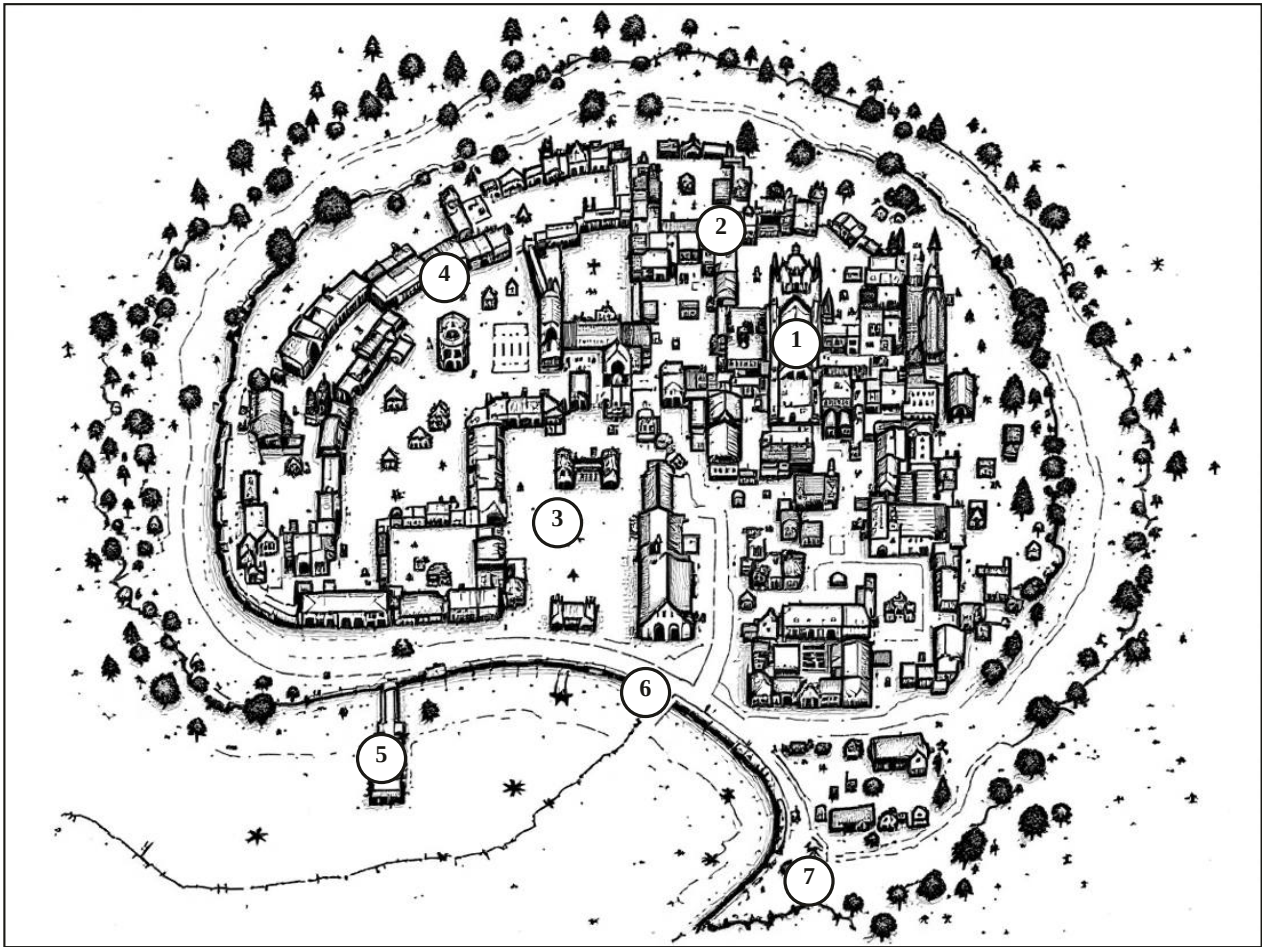


The Grim of St Mary's

Page 2 is the player map (safe to show). Page 3 is your GM key.

Bungay in the river's loop

Town, churchyard, market and the roads out, drawn for play.

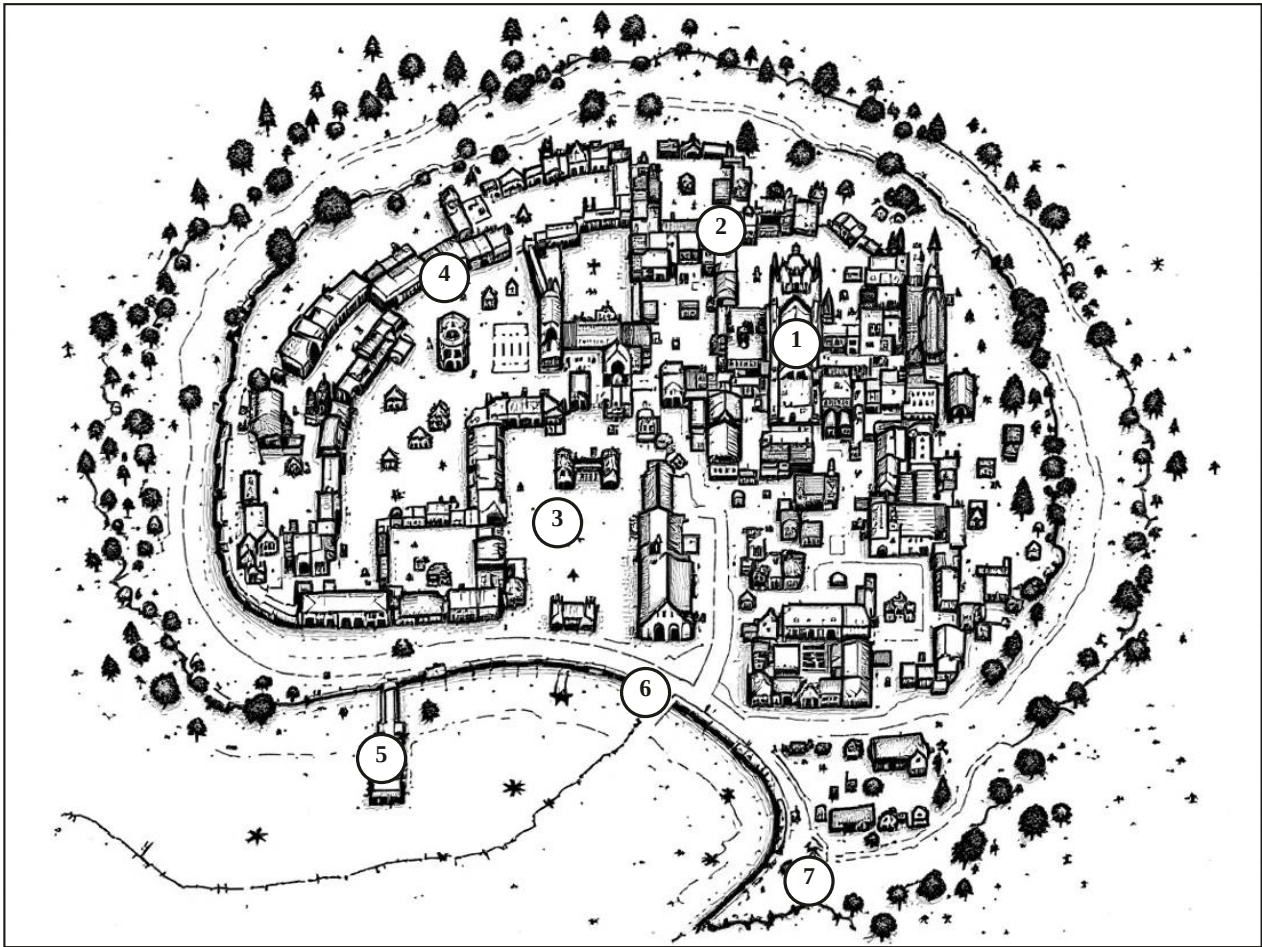


SCHEMATIC — NOT TO SCALE, NOT A SURVEY

1. **St Mary's Church** The big church with the square tower. Morning prayer on Sunday.
2. **The north door & hound-stone** An old side door few people use; the churchyard grass is long here.
3. **The market cross** Market place. Saturday crowds, ballad-sellers, the lock-up cage.
4. **The castle ruins** Old broken walls. Children dare each other to go in.
5. **The ferry landing** Agnes Tolly's ferry across the Waveney.
6. **The river ditch** A reedy drain running down to the river.
7. **The causeway to Blythburgh** The road south across the marshes.

Bungay in the river's loop

Town, churchyard, market and the roads out, drawn for play.



SCHEMATIC — NOT TO SCALE, NOT A SURVEY

- 1. St Mary's Church** Scene 3. The north door is on the far side from the market.
- 2. The north door & hound-stone** Dug ground under the threshold stone; the fleshing knife. Where the bones and collar must go.
- 3. The market cross** Scene 1 mob; Joan may end up in the cage.
- 4. The castle ruins** Hucke hides here Saturday night if spooked.
- 5. The ferry landing** Agnes, and the tinker's dawn crossing.
- 6. The river ditch** Where Hucke threw the bones.
- 7. The causeway to Blythburgh** Scene 2: Stannard camps at the gibbet crossroads beyond the edge of the map.