FOLKLORE ONE SHOTS — MAPS

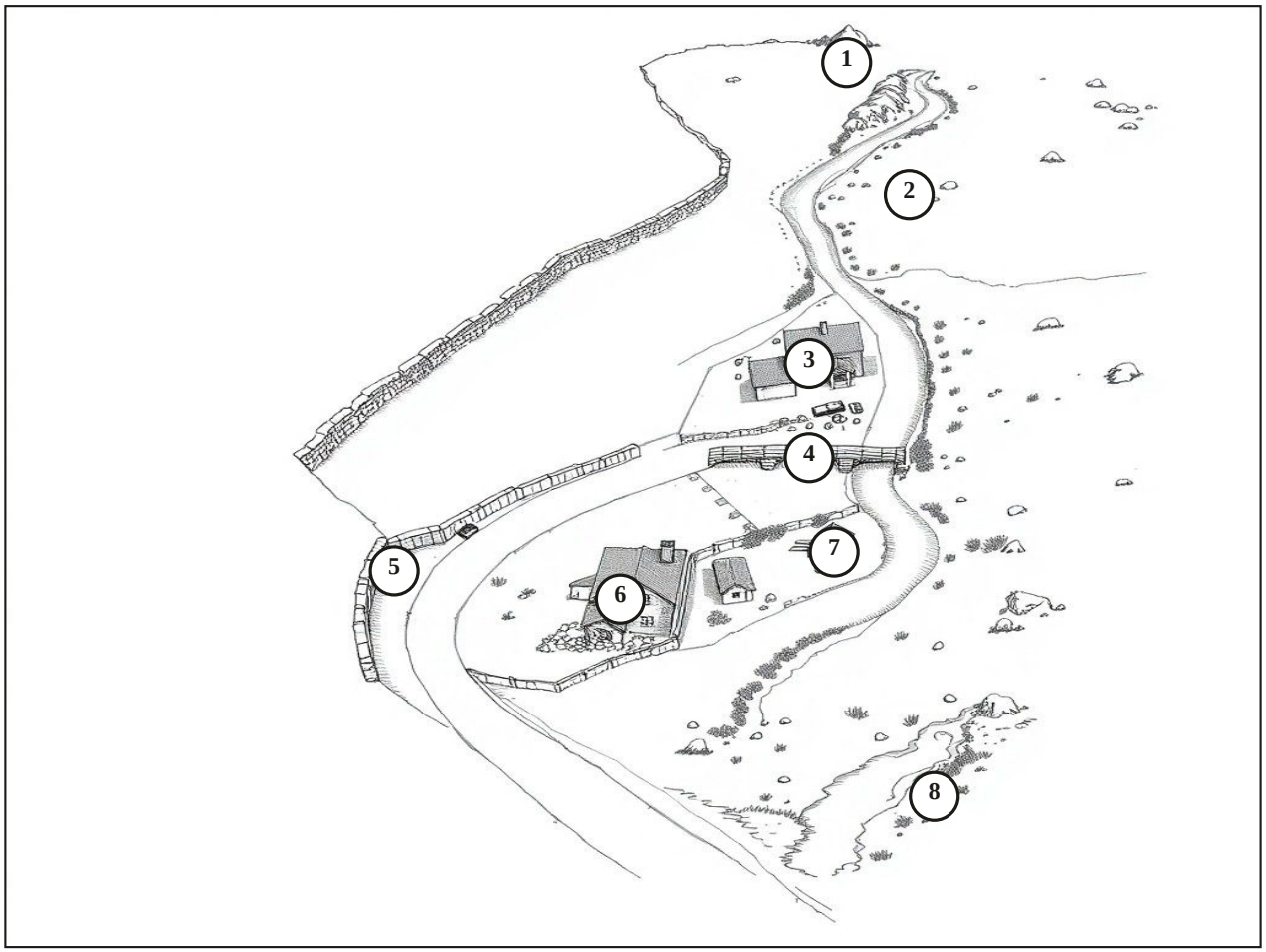
The Hands at Hext's Elbow

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

MAP — PLAYER VERSION

Hext's Elbow below Wennaford Tor

The walled double bend, the Drift Inn, the bridge, Pengelly's yard, the roadmen's hut and the stream, drawn for play.



SCHEMATIC — NOT TO SCALE, NOT A SURVEY

1. Wennaford Tor A granite tor above the road, black against the fog.

2. The road to Postbridge The moor road running north over the hill.

3. Pengelly's yard A haulier's house and yard with a cart outside.

4. Wennaford bridge A low stone bridge over the stream.

5. Hext's Elbow A walled double bend where the road tilts toward the wall.

6. The Drift Inn A moorland inn with a walled yard and a lamp in the window.

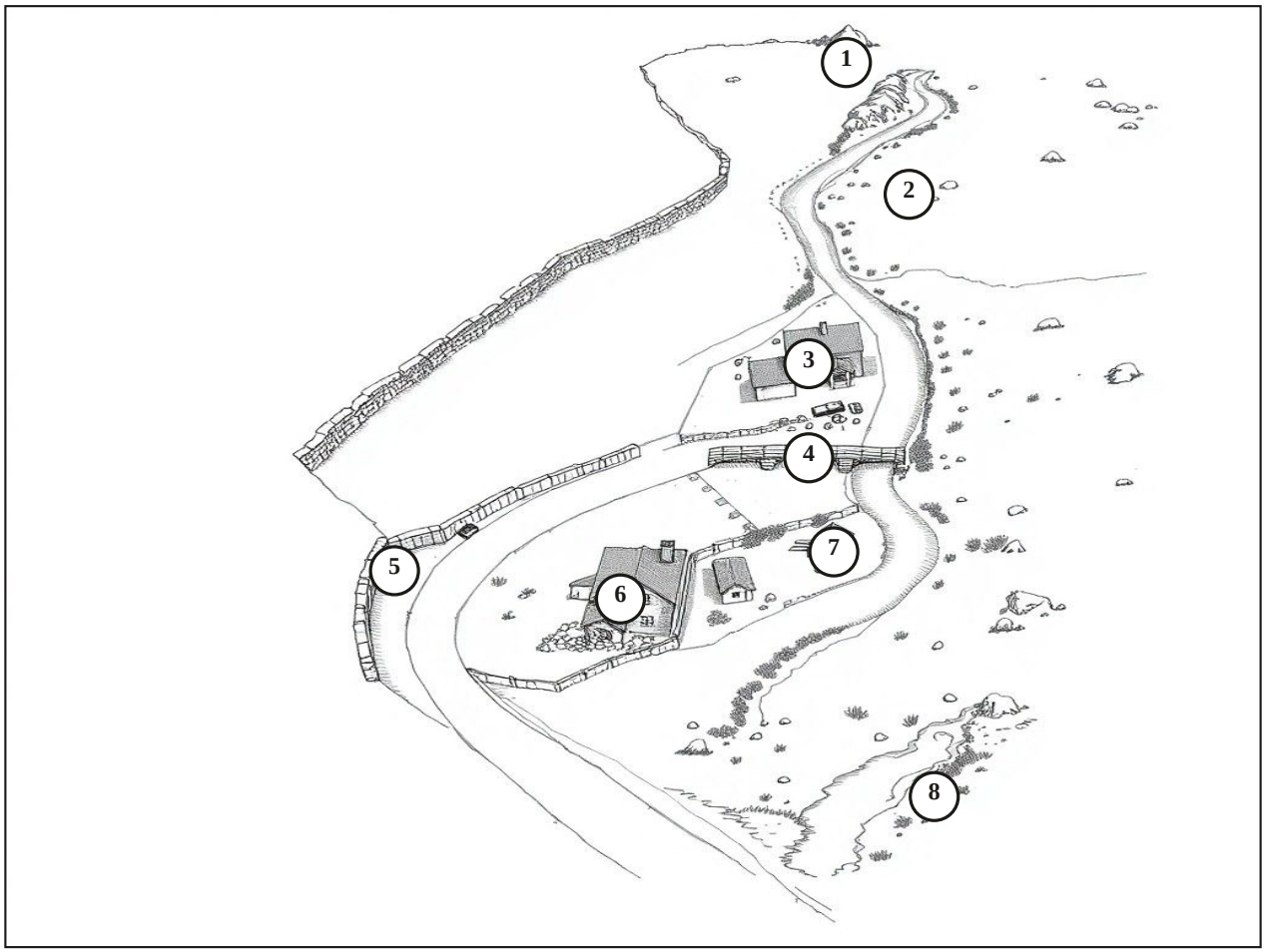
7. The roadmen's hut A small hut with a stovepipe, by the road.

8. The stream and Violet's caravan A stream winding down through heather and boulders.

MAP — GM VERSION

Hext's Elbow below Wennaford Tor

The walled double bend, the Drift Inn, the bridge, Pengelly's yard, the roadmen's hut and the stream, drawn for play.



SCHEMATIC — NOT TO SCALE, NOT A SURVEY

1. Wennaford Tor From the top the charabanc's lamps can be seen ten minutes before they reach the bend.

2. The road to Postbridge The charabanc comes down this way at midnight. Stop it here and nobody is in danger.

3. Pengelly's yard Scene 2. The account book with the unpaid quarry stone is in the office.

4. Wennaford bridge It's safe, because the hands never reach past the old verge line.

5. Hext's Elbow Scenes 1 and 3. The broken Mark is under the new outer edge. Raise the capstone here.

6. The Drift Inn Scene 2. Loveday, the rhyme, the dead telephone and the charabanc notice.

7. The roadmen's hut Reuben Stook lives here, and the carved capstone is under his bed.

8. The stream and Violet's caravan Violet camps here. She has the sketchbooks, and the hand came to her window.