FOLKLORE ONE SHOTS — MAPS

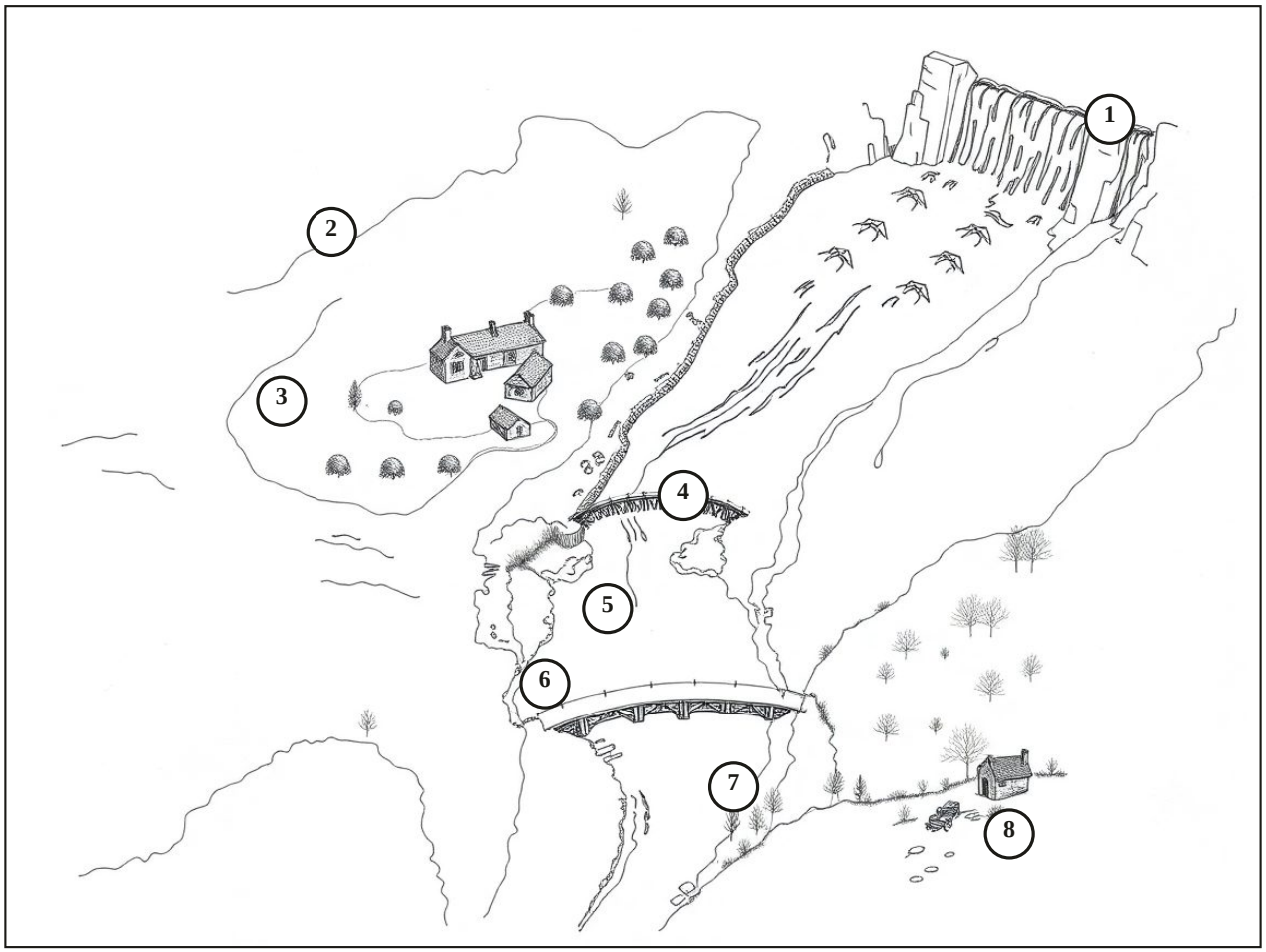
Peg Powler's Cream

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

MAP — PLAYER VERSION

Scarthgill below High Force

The falls, the new weir and its Cream Pot, the drowned ford, the village and the far bank, drawn for play.



SCHEMATIC — NOT TO SCALE, NOT A SURVEY

1. High Force The great falls, white and roaring.

2. The Heather Bell & the green The inn and a few stone houses above the river.

3. Garth's bobbin mill A stone mill with a counting house and a lamp in the window.

4. The weir & sluice A long timber weir; a windlass on the near bank.

5. The Cream Pot A still, black pool lying thick with froth.

6. The old ford Just water here now.

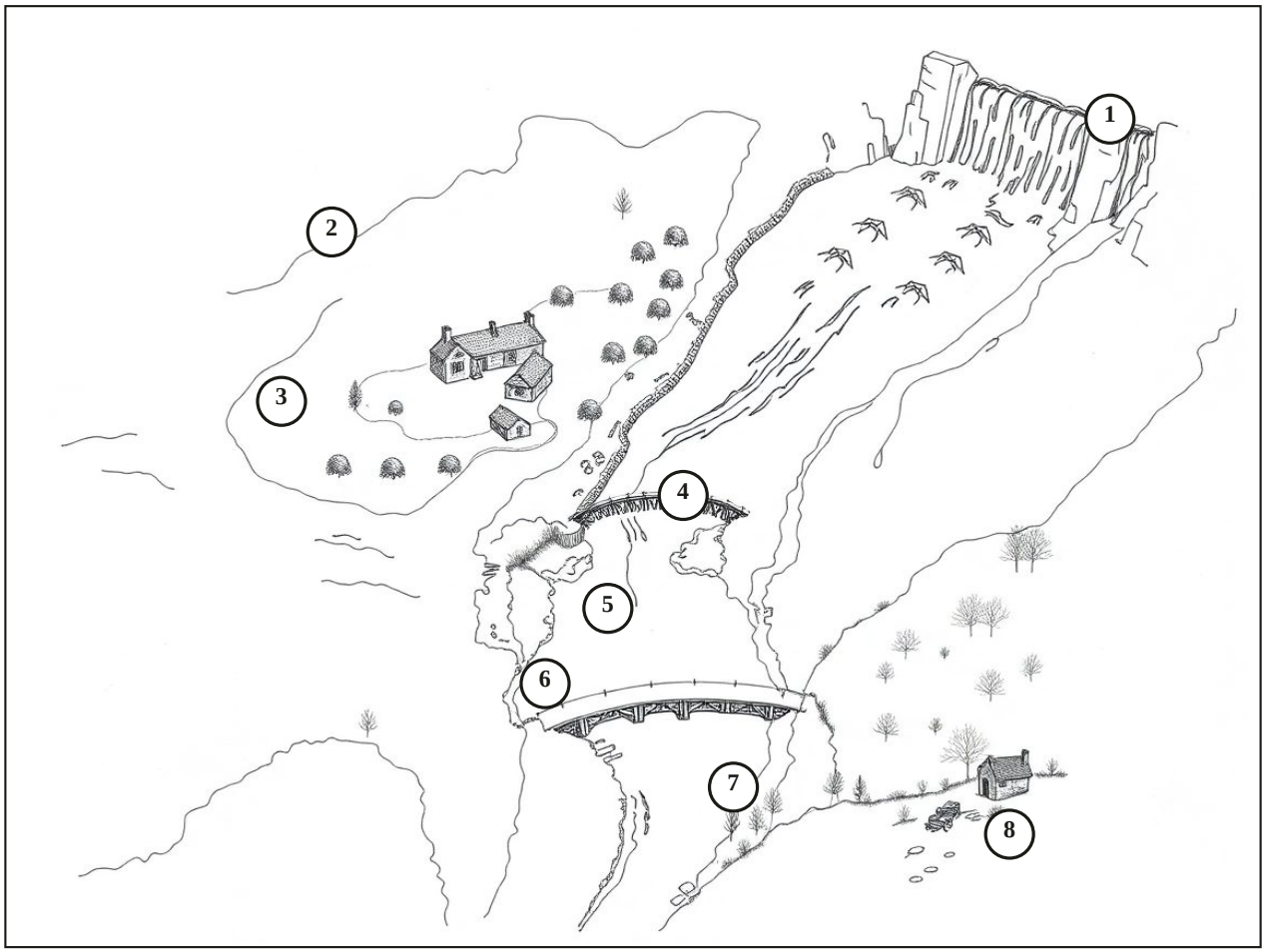
7. The footbridge A narrow wooden bridge to the far bank.

8. Bella Kipling's cottage A lone cottage among the alders across the river.

MAP — GM VERSION

Scarthgill below High Force

The falls, the new weir and its Cream Pot, the drowned ford, the village and the far bank, drawn for play.



SCHEMATIC — NOT TO SCALE, NOT A SURVEY

1. High Force Peg's old haunt in the deep plunge pool. She came down from here.

2. The Heather Bell & the green Scene 1. Annie, Edith, and the voice heard from the inn yard.

3. Garth's bobbin mill Scene 2. The sluice book, the weir plans, Ned on shift, Margaret at the books.

4. The weir & sluice Scene 3. The windlass is padlocked and Garth holds the key.

5. The Cream Pot Where Peg is now. Tom drowned here, and she makes her play here at midnight.

6. The old ford The stepping stones are under the pool. They show again once it drains.

7. The footbridge Willie fishes below it. It's safe, because the water here is fast.

8. Bella Kipling's cottage Bella, the rhyme and the old lore.