



HERMIT'S RETREAT

MAP DESCRIPTIONS

EXTERIOR

The twisting path weaves through scrubland and up along a rocky slope. As you crest the top, moorland spreads out ahead of you, at its edge is a lonely shack nestled between grass-tussocked mounds. Its roof is covered in long grass with a single stone chimney peeking through the green. A wisp of smoke drifts from the chimney into the brooding grey sky.

INTERIOR

The interior of the shack is dimly lit by a hearth fire in one corner, its stones blackened by centuries of use. The uneven walls are made from stone, mud and timber with two small windows, shuttered with makeshift wooden slats. The mud floor is covered in hay and ashes from the hearth. Placed around the room are pieces of roughly hewn wooden furniture. There is a table in the centre with cabinets and shelves along the walls, filled with everyday items. Pots and pans hang from hooks over the hearth, while dried herbs and food are stored in boxes, jars and bowls of every size and shape.

NOTES AND TIPS

- **30x30 Grid Map**
- The rocky slope up to the shack can be as steep as you wish. The party could climb it or they could be forced to use the path.
- Moorland is a very brooding and evocative location:
 - Things are often shrouded or cloaked in mist
 - Cries/Howls of unseen creatures echo across the desolate land
 - Tangled gorse grows around ancient stones
 - The sky is always grey, the clouds heavy and brooding, except at night when they break to reveal a full moon.
- The Moors were a place for bandits and criminals to hide out, if your players are looking for someone, this is as good a place as any to find them.
- **A Howl in the Night:** The party sees a man off in the distance, silhouetted against the sky. He does not respond to their hails and vanishes. The party finds an old shack with the hearth still warm just as a storm blows in. Do they shelter for the night? A howl is heard outside, it's a werewolf returning to his home and finding guests.
- **The Barghest:** The Hermit that lives in this shack is haunted by a creature that prowls around his shack at night. He believes it is a Barghest, a hellhound sent to drag him to hell for some crime from his past. The barghest is a ghostly hound from British Folklore, seeing one was a portent of death, yours or someone close to you.
- **The Safe Shack:** At the edge of a moorland away from prying eyes is a lonely shack, a place for people to be hidden away. A witness to a crime is housed here and it's the party's job to collect them and return them safely. Assassins or corrupt guards have other ideas.

VARIANTS

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