61	
u	3
South Exit   Sou	
gutf	
HH == Area Name == n: Noble  41	
Guards   Castle === Camp === Tent   NPC territory t: Townsfolk	
g    gutfw    m  m  'H' u: Urchin '' 'H' '' South Exit w: Wealthy Person 	
31	
HHH NPCs wander around their territory. One option is to place  21    22    23    24   a marker for each NPC somewhere in their territory, then	
Mansion === Fields === Orchard     Cave   periodically roll a four-sided die (N, E, S, W) and move   w    tfw    f  b  them if the room in that direction is in their territory. '' 'H' 'H' 'H'	
HH Some ideas for events that return players to their own real   11	.m :
tfw    b    b  - get killed by the bear or guard '' '' '' '' - cause self-awareness by the NPCs	
Room - Exits - Room Description .=======   Welcome!	İ
11 - E - <b>Introductory Area</b> : A few signs are here to welcome the new players and describe the '====##==== realm they are entering. No one in the rest of the map seems to think this is odd.	e i
12 - NE W - <b>Town</b> : Folk go about their business, houses are old but in good repair. A sign warns   of bears in the woods. A few necessities can be purchased or bartered.	
13 - NE W - In the Woods: Trees and moss abound, but a clearing can almost `~/`'\  be made out to the North. Wind whispers through the trees.  /\/_\	
be made out to the North. Wind whispers through the trees.  14 - N W - Deeper in the Woods: It's hard to tell which way is which, it is difficult to travel through so much growth. Even the air smells thick.	
21 - NE - Mansion: Excessive ornamentation, locked cabinets and display cases with	
22 - NESW - <b>Fields</b> : Rolling hills covered with a variety of local crops. Rows=.=	
23 - N SW - Orchard: Rows of well-kept trees, the fruit tastes good. A modest farmhouse stands to the North. This feels like a good place for a nap.	
24 - S - Bear's Cave: A corner has a sleeping area. Thieves stashed their plunder here long ago. This bear has been terrorizing the townsfolk as long as they can remember.	
31 - S - <b>Cellar</b> : Racks of wine and cheeses keeping cool. There might even be= some rats down here causing problems	
32 - N S - <b>Path</b> : The road to the castle is a good place to meet travelers. The castle /\ \  itself towers to the North. /\	
33 - ES - <b>Farmhouse</b> : A simple little house that smells somewhere between fresh baking and old work clothes. The house overlooks the orchard, fields, and a small pond.	
34 - W - Pond: A few birds are usually relaxing here. There are no fish to be seen, but a chorus of frogs is heard in the evening.	
41 - N - <b>Guard Shack</b> : Castle guards usually wander the castle, but come here to train and rest. No lollygagging.  >  >~	
42 - NES - Castle: Visitors feel tiny at the entrance of the castle. Mud and wagon  ""   ""  ""  ""   ""   ""   43 - E W - Camp: Travelling merchants like to bring their wares to the castle to   '  '''   '   ''''   '''   ''''   ''''   ''''   ''''   ''''   ''''   ''''   ''''   ''''   ''''	1
retch a higher price. Camping, they can be the first to sett to traveters.	  -
44 - W - Merchant's Tent: One of the merchants may have interesting articles to sell. The tent smells of spices and incense. The merchant watches customers closely.	
51 - NES - Market: Food and daily goods are sold here, bustling during the day. With all the shouting over prices and bumping into other market goers, this is a likely place to get pick pocketed.	
52 - NESW - <b>Yard:</b> Good for meetings, or for parades and small festivals. Guards muster daily here. The noble is likely in the official-looking building to the North.	
53 - E W - <b>Theatre</b> : The castle residents enjoy a good show. A regular troupe performs on this stage, but some days are amateur days where anyone can take the stage.	
54 - N W - Wall: The castle wall protects the residents from unseen dangers. Stairs to the North lead up to a tower. Guards may not like civilians in their territory.	)
61 - S - <b>Slums</b> : The urchin's domain, not even the guards come here any more. Houses are -(_)-little more than spare bits of fabric stretched over felled tree branches. '/\ ,	,
62 - ES - <b>Throne Room</b> : The noble sits on a simple but sturdy wooden chair. A look of concern, perhaps some bad news just came from the oracle.	\ , \
63 - W - Oracle's Library: Books line the shelves in this musty room. Instruments and /\/ / \/ \ \ crystals sit near an open window. The oracle's notes sit on a table. //' \/' \/	\
64 - S - Tower: The entire realm can be seen from here, if faintly. The map is bordered /	 
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