

Village of Boundsreach

Boundsreach is a large village situated towards the edge of what is considered 'civilised' lands, in the foothills of the Highbounds Mountains. The Clearwater River flows through the village, and Boundsreach is the highest settlement on the river.

It has had a varied history, but now is a relatively stable community.

Notable Buildings

Baker

Sam the baker is the younger brother of Edward the miller, having taken over the business (with his fathers aid) when it was clear Edward wanted to continue running the mill. The two are firm friends as well as brothers. Sam is also a skilled baker, his shop never wanting for customers.

Church

The local priest is Brother Thomas; an even-tempered individual who, unusually, was a warrior before he was became a priest. He is known to have an interest in non-human religion, but there is no doubting the strength of his faith. Three years ago when a raging winter storm threatened to have the Clearwater burst it's banks and flood the town he was seen to contain the torrent within its channel and so saved much damage. Over the years he has also healed several of his parish when their injuries would have left them crippled or even dead, but uses his powers sparingly, teaching that he was not given these powers so that others could be careless!

Gaol / Guardhouse

Situated on the border as it is, Boundsreach maintains a large guard for it's size, under the command of Captain Hobb. A practical man, his approach to justice is one that recognises the need for manpower. Often the punishment for a petty crime is a few nights in the goal to reflect on the error of ones ways, followed by a stint of labour for the village. This can even be extended to more serious crimes, but persistent criminals are not tolerated.

Inn

The Black Boar is a large inn with several private rooms available for travellers to stay in, as well as the common room floor. The food is generally of a good standard, as is the ale, however the prices do reflect the quality and lack of alternatives.

Iain, the landlord, is also known to trade for fine wines and liqueurs, and is known to have both Dwarven and Elven items in his private collection.

Prices

Breakfast	12 cp
Dinner	70 cp
Supper	70 cp

Dormitory	12 cp/night
Small Room	100 cp/night
Standard Room	140 cp/night

Manor

The Local lord is Sir Gregory, who has held these lands for nearly thirty years, inheriting the title from his father. Generally considered a fair and able administrator, he is also known to be a competent warrior and horseman.

He is married to the Lady Evelyn, and they have three children; Adam (25), Timothy (21) and Lara (17).

Smithy

The local smith is Duregar, a dwarf. He was badly injured in an ambush when travelling in the area – he killed his assailants, but would probably have died had a local farmer not found him. The old smith had died without heir a few months before and by mutual consent he agreed to stay take up the role to repay the kindness shown to him.

Tower of Methandir

Methandir is a competent Thaumaturge who lives in a tower a short distance out of the village. The local tale is that he conjured it overnight after Sir Gregory agreed to let him have a plot of land. He tends to keep to himself, and the villages seem more of his apprentice than of him. The consensus is that he probably would have let the town flood had Brother Thomas not been able to contain the river in the storm (The tower is on high ground...)

Watermill

Owned by Edward the Miller, the mill has been in the family for several generations, and Edward's son Michael looks set to keep the tradition alive for another generation. Sited on an artificial side channel from the river, with a deep millpond, it is an impressive piece of architecture.