

Ga-Triv Village

In the deep desert of Seraph sits the small remote village of Ga-Triv. 30 Small adobe huts are loosely arranged around a central square and two paths that function as roads. For hundreds of kilometers in any direction from the village is the vast emptiness of the desert.

Numbering a mere 124 in total, the local inhabitants are distrustful of outsiders. While they will freely offer hospitality they are quick to anger and violence towards their "guests" at the slightest transgression with swords and slug throwers.

The central square is fifty by fifty meters and surrounded by buildings. The buildings surrounding the central square of the village have been painted in varred geometric shapes with whites, blues, and reds. In the center of the square surrounding a deep pit into the ground is a 5 meter by 5 meter by 1 meter tall wall. On the south side of the wall is a doorway sized opening which allows access to an open stairway which leads down 200 meters to the villages water source.

The two paths lead from the square to the east and west and out into the desert. The majority of the buildings line around these pathways. The buildings are painted white and typically have only a single doorway.

Away from the paths and square are sporadically placed moisture collectors and entryways to underground. The entryways lead to livestock pens and small fields for the growth of crops. These underground areas are illuminated with special light sources to provide the benefits of sunlight but none of the desert suns drawbacks.