

FOURTH EDITION

HackMaster

ROAD TO ASTER



AN ADVENTURE FOR PLAYER CHARACTERS LEVEL 5-7

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ROAD TO ASTER

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7

* GAMEMASTER'S EYES ONLY *

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Contents

Introduction	2
Rumors of Beyond	2
Road Encounters	3
PALADIN PASS	4
Rumarok	5
THERIVER	26
OutsideEncounters	26
THESEWERS	26
SewerEncounters	27
UpperSewer	29
OUTSIDE THE TOWN	30
Random Monsters of the Valley	30
NOTABLE PERSONALITIES	32
Mundanes	40
ABOUT VALOMA	40
ABOUT THE DOPPELGANGERS	40
The Story	41
THE HOOK	41
Working The Doppelgangers	41
Working for Valoma	41
THE LINE	42
THE SINKER	43
AFTERMATH	44

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PUBLISHER'S NOTE:

This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Introduction

VALLEY OF SHROUD [D7.01.G 10]

The Sangruss River carved out this once lush and verdant valley over long years. Starting from the head of the valley called Paladin Pass, where a branch of that river flows, it stretches down past Hero Falls and ends at Misfortune Peak. The valley received its name for the perpetual thick fog that sits above the river. For centuries it remained uninhabited until a group of explorers from the Raagean Empire came across it. A mighty citadel was soon constructed at the far end of the valley on Misfortune Peak and was aptly named Aster.

The valley, not being on many trade routes, was considered a backwater part of the Empire. Eccentric magic-users, drawn by the out of the way location, settled in the valley. One enterprising wizard, named Hugo Halfeye, tried to attract tourists (and their gold) to the valley by constructing an elaborate "experimental" park near Hero Falls. The venture was a failure and the park soon shut down. Aside from the citadel, only a small hamlet grew up at the mouth of the valley. The name of Rumarok, an early explorer, was eventually given to the village. Peace settled on the valley for many years until Hugo Halfeye, driven insane by his failure, came across an ancient stone of power. Between bouts of lunacy, he convinced himself that this stone would create the ultimate realm, a Utopia into which people would be so thrilled to move that they would pay hard gold for the privilege. He went to the citadel and unleashed the dark power stored in the stone. Unfortunately, it opened a door to a chaotic dimension that twisted and warped the landscape.

The valley is now a shadow of its former self. Dead, twisted trees stand where once there was forest. Gray, unblinking eyes lurk in the shallow pools that once teemed with fish. Eventually, word got out about the strange goings on in the valley and teams of adventurers were sent to collect information, but none returned. The lords in

neighboring lands began to grow nervous as rumors of the formation of a dark army began to circulate. Now time has grown short for those in the surrounding nations of Daurkhaud, Krandaner and Fangaerie and the time for action is nigh.

Though this adventure is based in the Valley of Shroud, a north-western frontier settlement of Fangaerie, it can be placed anywhere that is convenient for the GameMaster (GM). The Player Characters (PCs) can begin the adventure in a village that will fit into the current campaign. The fact that they should be of at least 5th level will make them minor celebrities in the area and thus easy to spot.

RUMORS OF BEYOND

VILLAGE OR CITY OF GM' S CHOICE

The PCs, enjoying the success of their last adventure should be basking in their newfound fame. Soon, the free drinks and the retelling of old stories become boring to these veterans. They will start to feel the itch, the yearning for a new adrenaline rush and the taste of blood. Their prayers will soon be answered.

Table 1: Rumors from the Valley of Shroud can be used to start the rumors flowing about the situation in the valley. All of them are a mix of truth and falsehood and can be tailored if necessary. PCs should hear one of these rumors every 1d3 days, unless they have some sort of information gathering ability, in which case they can learn 1d3 rumors each day. Should the PCs belong to an Adventuring Guild or any other organization listed in the HackGuides, then they will begin to notice posts offering a reward to those who would travel to the Valley of Shroud. The actual amount is not listed, but, true to the rumor, the talk is that it does involve the granting of land in Fangaerie.

Should the adventurers take the bait, they discover that the entrance to the valley is ten days travel away by horse. Also, the town of Rumarok is usually displayed on detailed maps of the valley, should



Table 1 : Rumors from the Valley of Shroud

Roll	Rumor
1-2	Something odd is happening on the far side of Paladin Pass. Adventurers are going there, but none have returned with news in over three months.
3-4	The town of Rumarok has stopped its market days celebrations. Some say the folks there have been acting pretty weird.
5-6	Dark armies of undead are being formed in the Valley of Shroud, and are getting ready to make an assault on the Empire.
7-8	"I heard that the Duke is putting up land and a castle to any brave group that travels to the Valley to find out why no one has ever returned."
9-10	They say a mad wizard has cast an evil spell on the Valley of Shroud causing it to be covered by a permanent thick fog.
11	A dark gawd has taken mortal form and is sitting on a throne of bone in the citadel called Aster.
12	Somewhere in the Valley of Shroud stands a tower which was used to house artifacts of power.

the party think to seek one out or purchase one. The town is just at the head of the valley and marks its entrance.

The road that they will be traveling on is not as grand as some of the former Raagean Empire's larger highways, but it is relatively passable and easy to traverse. Table 2: Road Encounters describes the random encounters that take place on the road to Shroud (1 on 1d12, check every six hours)

Table 2: Road Encounters

Roll (2d6)	Encounter
2	Ogre, Low, Hedge (4)
3	Orc, Highland (8)
4-5	Men, Bandit (5)
6-8	Men, Pilgrims (10-20)
9-10	Men, Soldiers (10)
11-12	Hedgehawg, Giant(1)

ROAD ENCOUNTERS

Ogre, Low, Hedge (4)

(HF 2, EP 420, Int Avg, AL LE, AC 4, MV 9", HD 4+2, HP: 42, 44, 41, 42, SZ L, #AT 1, D 1-10 (or battle axe 1d8 +7), SA: Nil, SD: Nil, Lang: Ogre, Hon: Ave, TOP: 21x3, 22, Crit BSL: DefAC +4, FF 7, RefHoB vol 6 p 24)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

These Ogres got separated from their tribe a month ago and have taken to robbing passers-by out of boredom.

Orc, Highland (8)

(HF 0, EP 35, Int Avg, AL LE, AC 7, MV 9", HD 1+1, HP: 28, 27x2, 26, 25, 22x3, SZ M, #AT 1, D 1d6 +1 (spiked clubs), SA nil, SD nil, Lang: Orc, Hon: Ave, TOP: 14x3, 13x2, 11x3, Crit BSL: DefAC -1, FF 5, RefHoB vol 6 p 37)

- 1) HPs:
- 2) HPs:
- 3) HPs:

- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:

A small patrol of Orcs out looking for easy prey.

Men, Bandit (5)

(HF 1, EP 15, Int Avg, AL CE, AC 8, MV 12", HD 1, HP: 26, 26, 22, 22, 27, SZ M, #AT 1, D 1d6 (short swords), SA nil, SD nil, Lang: Common, Hon: dishonorable, TOP: 11, Crit BSL: DefAC-3, FF 4, RefHoB vol 5 p 9)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:

A pack of thugs preying on travelers. Two stand out on the road with another laying down pretending to be dead. When someone conies to investigate, the other three spring out from behind bushes.

Men, Pilgrims (10-20)

(HF 0, EP 7, Int Avg, AL N, AC 9, MV 12", HD 1/2, HP: varies, SZ M, #AT 1, D (club 1d6), SA nil, SD nil, Lang: Common, Hon: Ave, TOP 11, Crit BSL: DefAC -4, FF 3, RefHoB vol 5 p 12)

Common, everyday religiously minded pedestrians on the way back from Rumarok. They mention a black knight who turned them away. They also mention that something about him wasn't quite right and they would rather travel back to civilization than to try again, devout faith in Thor or no.

Men, Soldiers (10)

(HF 1, EP 15, Int Avg, AL N, AC 7, MV 12", HD 1, HP: varies, SZ M, #AT 1, D (spears 1d6), SA nil, SD nil, Lang: Common, Hon: Ave, TOP 11, Crit BSL: DefAC -3, FF 5, RefHoB vol 5 p 13)

A patrol on horseback who will ignore the PCs so long as the party doesn't rile them up. These soldiers are the vanguard of the patrols on this side of the valley. They are mainly keeping an eye out for Orcs or Ogres. They will be gruffwith the PCs, but not attack unless provoked.

Hedgehawg, Giant (1)

(HF 3, EP 270, Int Semi-, AL N, AC 6, MV 3", HD 4, HP 42, SZ M, #AT 3, D 1-4/1-4/1-6, SA nil, SD quills, Lang: None, Hon: Ave, TOP: 21, Crit BSL: DefAC +1, FF 5, RefHoB vol 3 p 123)

- HPs:

From the road, the PCs see a large hedgehawg attacking an anthill.

For the most part, the PCs should not have any serious trouble until they reach Paladin Pass. There the real fun begins.



PALADIN PASS

ENTER CLAUDE

As the PCs enter the pass read the following:

After many days journey, the end is finally in sight. A cool breeze welcomes you as you crest a small hill and are suddenly met with a most fantastic sight. The entire valley is laid out before you. Down the road, at the bottom of the hill is the gated village of Rumarok. Beyond that, barely visible through the mist, is Hero Falls and then nothing but a blanket of soft white. At the far end, beyond the soft curtain of mist, you can see a small blue mountaintop, which you surmise to be Misfortune Peak, rising above the clouds.

However, as you begin your descent towards the village, you notice a man standing in the middle of the road. He is dark, menacing and wears black plate mail armor. In the inky blackness of his helmet, two orange-red pinpricks of light mark out his eyes. Suddenly, the air turns colder and you begin to shiver. Something about this man is not right, not right at all....

Claude the Ill-Fated was a paladin in the service of an adventuring group called the Funbunch from Fangaerie. Originally from Rumarok, he decided to return with his group after he heard the dark rumors. Needless to say, their group was decimated and poor Claude ended up as a Death Knight. His sole purpose now is to prevent other adventuring groups from reaching the village.

RUMAROK

He coldly regards the PCs as they approach making no moves and answering to no one. When they are within striking distance, he says only one thing in an eerie, chilling voice, "Go back!"

Should the PCs disregard this in any way, Claude attacks.

Claude the Ill-Fated, Death Knight (HF 52, EP 6,000, Int Genius, AL CE, AC 0 [plate mail + 17 Dexterity], MV 12", HD 9 (d10), HP 54, SZ M, #AT 1 (+3), D 1d8 +9 (Longsword +2), SA Spells- Fear (5' constant), Detect Magic, Detect Invisibility, Wall of Ice, Dispel Magic (twice a day), Power Word Blind, Stun, or Kill (once a day), Symbol of Fear or Pain (once a day), Fireball (20 HD), SD cannot be turned, 75% magic resistance, Lang: Common, Elf, Dwarf, Halfling, Gnome, Orc, Hobgoblin, Hon: Great, TOP: N/A, Crit BSL: Def +8, FF N/A, RefHoB Vol 2 p 53)

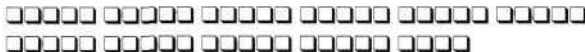







HPs: 

Plate Mail A C : 3  4  5  6  7  8  9 

In battle, Claude begins by matching his tactics to the perceived power level of his opponents. For example, if confronted by a group of 1st through 3rd level characters, he will not begin with his Fireball, considering such a deed dishonorable. He will likely begin by using Power Word Stun unless the adventurers try to fight dirty, then (if it was not used) will probably go to Power Word Blind. He has already used his Power Word Kill for the day. Deep down he hates having to fight those of his former profession, but nonetheless he fights without mercy. Claude will continue until he is defeated. Before his death, in a final act of repentance, he will write one name in the dirt on the road: *Mascus*.

THE VILLAGE

As the PCs approach Rumarok, read the following:

As you near the village, you begin to notice the air becoming more humid and cooler. A palisade made of tall, sharpened logs surrounds the village. A small river flows through the middle of it and wooden gates sit down in the channel. There are a few wooden watch towers at various points along the wall.

The road you are on leads to the main gate, where wood fencing forces travelers into a narrow opening. Men with pole arms stand here watching you approach. You can see the stone spires of a large church poking above the log wall and hear the sounds of bells tolling in the distance.

The guards at the entrance are only there to ask a few questions and make sure trouble doesn't get through the door. There is no tariff on goods or license needed for weapons. However, the guards do ask that the PCs check in at the City Hall (the guards are currently under the influence of the mayor and have instructions to direct all newcomers there). See the section entitled "The Story" toward the end of this adventure for further information on the reception of the player characters.

The village was established after the valley was first explored and quickly became an outpost. Many more expeditions were launched from this town over the succeeding years and trade goods began flowing back. Soon, Rumarok grew into a trading mecca and expanded in size. After the land was cleared, many farms sprung up and provided the village with the food it needed to survive the cold, snowy winters. Before the citadel at Aster was established, it had become the foremost civilized area in this remote district. Emissaries from far and wide came here to experience the valley and the prestige of the village grew steadily as a result.

After the citadel was established and the valley became more settled, Rumarok's importance began to recede. Through the ups and downs, the town has always maintained a fine way of life for those at the head of the valley. Its inhabitants became content to serve as a way station for travelers into and out of the valley on other business. For a while, it looked like nothing could possibly go wrong....

JUST WHAT THE HECK IS GOING ON HERE?

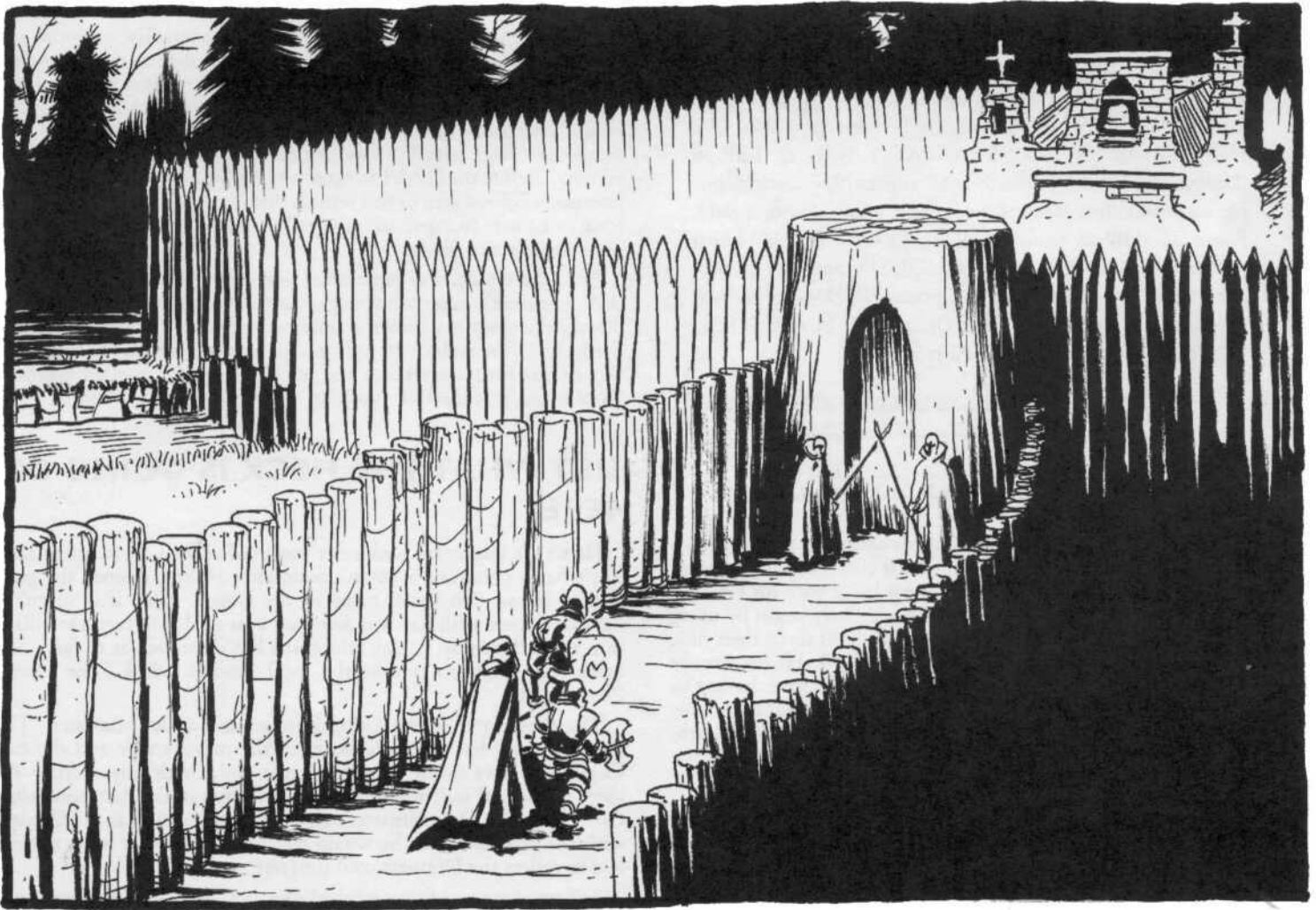
Here's the important back story you need as the GM to understand just what is going on in town. Soon after Halfeye opened the gateway to chaos, two forces came to the village. One is a Succubus named Valoma with her two Sedusas. Her goal is to turn the village into a PC deathtrap (a task which she has done well at so far). She bases her operation out of the local brothel called "The Devil's Playground".

The other force is two Doppelgangers and a Doppelmaster. The Doppelmaster has taken the form of the mayor's wife and the two Copy Cats have taken over the mayor and the deputy mayor. All three of the real individuals are now residents in the dungeon below City Hall. The Doppelmaster's goal is somewhat similar to Valoma's, with the exception that he would like to see the entire town mimicked to reflect the Doppel's own universe.

At first, these two forces worked together and turned the town into a sausage mill for adventurers. They were so successful, in fact, that the town's economy was entirely run off treasure from looted heroes. However, the relationship was not to last given that both sides are thoroughly evil and inherently untrusting. They are now at war with each other for ultimate control over the town. Unfortunately, they both know that, should they decide to go after each other in a huge open battle, the ruse will be made known and they will lose their sole source of income. So, for the past several months, they have involved themselves in a cold war. Each side uses pawns against the other in an effort to quietly dominate.

The residents of the town have noticed strange things going on during this period. One at a time, people have gone missing in the middle of the night. Most of these have been the overly curious or have presented some sort of problem to the ruling forces. The survivors now live in a constant state of denial. They don't know what happened to their neighbors, but are either too afraid or too lazy to do anything about it (or didn't like their neighbors in the first place).

This is where the PCs come in. The particular inn they use or taverns they frequent will decide which side comes into contact with the party and attempts to steer them to fight the other side. In the town listing below, the letter (V) represents an establishment under the influence of Valoma and her demons while (D) represents Doppelpanger influence.



I. Front Gate (D)

Height: 25'

Dimensions: 10'x10'

Levels: 1

Occupants:

Mundanes: 4 soldiers on regular duty
4 soldiers on call

As you approach, you can see a wooden gate ahead. The narrow opening looks like it is made in such a way as to only let one person in at a time. A couple of bored looking guards lounge about on the other side and rise as you come closer.

This is the east entrance to the village for all traffic coming in from or leaving to Paladin Pass. It is merely a wooden gate that can be swung closed in times of emergency. Two to four soldiers mill about here with another 4 on call nearby in the post. The guards only ask the purpose of the visit and record their names in a log book. However, since the Doppelgangers have taken over, the guards have orders to instruct all visitors to report to City Hall. The gate is closed

and locked from sundown to sunup. Due to the influence of the Doppelgangers, these guards can not be bribed or coerced.

Potential Yield:

- Slaying 8 soldiers (EPV= 280)
- 4 great spears (GPV=4)

2. Guard Towers (D)

Height: 35'

Dimensions: 10'x10'

Levels: 3

Occupants:

Mundanes: 1 soldier on tower duty

Lining the walls of the town, you see wooden towers 35 feet high and open to the elements except for the roof tops which have wooden shingles. Blue and white flags flap in the breeze above the towers and you can make out the silhouette of a guard in each of them.

liquor from around the Empire (1,500 gp for the collection of liquors). The walls are made of teak wood and there is a box of pipes on the desk (100 gp). Inside the desk are forms and papers of no interest to anyone other than someone with an obsessive interest in the minutiae of village government.

Potential Yield:

- Slaying the "Mayor" (EPV= 270)
- Slaying the "Deputy Mayor" (EPV =270)
- Slaying the "Mayor's Wife" (EPV=1,400)
- Slaying 12 guards (EPV=480)
- 8 Paintings (GPV= 4,000)
- Crystal Table Service (GPV=2,500)
- Silver Utensils (GPV=500)
- Desk (GPV=5,000)
- Various liquors (GPV=1,500)
- Box of Pipes (GPV=100)
- Various books (GPV=4,080)

The second floor contains enough bedrooms to house up to twenty visiting dignitaries plus a common area. The bedrooms are mildly furnished, yet tasteful. Each room is identical, containing a large down-filled bed, a wooden writing desk and a vanity. The common

area is decorated lightly with gifts given to the mayor from other cities. Lining the room on pedestals are a golden helmet from Fangaerie (could fetch a price upwards of 5,000 gp from a collector), a jeweled dagger from Pars Fell (worth about 1,500 gp), a decorative urn from Melet (500 gp) and an ornate leather coat from Agarsta (800 gp). There are also some bookshelves that contain books on local history and culture (2 gp each, with some 20 tomes in all).

Potential Yield (cont.):

- Golden Helmet (GPV=5,000)
- Jeweled Dagger (GPV= 1,500)
- Urn (GPV=500)
- Leather Coat (GPV=800)

The third floor, private and secure, contains the mayor's bedroom and his personal office and trophy room. Four of the best guards (as noted in the Mundanes section) are posted here at all times with strict instructions to let no one but the fake mayor and his fake wife pass. The master bedroom contains a huge feather bed beneath a canopy of heavy velvet (if sold as a whole, it is worth about 2,000 gp). Silk sheets and many pillows can be found on the bed (1,500 gp for the set). Underneath the mayor's pillow is a **Dagger of Flesh Devouring +2**. There is also a vanity here with a small silver chest (50 gp) sitting on it. The chest is locked with an excellent lock (-20% to open locks



skill). Inside are a pair of silver earrings (50 gp) and a pearl necklace (400 gp). There is also a large armoire that holds an elaborate ball gown and an ornate dinner jacket. At the bottom of the armoire are matching shoes to go with both outfits (the entire set of clothes can be sold for about 1,800 gp).

Upon entering the trophy room, the first thing to catch attention is the large, stuffed Umber Hulk against the far wall. The real mayor claimed it to be one of his kills from his days as an adventurer, however, upon inspection by a knowledgeable person it is clearly a fake. It is actually made up of pieces from several different animals. Around the room are also stuffed heads of other game animals and the odd Orc. There are two crossed long swords (25 gp each) over the mantle of a fireplace in the room as well.

A secret panel from the trophy room opens into the mayor's private library. It is activated by pushing in an eye on one of the Orc heads. The library contains over a hundred books with topics running from the mundane (A Closer Look at the Sylvan Buttercup) to the more interesting (My Days with Rot Gut). The books are in no discernable order and are thrown about the room (someone with the right connections can probably fetch about 3,000 gp for the entire collection of 120 books). A single oil lamp is the only illumination to this room.

Below the ground floor is the little-talked-about dungeon and some storerooms and holding cells. The storerooms hold enough food to feed the entire household for three months. There are boxes of dried rations, barrels of fresh water and jars of pickled eggs and fish. Also there are two steel cages that are used by the guards loyal to Jor Hammerhand, Captain of the Guard, as holding cells for rowdy visitors. These are all metal cages and locked with an impossible lock (-80% to open locks skills). From the storerooms a locked (impossible, -80%) wooden door leads to the dungeon. A 20-foot by 20-foot room holds the village prisoners, in this case the real mayor, his wife and the deputy mayor. They haven't been fed in a while and have been surviving mostly on drinking the water that seeps through the floor.

Potential Yield (cont.):

- Bedroom set (GPV= 2,000)
- **Dagger of Flesh Devouring +2** (EPV=500) (GPV=3,000)
- Silver Chest (GPV=50)
- Silver Earrings (GPV=50)
- Pearl Necklace (GPV=400)
- Fancy Clothes (GPV= 1,800)
- 2 long swords (GPV=50)

There is a secret room under the floor of the storeroom activated by pressing a hidden button on the wall. This room is the treasure vault. There is a grate at the entrance with an impossible (-80%) lock on it. The treasury holds: one human-sized-suit of plate mail, one Longsword +1, one medium shield, a hard silver chain (500 gp), a platinum arm band (2,400 gp), 12,350 gp, 8910 sp, 7923 hsp and 522 pp. The coins are kept in unlocked iron chests.

There is also a small cistern here that leads to the sewers. It is locked with a superior (-40%) lock.

The "mayor" is always armed with the original's Khopesh +4 and carries a Cube of Opulent Lodging (Model II). His "Deputy" always has his Dagger +3 and Brooch of Shielding. The Doppelmaster refrains from carrying weapons (if necessary, he will find the closest one) in order to not raise suspicion. The two Doppelgangers will defend the master to the last in order to allow him to get away. If it looks like the Doppels face defeat, the master will retreat back towards the citadel, arming himself with whatever he comes across (GM's choice) and may encounter the PCs later in the campaign.

Potential Yield (cont.):

- 1 human-sized suit of plate mail (GPV=2,000)
- 1 **Longsword +1** (EPV= 400) (GPV=2,000)

- 1 medium shield (GPV=30)
- hard silver chain (GPV=500)
- platinum arm band (GPV=2,400)
- Coinage (GPV=31,097)
- **Dagger +3*** (EPV=500) (GPV=3,000)
- **Brooch of Shielding*** (EPV= 1,500) (GPV=8,000)
- **Khopesh +4*** (EPV= 1,000) (GPV=8,000)
- **Cube of Opulent Lodging*** (Model II) (EPV=3,000)

* NPC equipment

5.The Devil's Playground (V)

Height: 30'

Dimensions: 30'x40'

Levels: 2

Occupants:

Mundanes: 3 prostitutes

2 bouncers

Encounters: Succubus, 2 Sedusas

Clearly the largest building on the block, this red-and-pink-painted monstrosity definitely stands out. A sign over the entrance shows a picture of a female devil enticing some peasants, next to the words, "The Devil's Playground". Lanterns shaded red hang from the front porch and sweet perfumes can be smelled lingering around the outside. Just in front of the entrance are two large, bullish-looking men.

Valoma - Succubus (HF 28, EP 5000, Int 14, AL CE, AC 0, MV 12"/ 18" fly, HD 6, HP 50, SZ M, #AT 2, D 1-3/1-3 (+3 to hit/+6 to damage due to Str), SA Energy Drain, SD +1 or better to hit, Hon: low, TOP: 25, Crit BSL: DefAC +8, FFN/A, RefHoB vol5 p 93)

HPs: 

Valoma's Powers

Be sure to read the full descriptions of demons and succubi in the Hacklopedia of Beasts for a full list of Valoma's powers. Valoma has certain at will abilities that may be very important in her defense should the player characters decide to attack her. Her primary defense is to try to use **Charm Person** and **Suggestion** to win attackers over to her side. If this fails, she may resort to physical combat. Though she can Gate other demons to her side, because she is "lying low", she will not use that ability because it would attract unwanted demonic attention. If a fight is going poorly, she will use her at will **Teleport Without Error** ability to escape. She then rallies her forces to hunt down those who attacked her. Note that she takes only half damage from electricity, fire and gas and no damage from silver or other mundane weapons. Valoma can understand any language.

The upper floors are where the work is done. There are three bedrooms, each with a different theme. One Sedusa (Pically) enjoys the rustic backdrop of a forest glade. Trees are painted on all of the walls and the bed is made to look like a large boulder. The floor is sprinkled with leaves and grass to finish off the look. The other Sedusa (Krim) has designed her setting to resemble that of a throne room lined with very life-like statues. Upon close inspection, one can see many bite marks and small chunks missing from these statues. Valoma's bedroom is by far the grandest. Made to remind her of her abode in the Abyss, it is lit with many fires coming from braziers lining the walls. There is no bed per se, but the entire middle of the floor is piled with cushions, pillows and streamers of silk. The entire room smells vaguely of brimstone and is overly warm.

Underneath the dozens of pillows in Valoma's room is a secret compartment in the floor. This contains the treasure she has accumulated in her brief visit to this world. It holds a locked (-40%) iron chest. Inside is 5890 gp, 2106 elp, 5700 sp and 321 pp as well as a large ruby (500gp) and an amethyst (150 gp). There is also a Javelin of Lightning and a Net of Snaring.

Potential Yield:

- Slaying Valoma (EPV= 5,000)
- Slaying Pically (EPV= 1,400)
- Slaying Krim (EPV= 1,400)
- Coinage (GPV=9,123)
- Gems (GPV= 650)
- Javelin of Lightning (EPV=200) (GPV=1,000)
- Net of Snaring (EPV=1,000) (GPV=10,000)

6. Church

Height: 40'

Dimensions: 30'x50'

Levels: 3

Occupants:

Mundanes: 2 altar boys

Encounter: Father Mascus (Were-Badger)

This magnificent church is made of gray stone and boasts statues carved into the walls along the top. At the very top is a dome coated in what looks to be silver which reflects the sunlight. Four pillars mark the entrance, as well as a heavy oak door. Around the back is a short iron-worked fence surrounding a small graveyard of about a dozen tombstones. The graveyard looks like it is tended only a couple of times a year, but is not quite overgrown.

Father Mascus as Were-Badger (HF 8, EP 420, Int 10, AL CE, AC 5/6/7, MV 3 1/4"/9", HD 6+6, HP 56, SZ M, #AT 3/3/1, D 1-3/1-3/1-6, 1d6+3/1-2/1-6 (all attacks at +2 to hit /+5 damage due to Str), SA nil, SD silver or +1 to hit, Hon: low, TOP: 28, Crit BSL: DefAC +4, FF 11, RefHoB vol 4 p 103)

HPs: 

The church is an impressive stone edifice built to rival the City Hall. It can easily hold over 100 worshipers at a time. The interior is decorated with many symbols of war. Suits of armor (though made for decoration, not use) line the main aisle down to the altar (undamaged, they can be worth up to 5,000 gp for the set). A large stained glass window depicting Thor dominates the wall over the altar and is fit up at sunset.

The only other rooms on the ground floor are the sacristy and the living quarters. In the living quarters, one can find three beds, a writing desk and a trunk. Father Mascus keeps a solid gold holy symbol of Thor hidden in his clothes in the trunk. The desk is littered with pages of failed sermons that have been ripped to shreds.

Underneath the church is the crypt. Many of the town's early heroes are buried here in their full armor and weapons, most of which have rusted away. However, one crypt still holds a Dagger +2 and a suit of gnome-sized Chain Mail +3.

Potential Yield:

- Slaying Mascus (EPV= 420)
- Decorative suits of armor (GPV=2,000)
- **Dagger +2** (EPV=200) (GPV=2,000)
- **Chain Mail +3** (EPV=1,500) (GPV=6,000)
- Solid Gold Holy Symbol (GPV=3,000)
- **Warhammer +3*** (EPV=1,000) (GPV=5,000)
- **Ring of Invisibility*** (EPV=1,500) (GPV=7500)

* NPC equipment

Father Mascus' Journal

This leather bound book is found under his bed and is written in the common tongue. The first hundred pages tell of everyday events at the church and some uneventful pilgrimages. However, later in the book are some very interesting passages detailing his last journey to the citadel.

Quay'Mar, 3rd of Nardur'Kiev

Past Hero Falls, I encountered a stranger along my way towards the citadel, a strange little man calling himself Harduk. He mumbles to himself a lot and keeps telling me that, "things are gonna change around here". I noticed that he continually plays with an odd-looking rock hanging around his neck. He hides this when he discovers that I am looking. He is beyond my help, so I hope that my brothers in the Order can cure him when we arrive.

Sa'Mar, 8th of Nardur'Kiev

We arrived this morning at the huge stone gates of the citadel. A most unpleasant journey is thankfully at an end. That little man Harduk (who I suspect stole my coin purse) disappeared as soon as we hit the throngs of pilgrims. Well, I figure Thor will be the judge of him soon enough and I am anxious to conduct my annual prayers upon the Rock of the Hammer.

Tu'Mar, 9th of Nardur'Kiev

Strange goings on. I awoke in the middle of the night to the sound of a mighty crash of thunder, though no cloud mars the sky. Others hearing this gathered in the streets to find the cause of the disturbance when, suddenly, a mighty glow emanated forth from the old temple. There was a mighty rush of wind and lightning flashed through the empty sky. People began to panic and rush gates that were closed for the night. There was a mighty battle as the guards tried to restore order to no avail. Then, oh Thor my eyes forgive me, I witnessed something that will haunt my dreams

forever. Men, dressed in black armor and riding skeletal steeds burst forth from the temple and began to slay anything that lay in their path. Luckily, I hid in my room and watched all of this from my upstairs window. After the riders, other things began to spew forth as if from the maw of Hell itself. Quickly, I hid and waited for these waves of nightmares to pass.

It is early now and I see the first rays of sunlight, drenched as if in blood, penetrate my window. I shall begin to make my way back to Rumarok. Thor save my soul!

Run'Mar, 11th of Nardur'Kiev

I have spent many years walking the road between Rumarok and the citadel, and none of it seems familiar anymore. The fog is thicker and I can only see a few feet in front of me. I came across the bodies of refugees earlier and it looks as though they were mauled by animals. Strange shadows move in the distance and the routine noises I have grown accustomed to hearing are now gone. It is eerily quiet and I can hear only my own breathing. Thor, what has happened here?

Gart'Mar, 13th of Nardur'Kiev

My only guide back home is the road now, as it seems I have lost all of my old landmarks. I passed Hero Falls easily enough (though there are no lights glowing at the old park), so I can only hope for my good luck to continue until I reach home.

Pin'Mar, 14th of Nardur'Kiev

I was attacked earlier this morning by a badger-like creature. I managed to break its neck, though only after it had bitten my hand. I do not feel well and am afraid that I have contracted some disease from this monster. However, I write this in sight of the town, so I am confident that I shall survive this journey.

There is also a loose page folded in the journal. At the top is scrawled "Corruption Ritual" in a slightly different handwriting. Those who succeed with a general religion skill check know that this is an evil ritual designed to destroy the soul of a good being and turn them into a servant of evil. At the bottom is scrawled a quick editorial comment, "It works!"

6a. Graveyard

Height: N/A
Dimensions: 30'x30'
Levels: 1
Occupants: None

The graveyard looks like it was well maintained at one time, but has since become slightly overgrown. Insects thrive in the pockets of weeds choking out some of the weathered headstones. The oldest legible headstone dates from nearly two hundred years ago.

Surprisingly, this is one area that has not been affected by the strangeness which has taken over the town. The dead still lie peacefully in their graves and nothing waits in the grass to kill the adventurers. Keen PCs will note some disturbed earth in various places, but searching them will turn up nothing.

7. Red Room Inn (D)

Height: 30'
Dimensions: 20'x 40'
Levels: 2
Occupants:
Notables: Biv Darley, Innkeeper
 Farah, Serving Girl
Mundanes: 1 errand boy
Encounter: Giant Tavern Lice

This appears to be a tall, wooden building bearing the universal sign for inn. The outside is a bit worn as the previous white paint seems to be peeling and the wood is buckling in places. A sign hangs next to the door and reads "Vacancy".

Giant Tavern Lice (10) (HF 0, EP 1, Int Non-, AL N, AC 3, MV 6" fly, HD <1, HP 1-3, SZT, #AT 1, D 1d6-3, SA burrow, blood drain, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC -5, FF N/A, Ref HoB vol 7 p 132)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 9) HPs:
- 10) HPs:

This is a rustic inn off of the main street in town. The main floor boasts a small tavern where breakfast and supper are served. It also has a moderate collection of ales. On the other side of the tavern is the unique common room that which has given the inn its name. The walls are painted a deep red giving the room an ominous feel. However, there is nothing else wrong with the room. The problem actually lies in the private rooms. Darley, unfortunately, has a lice problem and not just ordinary lice, but the big kind. He has tried to have them exterminated several times to no avail, so now he just rents the room out cheap and hopes the guests survive the night.

There are five bedrooms on the top floor. Each has a small straw bed, a table, chair and dresser. They also each have a nest of Giant Tavern Lice living in the floorboards. At night, they scour the room in search of food and return by morning. Biv charges 5 sp a night for the "Red Room" and 1 gp a night in the private rooms.

Potential Yield:
 • Slaying Giant Tavern Lice (EPV=10)

10. Broken Mug Tavern (V)

Height: 10'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Breela Farliss, Bartender

Kear'n Longarm, Serving Wench

Mundanes: 2 serving wenches

3 bouncers

This one-story building looks well maintained and boasts a new coat of tan paint. A sign above the door depicts a shattered drinking tankard and reads "Broken Mug Tavern". Another sign by the entrance says, "Join us for Contest Night - Every Pin'Mar!".

This tavern sits by the Back Gate and is a pleasant enough looking structure. It is freshly painted green with a fancy sign out front. Inside, it is surprisingly clean and orderly. Breela runs a tight ship and the tavern reflects it. She serves the best brandy in town and has a house-specialty drink called Krieg's Revenge (1/2 Gutberry wine plus Bitter-Korn whisky, grog and a pinch of dragon pepper). On Pin'Mar nights she holds a knife-throwing contest followed by a singing contest. Winners of each get free drinks for the rest of the evening.

Breela serves many different alcohol varieties at standard prices (Krieg's Revenge goes for 2 gp a pint). Roll on Table 3: Random Tavern Food to find out what she is serving that night for dinner.

In her room (located in the back), Breela keeps a Ring of Friendship in her chest with her changes of clothes. She keeps meaning to try this on her secret crush (Dorie Hammerhand), but is too afraid and shy to try. She also has a long sword over the door of her room she keeps for emergencies.

Potential Yield:

- **Ring of Friendship** (EPV= 1,200) (GPV=3,000)
- 1 longsword (GPV=15)

11. Fred's Resting Place (V)

Height: 30'

Dimensions: 30'x35'

Levels: 2

Occupants:

Notables: Fred Firelak, Innkeeper

Mundanes: 1 errand boy

This two-story structure looks to be an inn. A sign hanging from the roof reading, "Fred's Resting Place" also gives that impression. Some of the walls show signs of recent repair, as well as some fresh paint touch-ups. A wagon wheel cocked decoratively by the entrance has a small "Vacancy" sign attached to it.

This is a moderately-sized inn along the main road. It is two stories high and holds 7 private rooms plus a small common room on the main floor. Each private room is sparsely decorated with a single bed, a desk and a small trunk. Trunks with excellent locks can be rented from Fred for 1 gp a night. Each room has a window with a view of the town. The rooms are cheap, but Fred serves no food or beverages, so adventurers will have to go elsewhere to satisfy their hunger.

Fred rents out the common room at 7 sp per night and a private room for 2 gp per night. Fred and his son live in a back room containing two beds, a desk and a chest. Connected to the back room is a storage room with extra blankets, pillows and old furniture.

12. Herb Shop

Height: 10'

Dimensions: 20'x20'




Levels: 1

Occupants:

Encounters: Black Poppy, Yellow Musk Creeper, Strangle Plant (Tomato)

This small shop smells like flowers from the front. A sign hanging by the door shows a picture of plants and flowers. The shop itself looks worn down, an impression reinforced by the hole in the roof.

Black Poppies (3) (HF 1, EP 15, Int Non-, AL CE, AC 10, MV 0", HD Id8, HP 3, 4, 2, SZT, #AT 1, D poison (1d100), SA poison gas cloud, SD nil, Hon: N/A, TOP: N/A, Crit BSL: N/A, FF N/A, RefHoB vol 1 p 79)

1) HPs:  2) HPs:  3) HPs: 

Yellow Musk Creeper (HF 2, EP 175, Int Low, AL CE, AC 3, MV 9", HD 3, HP 32, SZ M, #AT 5, D 1-6x4/1-8, SA nil, SD nil, Hon: N/A, TOP: 16, Crit BSL: DefAC +1, FF N/A, RefHoB vol 2 p 39)

HPs: 


Strangle Plant (Tomato) (HF 16, EP 270, Int 16, AL LE, AC6, MV 0", HD 5, HP 40, SZ M, #AT 8, D 1 hp per round if Str (16) over target, SA strangulation, SD nil, Hon: low, TOP: N/A, Crit BSL: DefAC +3, FF N/A, RefHoB vol 7 p 116)

HPs: 


Once, this little shop sold everything from magical ingredients to cooking herbs. However, the owner of the store disappeared one night and the store has been abandoned since the front door is always locked (superior -40%) and the windows have boards nailed over them on the inside. Visitors will find that the inside has changed much since its days as a normal shop. Many holes have been made in the roof, allowing rain and sun to stream into the shop. Plants have grown out of control everywhere and it looks like a small jungle. Ruling this world is a Strangle Plant (Tomato) which is sitting on a back shelf. Various objects are placed around its pot as if in offerings.

There are 13 cp, 5 sp and 1 gp. Also, a small sapphire, the key to the front door and a common gold ring are there as well. The Strangle plant has proclaimed itself king of this overgrown store and commands all of the plants that dwell within it. The plant also does not like intruders and will demand an offering (should anyone care to use **Speak with Plants** on it) or else loose the Black Poppies and Musk Creepers upon them.

The Black Poppies rest on the shelf behind the counter and will only release their gas if they are disturbed or given the command to by the Strangle Plant. The Yellow Muck Creeper is crawling up the back wall and, like the poppies, will attack only if disturbed. Underneath the counter is a lock box (excellent -20%) holding 150 sp and 58 gp.

Potential Yield:

- Slaying Strangle Plant (Tomato) (EPV=270)
- Slaying Black Poppies (EPV=45)
- Slaying Mush Creeper (EPV= 175)
- Coinage (GPV=1+)
- Sapphire (20 gp)
- Gold ring (50 gp)
- Key to front door

13. Weaponsmith (V)

Height: 15'

Dimensions: 20'x30'

Levels: 1

Occupants:

Mundanes: 2 guards

Encounters: Arcane Merchant

This small store boasts a sign with weapons painted on it. It looks fairly well kept, though in need of a good paint job. A smaller sign out front in the ground, written in fancy script, reads "Daily Specials" in the common tongue.

Arcane Merchant (HF 16, EP 3,000, Int 17, AL LN, AC 5 (3), MV 12", HD 10, HP 52, SZ L, #AT 1, D long sword 1-8, SA nil, SD Invisibility, Dimension Door, Hon: low, TOP: 26, Crit BSL: DefAC +8, FF 4, RefHoB Vol 1 p 29)

HPs:

From the outside, this looks like a hole-in-the-wall. Dirt covers the windows and the sign is barely legible. However, upon entering, the customer is suddenly surrounded by a host of interesting, exotic and unusual weapons. A Detect Magic spell reveals that at least half of the inventory is enchanted. Beezle, the "merchant", has organized the store according to weapon size and use. His counter displays a host of daggers, each more stylish than the first. Among those are a **Dagger +1, Cursed**, a **Dagger +3, Cursed** and a **Buckle Knife +1, Cursed**. There are stands of swords, axes and maces. Notable among the swords are a **Bastard Sword +1, Cursed** and a **Short Sword +2, Cursed Berserking**. Along the walls are polearms and lances. One of which is a **Spear, Cursed Backbiter**. Beezle encourages any interested individuals to purchase the magic items at a special discount.

In Beezle's temporary living quarters behind the counter is a locked trunk (masterful -60%, trapped with needle 1-2 points damage, plus poison Class D). The trunk contains 430 sp, 120 elp and 550 gp plus a **Short Sword, Troll Slapper**. Beezle was brought here by Valoma and is, in actuality, doing her a favor. Beezle won't fight if he can help it, instead opting to use Dimension Door and vacating the place.

Potential Yield:

- **Dagger +1, Cursed** (GPV=1,500)
- **Dagger +3, Cursed** (GPV=4,000)
- **Buckle Knife +1, Cursed** (GPV=1,200)
- **Bastard Sword +1, Cursed** (GPV=2,000)
- **Short Sword +2, Cursed Berserking** (GPV=2,800)
- **Spear, Cursed Backbiter** (GPV=1,800)
- 8 long swords (GPV=120)
- 10 short swords (GPV=100)
- 2 bastard swords (GPV=25)
- 1 khopesh (GPV=10)
- 5 battle-axes (GPV=25)
- 10 footman's maces (GPV=50)
- 4 footman's flails (GPV=32)
- 11 spears (GPV=4+)
- 1 trident (GPV=15)
- 2 warhammers (GPV=4)
- 3 daggers (GPV=6)
- **Short Sword, Troll Slapper** (EPV=1,000) (GPV=5,000)
- Coinage (GPV=653)

14. Blacksmith(V)

Height: 10'

Dimensions: 30'x30'

Levels: 1

Occupants:

Notables: Doric Hammerhand, Apprentice
Iron Duke McKraken, Blacksmith

Encounters: Rottweiler Dawg

Easily identifiable as the blacksmith's, you smell the sharp odor of burnt metal and feel the waves of heat emanating from the outside forge. A wooden fence surrounds the work area with one gate. Beyond that is a small shack and a dawg tied in front of the door. It lays in the sun and pays you no notice.

Rottweiler Dawg (HF 1, EP 65, Int Animal, AL N, AC 7, MV 18", HD 2+3, HP 34, SZ M, #AT 1, D 2-5, SA locking grip, SD nil, Hon: N/A, TOP: 17, Crit BSL: DefAC +1, FF 8, Ref HoB vol 2 p 50)

HPs:

This is a busy blacksmiths with most of the shop exposed to the outside. Here, anyone can find either of the smiths working hard over the forge. They produce things such as iron spikes, horseshoes and chain. They can also do menial repairs to arms and armor (though they are not very good at it). The Duke and his apprentice live in a small shack attached to the forge and spend their time there when not working. The shack has a common lock and holds two beds, two trunks of clothes and a small bookshelf that belongs to Dorie. There is a small sack of 180 cp and 99 sp under the bed. They also keep a Rottweiler Dawg on a rope. This dawg HATES evil creatures and barks ferociously at anyone of that alignment. It is this connection which has probably kept the blacksmiths alive for so long.

Potential Yield:

- Slaying Rottweiler (EPV=65)
- Coinage (GPV=10)

15. Armorer (D)

Height: 15'

Dimensions: 20'x20'

Levels: 1

Occupants:

Notables: Pendrick Thornmount, Armorer

Mundanes: 1 assistant

This shop has a painted picture of a breastplate and a helmet hanging above the door. It looks a bit run down and washed out. You can hear the ringing of metal from around back. A small path leads to a forge and a pile of scrap metal.

This tiny building houses a dwarf working as the town's armorer. The inside of the store is dirty and tracked with mud and rocks. However, the armor hanging up for sale is immaculate. Pendrick works at a small forge outside around back, taking turns at the counter with his assistant Teck. His armor is well made and durable (though also pricey; +20% to prices listed in the PHB). However, should some people look at the armor closely, they will find that some items have been used before. In fact, one suit of plate mail has "Property of Cedric the Mighty" stamped into the interior of the breastplate. If questioned, Pendrick insists that he made all of the armor being sold in the store. He and his assistant live in a small room away from the displays. Under his bed, he keeps a locked iron chest (masterful -60%) with 1,400 gp and 210 pp and an elven chain mail shirt.

Potential Yield:

- 1 suit of plate mail (human) (GPV=2,000)
- 1 suit of plate mail (dwarf) (GPV=1,500)
- chainmail (human) (GPV=350)
- chainmail (elf) (GPV=350)
- chainmail (gnome) (GPV=350)
- 2 brigadine (human) (GPV=240)
- 2 splint (1 human, 1 dwarf) (GPV=1,200)
- 4 studded leather (GPV=160)
- 5 leather (GPV=25)
- elven chain shirt (GPV=700)
- Coinage (GPV=2450)

16. Tanners

Height: 15'

Dimensions: 20'x30'

Levels: 1

Occupants:

Encounters: Wooly Mound

This quiet building looks like it hasn't been used in years. The timbers holding the porch are leaning and you can hear the structure creak with every blowing breeze. There is something eerie about the place, though exactly what causes it is impossible to say at the moment.

Wooly Mound (HF 7, EP 650, Int 4, AL N, AC 7, MV 9", HD 6+3, HP 47, SZ L, #AT 1, D 2-16, SA knockdown, disease, SD stench, absorption healing, Hon: Ave, TOP: 24, Crit BSL: DefAC +5, FF 8, RefHoB vol 8 p 96)

HPs:

The first thing people notice about this store is the smell. A rotting, dead smell pervades the senses of anyone who enters. This is another establishment whose residents have mysteriously disappeared. Now rotting hides and weathered stretched skins lay about. Actually, one pile of rotting hides is a Wooly Mound set to pounce on any intruders to the store. Scattered about the store are pieces of useless armor and coins. A rusting long sword lies broken on the floor as well. There is a small living quarters with an empty trunk, as well as a rumpled bed.

Potential Yield:

- Slaying the Wooly Mound (EPV=650)

17. Workshop

Height: 30'

Dimensions: 30'x30'

Levels: 2

Occupants:

Encounters: Tin Soldiers (2)

This is a small, two-story shop. A sign in the ground out front depicts gears and cogs. It, too, shows sign of age as it was painted bright blue at one time and is now a flat gray. Shutters hang from windows, some of which have cracks in them.

Straw Mound (HF 11, EP 375, Int 6, AL N, AC 5, MV 6"jump, HD 5, HP 40, SZ M, #AT 1, D 1-6+5, SA Suffocation, SD Nil, Hon: Ave, TOP: N/A, Crit BSL: Def AC +3, FF N/A, RefHoB vol 7 p 117)

HPs: 

This is what is left of the Bowyers. It is a small, narrow shop. The door is open (and looks as if it has been smashed). Empty shelves that once held crossbows and long bows are now coated in dust and mold. There are footprints in the dust, though they look pretty old. The back door opens into an outdoor archery range. Several targets and broken arrows lay at the far end of the alley. There are also several moldy bales of hay and a mound of straw by the entrance to the shop (from the target range). Around the straw mound are broken pieces of armor, a basinet helmet and an old axe. The Mound attacks any adventurers exploring it. There is nothing else of interest in either the store or the target range.

Potential Yield:

- Slaying Straw Mound (EPV=375)
- Rusty helmet (GPV=1)
- Axe (GPV=1)

20. Thieves Guild (D)

Height: 15'

Dimensions: 20'x40'

Levels: 2

Occupants:

Notables: Sendrick Redrage, Thief

Encounters: Skulking Carcasses (3)

This is another building that seems to have been abandoned for a long time. A faded sign next to the door announces that this place is a feed store.

Skulking Carcasses (3) (HF 3, EP 270, Int 9, AL NE, AC 6, MV 12", HD 2+1, HP 31, 33, 25, SZ M, #AT 2, D 1-6/1-6, SA stealth, backstab, SD nil, Hon: Ave, TOP: N/A, Crit BSL: Def AC +2 (backstab), FF N/A, RefHoB vol 7 p 72)

1) HPs: 

2) HPs: 

3) HPs: 

This is an unremarkable building along the main road. The windows are darkened and the front door is a trap (with an excellent lock, -20% to open locks skills). Should it be opened, a trap door in front of the entrance opens up and drops the characters 10 feet down into a cage. The door is spring-loaded so it resets as soon as it is opened. The main room is empty with the exception of a lot of dust. The real entrance to the guild is in the rear of the building, near the outhouse. Anyone exploring the outhouse will be greeted by the expected stench. However, should they look closely at the hole, they see a rope ladder going down.

At the bottom of the hole are open buckets of human and animal waste (which accounts for the smell) and a carved cavern which leads back toward the building. Then there is another door (locked, masterful -60% to open locks skills, with a needle trap (1-2 hp, coated with Class E poison)). This leads to a waiting room with an iron door and is barred from the inside. One Skulking Carcass is here at all times. Should intruders be knocking at the iron door, another carcass will go around and through the one-way secret door to surprise the enemy from the rear.

The iron door opens into a large wooden room with tables and a couple of chairs. There are three chests with names scratched into them. The chests belong to the carcasses and all are locked (superior, -40%). Chest A is trapped with sleeping gas, Chest B is trapped with choking gas and Chest C is trapped with stinking gas. All chests are empty and are only used by the Carcasses as a joke to each other. Under the chests in a floorboard are the real treasures. Under A is a sack of 550 gp and a ruby (300 gp). Beneath B reveals 878 elp and 120 hsp. Moving Chest C exposes a necklace worth 450 gp and a sack of 300 gp.

Potential Yield:

- Slaying Skulking Carcasses (EPV= 810)
- Coinage (GPV= 1,529)
- Gems and jewels (GPV=750)

21. Butchers (D)

Height: 15'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Jasper Spearson, Butcher

The smell of blood and fresh meat are easy to sense even outside of this building. A wooden carving of a ham hangs over the entrance of the shop.

This looks to be an ordinary butcher shop. Upon entry, people find it to be very well taken care of and clean. There are fresh sausages hanging over the counter and a wide variety of cuts being dried around the store. Alas, in a back room is a different story. Beyond the door behind the counter, one finds the slaughter house. The smell of blood is fresh and assaults the nose of anyone entering. Numerous carcasses are hanging from hooks. There are cows, pigs, goats, humans and demi-humans hanging there, each bleeding into buckets on the ground as testimony to Jasper's insanity.

22. General Provisions (V)

Height: 15'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Hendrick Longarm, Owner

Mundanes: 1 assistant

This small store has a sign detailing a dried fish, an apple and a piece of cheese. It looks like the

wood is splintering out front, though the shop is otherwise in good shape.

This is a general store specializing in selling outfitting bundles (see page 113 or the HackMaster Player's Handbook for details). These bundles are sold at a slight discount (-10%) though they seem to be perfectly fine. However, a successful Wisdom check reveals that many of the packs have property brands and monograms indicating that they belonged to other adventuring parties. Hendrick will act oblivious to this fact if it is pointed out.

23. Bakery

Height: 15'

Dimensions: 20'x25'

Levels: 1

Occupants:

Notables: Henry the Baker

Mundanes: 1 assistant

The smells coming from this store are enough to make one's mouth water. Any time of day, one can detect the odor of baking bread. The front of the store is painted a faint yellow and appears to be well kept. A sign out front shows bread and grain, appropriately enough.

Fresh bread is made daily here and put up for sale. Henry also sells discounted, slightly older bread that is good for traveling.

24. Feet of Clay

Height: 10'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Sid Claybone, Potter

The sign of this building has pots and urns painted on it. "Feet of Clay" is written below the picture in the common tongue. This small gray store has few distinguishable features.

Upon entering this shop, one will find many different kinds of pottery and baked clay. The shelves are lined with pots, urns, plates and decorative pieces. The kiln Sid uses is outside behind the store. Another room off of the display area holds Sid's potting wheel, while his cot and a trunk of his clothes can be found in a third room.

25. Jaded Delights

Height: 25'

Dimensions: 20'x 35'

Levels: 2

Occupants:

Notables: Thordin Brighteye, Jeweler

Mundanes: 2 guards

An emerald is drawn on the sign to this store. Written by the door in the common tongue and the dwarven tongue are the words, "Jaded Delights". This is one of the few buildings in town made entirely out of stone. Iron bars cover all of the windows and the front door looks as though it is made from steel.

This impressive-looking store is built for security (only the cathedral and City Hall are also built completely of stone). The front door is constructed of thick steel and has an impossible lock (-80%) on it. There is a display counter with several gems displayed on crushed velvet (a diamond worth 900 gp, an emerald worth 250 gp, an opal worth 150 gp and a sapphire worth 100 gp). A door in the back leads to the living quarters and a workroom. The living quarters hold a simple cot, a desk and chair. The workshop has a worktable with a grinder and some magnifying glasses (500 gp each). There are also some books where Thordin records his sales and his acquisitions.

Potential Yield:

- 6 magnifying glasses (GPV=3,000)
- Gems (GPV=1,400)
- **Dagger +3*** (EPV=500) (GPV=3,000)
- **Eyes of Minute Seeing*** (EPV= 1,000) (GPV=20,000)

* NPC equipment

26. Fighter's Guild

Height: 35'

Dimensions: 20'x40'

Levels: 3

Occupants:

Encounters: Perpetual Swinging Sword

This building was made to look like an old temple. It is made of stucco and brick. The sign out front displays an emblem of two crossed swords. It looks like no one has been here for several months. Along the front wall some graffiti states, "Abandon All Hope", in foreboding letters of the common tongue.

Perpetual Swinging Sword (Rogue) (HF 4, EP 3270, Int 9, AL CE, AC 3, MV 3", HD 4, HP special, SZ S, #AT 1-2, D 1-8+3/1-8+3, SA special, SD special Hon: N/A, TOP: N/A, Crit BSL: DefAC +5, FF N/A, RefHoB vol 7 p 125)

This was the local hangout for fighter types. Once owned by Tara the Red, a feared female berserker, this building has since fallen into ruin. The story goes that two fighters were competing for her love and would bring her trophies from the field. One day, one of them brought in a perpetual swinging sword found deep within the valley. Tara loved the gift and eventually fell for the fighter. The spurned fighter, consumed by jealousy, set the sword to "kill" one night and let it go about its grim task. The entire guild fell before the magically swinging sword, Tara and her lover among them. Now the hall stands empty, save the withered bones of the fallen...and the sword, still waiting for its next target.

The front door is locked (masterful -60%). Once inside, visitors will notice a thick layer of dust on everything. Statues of famous past and present warriors, including Sturm Pyre and Lord Flataroy, flank the entry hall. Close inspection of these statues reveals chips and deep scratches in the stone. There is a sitting room where once a fire roared in the great fireplace that forms the centerpiece here. Several worn, cracked leather chairs are placed in front of the hearth. A headless skeleton sits in one still holding on to a silver chalice. An empty decanter sits nearby on a table. The room is festooned with pictures of battles and victories over dark armies. A shelf along one wall displays several different kinds of drinking vessels, each one unique to its long-gone owner. Among them are wooden mugs, drinking horns and bronze cups.

Across from the sitting room is the dining room where the last meal decayed a long time ago on the table. Two skeletons lay here, one in a chair and the other clutching a mace on the floor. At one end of the room are a pair of crossed long swords, while the other end sports a large shield with the guilds crest (a Griffon) in front of two battle axes. An iron chandelier hangs from the ceiling, its candles long extinguished.

The upstairs has eight private rooms, each one decorated differently. Three of them hold skeletons still in their beds. The others are empty, armor and weapons absent.

A door from the dining room opens to the downstairs. Below the ground floor is a sparring room. Practice weapons and dented armor Re strewn about the sides of this large chamber. In the middle of the floor lie two skeletons clad in armor and gripping swords. The killing sword is lodged in the chest cavity of one of them. Should the sword be freed, it will resume its deadly task.

Potential Yield:

- Slaying the Rogue Sword (EPV=3,270)
- Silver Chalice (GPV=20)
- Old Mace (GPV=2)

27. Soothsayer (V)

Height: 15'

Dimensions: 20'x20'

Levels: 1

Occupants:

Notables: Old Lady Frieda, Medium

Mundanes: 1 assistant

A giant hand painted on the window and the promise of "FORTUNES TOLD" (written in the common tongue) welcome visitors to this store.

Purple curtains hang in the windows and the building appears to be well maintained.

The interior smells heavily of incense and perfume. It is dimly lit and the main room simply has a round table with a group of chairs. A counter along the back wall boasts jars filled with various horrors and indescribable things. Large pictures of tarot cards are hung on the walls around the store and a crystal ball (a ball made of fine crystal, not the magic item; it's worth 500 gp) sits on the table.

Potential Yield:

- Crystal Ball (fake)(GPV=500)

28. Heralds

Height: 20'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Nate Brimgen, Artist

Several colorful flags hang outside this store in stark contrast to the dismal surroundings of its neighbors. A sign shows a decorative lion painted on a shield. The building itself is painted in several different colors.

Inside the shop is a counter displaying several shields with emblems painted on them. Flags and banners of all types hang around the store. In the back is a painting room with half-finished works and plain shields. Nate charges various fees for painting emblems for people. Something small and easy (such as a checkerboard pattern on a helmet) costs about 25 gp, while something more elaborate (such as a detailed picture on a tower shield) costs about 1,000 gp). Though he is very expensive, he is a master (110% skill ratings in painting and art appreciation: painting).

29. Clothes for the Roads

Height: 15'

Dimensions: 20'x30'

Levels: 1

Occupants:

Notables: Pierre Longshanks, Clothier

Mundanes: 2 assistants (seamstresses)

This building has a large window in the front. Two dummies dressed in fine leather clothes stand in the window, one male and one female. A sign depicts a shirt and a pair of pants.

Inside are racks of shirts, jackets, pants, dresses and cloaks. Fine silk clothes and fur-trimmed coats are also here to outfit the richest duke or the lowliest merchant. There are two dressing rooms with three mirrors angled to give a customer three different views at one.

Potential Yield:

- Fancy Clothes (GPV=50)
- Traveling Clothes (GPV=25)
- Elegant Clothes (GPV=150)

30. Tack and Harness

Height: 15'

Dimensions: 20'x 30'

Levels: 1

Occupants:

Notables: Will Howard, Owner

This small store looks fairly well maintained and has a sign with a bridle painted on it.

A simple shop devoted to the selling of horse and cart supplies. Will rents out his small back room for 1 gp a week. It contains only a bed and a trunk.

31. Sheriff (D)

Height: 25'

Dimensions: 20'x 35'

Levels: 2

Occupants:

Notables: Harwood Blocker, Sheriff

Mundanes: 5 guards, 1 receptionist

This building has a gold star painted over the door and the word "Sheriff" written in above it. Bars cover the windows of this otherwise mundane building.

This building houses the offices and cells for the lone law-enforcement official in town. A plain hallway opens to the receptionist who screens visitors. Harwood's office is wood-paneled and decorated with various law-enforcement paraphernalia such as leg irons and manacles. There is also a wall of portraits, all resembling the sheriff.

The bottom floor holds five 3-foot by 8-foot cells and a guard station. The cells are locked individually (impossible -80%). Each contains straw and a bucket.

32. Stuff'Em! Taxidermy (D)

Height: 20'

Dimensions: 25'x30'

Levels: 1

Occupants:

Notables: Cyrus One-eye, Taxidermist

Encounter: Animal Mimic

This brown building has a sign with "Stuff'Em! Taxidermy" written on it in the common tongue. Two large, rearing mountain lions flank the door to this store. They appear to be motionless.

Animal Mimic (HF 18, EP 270, Int 9, AL N, AC 6, MV 12", HD 6, HP 43, SZ M, #AT 1, D 2-12, SA glue, SD camouflage, Hon: Ave, TOP: N/A, Crit BSL: DefAC +4, FF N/A, RefHoBvol5p 18)

HPs: 

A standing, stuffed grizzly bear welcomes visitors to the inside of this shop. The showroom is entirely filled with all kinds of stuffed animals, both game and unique. What most do not know, however, is that an Animal Mimic has taken the form of a stuffed Speckled Coated Horned Charger. Cyrus is aware of this and, should he find the customers too nosy or annoying, will lead them to it. There is a room in the back that serves as a workshop and is filled with sacks of sawdust and jars of marbles. There are also some half-finished projects laying around on the floor. Another room leads to Cyrus' room containing a bed and a trunk of clothes.

Potential Yield:

- Slaying Animal Mimic (EPV=270)

33. Trader Jacques

Height: 30'

Dimensions: 30'x 40'

Levels: 3

Occupants:

Notables: Jaques the Trader

Mundanes: 2 guards

This two-story store is made of brick and has a large sign over the front door with "Traders" written in the common tongue on it. The walls were painted green at some point, but like so many of the other buildings in town, have faded to a light gray.

This large store holds hundreds of items, some useless and some almost useless. Some are actually fairly useful, but sorting through it can take hours. Jaques is always willing to make a deal for new goods.

Such things as sacks, boxes, urns and styluses can be found here. Jaques also has a wide selection of rope, partially used rations and candles. Most of these items are worn and in poor condition, though Jaques sells them cheap. He will also buy anything from adventurers, though probably for about 20% of their value.

Jaques lives in a small room on the top floor. It is locked (excellent -20%) and contains a bed and a desk and chair. He keeps a trunk under his bed with 430 cp and 120 sp.

Potential Yield:

- Coinage (GPV=33)

34. Perfumes (D)

Height: 20'

Dimensions: 25'x35'

Levels: 1

Occupants:

Notables: Maggie Ferndale, Owner

Light, fragrant scents can be smelled from outside this store. A painted picture of an atomizer bottle hangs over the front door. Pink curtains hang in the windows and the building is painted a light blue.

Maggie's fine-smelling shop is decorated with pink and purple silks all over. She keeps her bottles of fine perfumes on the counter, but has a special collection of fine musks from rare animals in the back room. She also sells oils and scented candles.

Potential Yield:

- Collection of perfumes (GPV=500)

35. Storage

Height: 35'

Dimensions: 40'x40'

Levels: 1

Occupants:

Mundanes: 4 guards (2 on and 2 off)

This unmarked building is fairly large, with narrow windows up towards the top of the structure. A guard or two can be seen at all hours of the day hanging around the only entrance to this building.

This is a large storage building used by the city to store grain and anything else hauled in to be sold at market. It is 5 sp a night for storage fees to merchants who want to dump their goods here before they sell them. Security is tight, with no windows and locked doors (masterful -60%) and 2 guards that are always on duty. Currently, the

storage has enough grain to keep the town going through winter and five empty crates.

36. Armory (D/V)

Height: 30'

Dimensions: 35'x 45'

Levels: 2

Occupants:

Notables: Jor Hammerhand, Sergeant of the Guard

Darek Firdard, Quartermaster

Mundanes: 3d6 soldiers here at all times

This stone building is long and well maintained. A large painted sign depicting a military emblem and the words, "We Fear None" written below it in the common tongue stands by the front door. Another sign above the door reads "Authorized Personnel Only".

This building houses the guard of the town and their equipment. Inside is a barracks with 20 beds, each with a trunk full of clothes. There is also an office for Jor and a latrine. The lower level is where the quartermaster is located along with racks of weapons. The armory presently consists of: 20 sets of ring mail, 4 sets of chain mail (human-sized), 1 set of banded mail (elf-sized), 15 medium shields, 4 large shields, various helmets, 10 long bows, 120 flight arrows, 50 sheaf arrows, 10 awl pikes, 15 long swords, 3 bastard swords.

There is also a small armory on the lower level with a forge. There are three armor repair kits and ten weapon maintenance kits here. There are no windows and the doors to the armory can be barred in case of emergency. The roof is flat allowing archers to be posted on it.

Also on the lower level is a small group of cells behind a steel door. There are six 10-foot by 10-foot cells dug into the rock and locked with an iron grate. Initially intended to hold prisoners of war, these little-used cells are commanded by the guards loyal to the quartermaster.

Potential Yield:

- 4 sets of chain mail (GPV= 1,400)
- 1 set of banded mail (GPV= 900)
- 15 medium shields (GPV=450)
- 4 large shields (GPV=400)
- various helmets (GPV=350)
- 10 long bows (GPV=750)
- 120 flight arrows (GPV=3)
- 50 sheaf arrows (GPV=2.4)
- 10 awl pikes (GPV=50)
- 15 long swords (GPV=225)
- 3 bastard swords (GPV=75)
- **Ring of Protection +3*** (EPV= 1,000) (GPV=3,000)

* NPC Equipment

37. Shrine to Benyar

Height: 15'

Dimensions: 15'x20'

Levels: 1

Occupants:**Notables:** Karagar, High Priest

This small building is recessed in between two others and is easy to miss. A small sign with Benyar's sigil is planted in the front near the door. The building itself is made of stone with a thatched roof and a set of wind chimes tinkles in the breeze from nearby.

In the race to give the town a patron gawd, Thor unfortunately won out, though this did not keep the order of Benyar from trying. They established this small shrine a hundred years ago and keep a cleric manned here all year. Inside is a small statue, an offering plate and several burning candles. There are also several benches and a back room where the self-proclaimed "high priest" lives. He only proclaims that when other clerics of Benyar aren't around.

38. Your Money or Your Life (D)**Height:** 20'**Dimensions:** 30'x35'**Levels:** 2**Occupants:****Notables:** Erik Swinkler, Moneychanger**Mundanes:** 4 guards

A sign with several stacks of coins pictured on it hangs over the front door of this building. There are bars over the windows and two guards sit out front.

This is the local banking establishment. An officially instituted and insured member of the Bankers Alliance, transfers to gold pieces can be made here at a low, low commission rate of 3%. Also, visitors can rent out steel storage units in the basement for locking away their valuables. Costs run from 5 gp a month (small units - 2 feet by 2 feet), 10 gp a month (medium units - 4 feet by 3 feet) and 50 gp a month (large units - 6 feet by 3 feet). All items are insured up to 100,000 gp (insurance costing extra of course - 10% of the cost of the item every month).

39. House**Height:** 10'**Dimensions:** 15'x15'**Levels:** 1**Occupants:****Encounters:** Chimney Sneak

This small wooden house looks unoccupied. Weeds choke the front door and the paint has

peeled away from almost everything. A small clay gnome lies on its side near the front door.

Chimney Sneak (HF 3, EP 120, Int Non-, AL N, AC 3, MV 3"/6" burrow backwards, HD 3, HP 30, SZ M, #AT 2, D 1-6/1-6, SA sticky tongue, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC +1, FF N/A, RefHoB vol 2, p 24)

HPs: 

This house is unlocked and the windows are boarded up from the inside. A thick layer of dust fills the one room inside. A well-used fireplace sits at one end and a bed at the other. Inside the fireplace, a Chimney Sneak has made its home and laid 3 eggs that are ready to hatch. It will attack the first person who examines the fireplace. There is nothing of value in this house.

Potential Yield:

- Slaying Chimney Sneak (EPV=120)

40. House**Height:** 15'**Dimensions:** 15'x20'**Levels:** 1**Occupants:****Encounters:** Spider, Huge (3)

This is a small wooden house. The outside looks to be in good condition and a welcome mat sits in front of the entrance.

Spiders, Huge (3) (HF 2, EP 270, Int 1, AL N, AC 6, MV 18", HD 2+2, HP 27, 30, 28, SZ M, #AT 1, D 1-6, SA poison, SD nil, Hon: N/A, TOP: 13, 14, 15, Crit BSL: DefAC +0, FFN/A, RefHoB vol 7 p 97)

1) HPs: 2) HPs: 3) HPs: 

The door to this house is locked with a common lock and the windows are blacked out. Upon entering, the first thing one notices is the large amount of webbing over the furniture and floor. The second thing they notice is the Huge Spider attacking from behind the door. Another one hides in the chimney and a third lurks on the ceiling. There is nothing of value in this house.

Potential Yield:

- Slaying Giant Spiders (EPV=810)

45. House

Height: 10'

Dimensions: 20'x20'

Levels: 1

Occupants:

Encounters: Cantankerous Babblers

This is yet another broken-down house. The grass is waist high around the building and some old, decayed furniture sits out in the front lawn.

Cantankerous Babblers (HF 1, EP 65, Int 5, AL CN, AC 9, MV 12", HD 15 hp, SZ M, #AT 1, D 1-2, SA babbling SD nil Hon: Ave, TOP: 8, Crit BSL: DefAC -4, FF 4, RefHoB vol 1 p 39)

This house is unlocked and contains a simple bed, desk and a rocking chair. The Babblers sit in the chair waiting for some luckless adventurers to come stumbling inside. He will immediately begin to chastise them and follow them around. There is nothing else of value in the house.

Potential Yield:

- Cantankerous Babblers (EPV=65)

46. Back Gate

Height: 15'

Dimensions: 10'x10'

Levels: 1

Occupants:

Mundanes: 4 soldiers on guard duty
4 soldiers in reserve

This wooden gate is much like the one at the other end of the town. The narrow opening looks like it is made in such a way as to only let one person in at a time. Currently the gate is closed and a slit 5 feet above the ground is the only way to communicate to the guards on the other side.

This is the west entrance to the village for all traffic coming in from the Valley. It too is merely a wooden gate that, when opened, allows one person to pass at a time. However, since the strange events have occurred in town, the Valley gate is normally closed. Two to four soldiers are stationed here with another four on call nearby in the office. There is a small slit that opens when someone knocks on the gate. Visitors will be interrogated fully before the gate is even opened and then questioned again on the other side. One can definitely sense that the city is not expecting any visitors from the Valley anymore and would rather not see any for a long time.

47. Upper Market

Height: N/A

Dimensions: about 80'x90'

Levels: 1

Occupants: None

Lines of empty stalls are set up around the perimeter of this square. Colorful banners are rolled up and stacked among stalls painted in bright reds, blues and greens. The flagstones here are cracked and blades of grass are starting to poke up through them. A round stone marked "Upper Sewer - Do Not Enter" lies in the middle of the square.

This is where local merchants and farmers would congregate once a year to sell their wares and products. For a month, this square would be busy with merchants and hawkers. Visitors would come from many miles to purchase quality merchandise at a fair price. The market would almost take on a carnival-like atmosphere. During the rest of the year, it sits sad and empty. Since the events in the Valley, the Upper Market has not been used at all.

48. Lower Market

Height: N/A

Dimensions: 100'x70'

Levels: 1

Occupants: None

More stalls surround this plaza, though not as brightly colored or fancy as those in the Upper Market. The stalls here are simple and utilitarian, yet just as empty as those on the other side of the river. Dirty straw still lies out over the stones here and the faint smell of rotting vegetables permeates in the air. In the middle of the square is a raised wooden platform.

The Lower Market is where the townspeople gather year-round to trade on the first of each month. It is not as extravagant as the Upper Market and not as well maintained. Since the town has changed, by order of the "mayor" there have been no market days. The platform in the middle of the plaza is used as a trading block during market and as a dais for the mayor when he needs it.

THE RIVER

The brown waters of the river lap at the muddy shore several feet down from the pavement. You notice that the riverbanks are beginning to be overrun by tall reeds. Frogs leap in and out of the water and a foul stink tries to keep you from getting any closer.

Groin Leeches (4) (HF 0, EP 15, Int Non-, AL NE, AC 8, MV 3"/6" swim, HD 1-1, HP 25, SZT, #AT 1, D 1-3, SA blood drain, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC -3, FFN/A, RefHoB vol 4 p 79)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

An upper branch of the Wandering River flows through town. It sluices through wooden grates at each end of the walls and goes under an impressive stone bridge in the center of town. The river is mainly used as a sewer and very little survives in the brown water with the exception of groin leeches. The reeds grow about six feet high and cluster at many places along the bank.

OUTSIDE ENCOUNTERS

Area A.

Cannibal Street Urchins (16) (HF 3, EP 120, Int 9, AL CE, AC 5, MV 9", HD 2, HP 22, SZ S, #AT 3, D 1/1/1-4, SA nil, SD regeneration, stealth, frail appearance, Hon: low, TOP: 11, Crit BSL: DefAC +0, FF 5, RefHoB vol 8 p 46)

- 1). HPs:
- 2). HPs:
- 3). HPs:
- 4). HPs:
- 5). HPs:
- 6). HPs:
- 7). HPs:
- 8). HPs:
- 9). HPs:
- 10). HPs:
- 11). HPs:
- 12). HPs:
- 13). HPs:
- 14). HPs:
- 15). HPs:
- 16). HPs:

In these dark alleys and back streets run a pack of Cannibal Street Urchins. During the day, they appear as normal children sleeping in doorways and in empty crates. However, after sunset, this part of town becomes their hunting ground. They attack and eat anything they come across.

Area B

Roof Fiend (HF 2, EP 120, Int 6, AL NE, AC 7, MV 9", HD 2+1, HP 29, SZ S, #AT 1-2, D 1d6-3/1d6-3 or boulder damage, SA hurl debris, SD polymorph into inanimate object, Hon: low, TOP: 15, Crit BSL: DefAC +0, FF 6, RefHoB vol 7 p 15)

HPs:

This area is home to a Roof Fiend living on an abandoned house (40) as a weather vane during the day. It comes out at night to harass pedestrians. Anyone that comes to its attention will be showered with garbage and insults. This particular roof fiend was actually a pet of one of the doppelgangers that got loose and was eventually forgotten about.

Area C

At night, these streets are the hunting grounds for the skulking carcasses of the ruined thieves' guild. They will prey on anyone traveling alone or in pairs.

THE SEWERS

First proposed about thirty years ago, the sewer system construction actually did not begin until a little over ten years later. The mayor at the time decided to split it into two separate projects. As the river was deep enough to block any attempt at connecting the entire town, the lower half of the river (and coincidentally, the half with the mayor's residence) was to be completed first, then soon followed by the upper half of the river. Work was slow going. There were labor disputes, bad soil and horrible weather slowing the project down considerably. The upper half, in fact, remains incomplete to this day. Drainage tunnels were never dug to the river from the upper side, which now poses a serious threat as dangerous methane gas now builds beneath the upper half of the town. Since work stopped on the project after the weird events started in the valley, creatures have moved into some of the tunnels making it even more dangerous to work.

Lower Sewer

The lower river sewer is older and fully functional. As it has proper drainage and moderate ventilation, methane build up isn't much of a problem here. There is a 1 in 20 chance each round that an open flame exposed to the lower sewers causes a methane explosion doing 2d20 damage to everyone in a 50-foot radius. Once an explosion occurs, another one will not take place within a 30-foot radius of the center of it for 1d3 hours. Also, there is a 1 in 10 chance of encountering a wandering creature every hour. Consult Table 5: Sewer Encounters to determine the creature that is encountered.

Roll	Creature
1	Rats, Sewer (5-500)
2	Gophers, Sewer (1-8)
3	Ochre Jellies (1-3)
4	Leeches, Cistern (1-4)
5	Rot Grubs (5-20)
6	Cockroaches, Hair-lipped, Giant (2-20)
7	Culvert Fiends (1-6)
8	Beetles, Giant Dung (4-20)

SEWER ENCOUNTERS

Rats, Sewer (5-500)

(HF 0, EP 6, Int 1, AL N(E), AC 7, MV 15"/12" swim, HD d4+3 hp, SZ T, #AT 1, D 1d4-2, SA disease, SD nil, Hon: N/A, TOP: 2, Crit BSL: DefAC -4, FF 8, RefHoB vol 6 p 113)

Gophers, Sewer (1-8)

(HF 3, EP 175, Int 5, AL N, AC 6, MV 9", HD 3+2, HP 30 ea., SZ M, #AT 3, D 1-4/1-4/1-6, SA 25% chance decapitation, SD smell, Hon: Ave, TOP: 15, Crit BSL: DefAC +1, FF 7, RefHoB vol 3 p 93)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:

Ochre Jellies (1-3)

(HF 7, EP 270, Int 1, AL N, AC 8, MV 1", HD 3+3, HP 38 ea., SZ M-L, #AT 1, D 2-16, SA corrodes metal, SD immune to electricity, Hon: N/A, TOP: N/A, Crit BSL: DefAC +2, FF N/A, RefHoB vol 4 p 45)

- 1) HPs:
- 2) HPs:
- 3) HPs:

Leeches, Cistern (1-4)

(HF 1, EP 30, Int Non-, AL N, AC 10, MV 1", HD 1/2, HP 22 ea., SZ T, #AT 1, D 1-4, SA disease, SD blending, Hon: N/A, TOP: N/A, Crit BSL: DefAC -4, FF N/A, RefHoB vol 4 p 77)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:

Rot Grubs (5-20)

(HF 0, EP 1, Int Non, AL N, AC 9, MV 1", HD 1-2 hp, SZ T, #AT 1, D 1, SA burrow to heart, SD nil Hon: N/A, TOP: N/A, Crit BSL: DefAC -4, FF N/A, RefHoB vol 7 p 19)

Cockroaches, Hair-lipped, Giant (2-20)

(HF 3, EP 120, Int Non-, AL N, AC 6, MV 6", 6" Fly (D), HD 2, HP 30 ea., SZ M, #AT 1, D 1-4, SA Cause Disease, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC +0, FF N/A, RefHoB vol 2 p 29)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:

- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:

Culvert Fiends (1-6)

(HF 1, EP 35, Int Non-, AL N, AC 6, MV 3", HD 1+2, HP 27 ea., SZ S, #AT 1, D 1-4, SA Blood Drain, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC -1, FF N/A, RefHoB vol 2 p 46)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:

Beetles, Giant Dung (4-20)

(HF 1, EP 35, Int Non, AL N, AC 4, MV 12", HD 2, HP 30 ea., SZ S, #AT 1, D 1-6, SA nil, SD nil, Hon: N/A, TOP: N/A, Crit BSL: DefAC +0, FF N/A, RefHoB vol 1 p 67)

- 1) HPs:
- 2) HPs:
- 3) HPs:
- 4) HPs:
- 5) HPs:
- 6) HPs:
- 7) HPs:
- 8) HPs:
- 9) HPs:
- 10) HPs:
- 11) HPs:
- 12) HPs:
- 13) HPs:
- 14) HPs:
- 15) HPs:
- 16) HPs:
- 17) HPs:
- 18) HPs:
- 19) HPs:
- 20) HPs:

51. Lower Sewer Entrance

You see a large grate covering an entrance to a dark underground passage. Beyond the iron bars, you can see a stairway carved into the rock heading into the earth. A foul stench emanates from below and a wooden sign hangs within the entrance.

The sign says: East Entrance - Lower River Sewers - CAUTION - NO OPEN FLAMES. The grate is locked with an excellent (-20%) lock. The dust is thick at the entrance and there does not appear to be any sign of recent activity. The foul smell (as can be surmised by the sign) is methane gas. The stairs go down 20 feet before leveling out into a flat stretch of corridor.

52. Entry Tunnel

The passage widens to about 20 feet here and appears to have been lined with rock along the walls and floor. A single human corpse clad in rusty armor lies here. Dried blood and scratches on the wall nearby shows evidence of a struggle.

The body is what is left of an adventurer passing through town who was hired to clean out the sewers. Unfortunately, he was a little over-matched by a passing Creeping Horror and fell not 150 feet from the entrance. His body sports large holes where chunks have been removed for food. His weapons, armor and gear are all ruined by a combination of the fight and the moisture over the months. He does have 50 gp and 93 sp in a pouch on his belt.

Potential Yield:
 • Coinage (GPV=59.3)

53. Collection Trough

Three smaller passages converge here and sluice waste towards the river. A thick stream of offal runs through this tunnel with passage along the wall wide enough for one person to stand on either side.

Latrine Ambusher (HF 2, EP 120, Int 7, AL N, AC 7, MV 6"/12" swim, HD 2, HP 33, SZ M, #AT 3, D 1-4/1-4/1-6, SA surprise, SD nil, Hon: Ave, TOP: 17, Crit BSL: Def AC -4, FF +0, FF6, Ref HoB vol 4 p 75)

HPs: 

The stench from this corridor alone is enough to make the faint of heart (Con <10) pass out for a turn, if they fail a System Shock check. In the murk lies a Latrine Ambusher waiting for anything to come close to it. Should any adventurer be brave (or stupid) enough to go searching through the waste after defeating it, he will find a large sapphire (worth 150 gp). Characters mucking about in the filth have a base 29% chance of contracting a random disease (see page 22 of the GMG, and adjust further for exposure conditions according to Table 10).

Potential Yield:
 • Slaying the Latrine Ambusher (EPV=120)
 • Large Sapphire (GPV=150)

S3a. Bank Opening

This passage slopes upwards and ends in a barred cistern, beyond which appears to be the thick stone walls of a building.

The grate over the cistern has a superior (-40%) lock. Otherwise, this would make a potentially devious entrance to the local banking establishment (Building 38).

S3b. Workshop Opening

The sloping passage ends in what appears to be a cistern, beyond which is a dark room that appears to be filled with various tools.

This passage ends at the bottom floor of the workshop (Building 17).

S3c. Devil's Opening

A decayed body blocks the cistern opening at the upper end of this passage.

Rot Grubs, Common (20) (HF 0, EP 1, Int Non, AL N, AC 9, MV 1", HD 1-2 hp, SZT, #AT 1, D 1, SA burrow to heart, SD nil, Hon: N/A, TOP: N/A, Crit BSL: Def AC -4, FF N/A, Ref HoB vol 7 p 19)

The body is festering with Rot Grubs, put there to discourage any unwelcome surprises. Anyone getting past the Grubs must contend with a grated opening and a superior (-40%) lock. Getting past these things will grant passage to the cellar of the Devil's Playground (Building 5).

Potential Yield:
 • Slaying Rot Grubs (EPV=20)

54. Murky Pool

This room is dominated by a large, murky pool of waste that has collected in the center. A path along the wall is visible, but looks slick. Rays of light twinkle from a ceiling some 20 feet high.

This is the last stop for all of the waste in the lower portion of the sewers before being dumped through the exit sluice into the river. The twinkling lights are from cisterns of other buildings (Dragon Bile Tavern, Heralds and the Taxidermy). Anyone with rope and a grappling hook might be able to crawl up through these openings. Anyone searching the pool will come up with random garbage, but might be lucky enough to find a fine ruby ring (worth 200 gp), with a successful check against half his Wisdom.

Potential Yield:

- Ruby Ring (GPV=200)

55. Creeper Lair

This very wide corridor begins to climb upwards on a ramp. It is quite slippery and there are few handholds. There are also a lot of claw marks cut into the walls, floor and ceiling. At the far end of the tunnel, there is a pile of debris.

Creeping Horror (2) (HF 2, EP 175, Int 5, AL CE, AC 3, MV 9", HD 3, HP 34, 29, SZ M, #AT 5, D 1-6x4/1-8, SA nil, SD nil, Hon: Ave, TOP: 17, 15, Crit BSL: DefAC +2, FF 5, RefHoB Vol 2 p 39)

- 1) HPs:
- 2) HPs:

A couple of Creeping Horrors make their lair here underneath the cistern leading up to the Town Hall. They have made their nest out of garbage, scraps of clothes and a couple of unlucky adventurers. Inside the debris can be found a Dagger +2 and a Bowl of Watery Death. Due to the incline of the ramp here and the slippery nature of the waste, all attacks here are at a -2 unless adventurers have some means of steady balance. The grate above the nest leads to the cellar of the Town Hall and is locked with a superior (-40%) lock.

Potential Yield:

- Slaying Creeping Horrors (EPV=350)
- **Dagger +2** (EPV= 400) (GPV=2,400)
- **Bowl of Watery Death** (EPV= 1,000) (GPV=2,000)

56. Exit Sluice

The smell of fresh air rushes in through a large opening to the river. Tall reeds block most of the

opening and weeds seem to have begun to grow into the passage here.

Witherweed (HF 10, EP 870, Int Non-, AL N, AC 8, MV Nil, HD 6, HP 52, SZ H, #AT 1-10 (per victim), D Nil, SA Dexterity drain, SD poisonous smoke Hon: N/A, TOP: N/A, Crit BSL: DefAC +4, FF N/A, RefHoB vol 8 p 90)

HPs:

The waste runs out here into the flowing river beyond through a six-foot wide opening. The lack of a grate here lends a clue to the origin of some of the animals wandering in the sewers. However, as of fate, Witherweed has started to grow around the opening attacking anything clumsy enough to disturb it.

Potential Yield:

- Slaying Witherweed (EPV=870)

UPPER SEWER

Locally known as the "Stinkpit", this project began and ended horribly. In between it varied between terrible and awful. For some reason, the soil on this side of the river proved to be more sandy than expected and it became twice as hard to create a sewer system akin to that of the Lower Half. Rock was hauled from the other project to shore up the walls in the Upper Sewer. Eventually, workers gave up digging and the project closed down without ever finishing a ventilation system or even an exit for all the waste to go. The result was a nasty, half-put together sandy monstrosity.

Because of this, the methane has grown to be a tremendous problem. For every turn of open flame, roll a 1d6, on a 6, there is a methane explosion doing 4d10 points of damage to everyone in 200 feet and a 50% chance that it will cause a cave-in (in a 30-foot radius) for a like amount of damage. Once an explosion occurs, another one will not take place within a 100-foot radius of the center of it for 1d2 hours. There is no limit to the number of cave-ins, however, except of course for the total area of the place. For wandering monsters, use Table 5: Sewer Encounters, with encounters happening on a 1 in 6 chance every hour.

The first thing people notice upon entering the Upper Sewers is the smell. It is MUCH more potent here and imposes a -2 penalty to every attack, damage, and Ability check roll, as well as a 10% penalty to each skill check roll, unless they can somehow guard against the smell. Also, the floor here is less solid, the workers being content to let the sand sop up whatever garbage falls down into the sewers. It has turned all of the floors into a sticky, muddy mess with a tendency to coat everything it touches.

57. Upper Sewer Entrance

Moving the round stone reveals an iron ladder heading down into the darkness. A wooden sign is posted near the top of the ladder. It reads "CAUTION- No Open Fires" in the common tongue.

The passage here is covered in graffiti in common and dwarvish, all basically telling visitors to go away and save themselves. The mud is tracked with various animal marks and it is hard to separate any of them.

S8. Main Collection Chamber

The high ceiling here is pockmarked with light from the openings of various cisterns in town. All of them drop into a large pile of offal in the middle of the room. From the look of some of the broken, useless weapons and armor, something else may be lurking in here as well.

Neo-Otyugh (HF 36, EP 4,000, Int 8, AL N(E), AC 0, MV 6", HD 11, HP 67, SZ L, #AT 3, D 2-12/2-12/1-3, SA grab, disease, SD never surprised, Hon: Ave, TOP: 34, Crit BSL: Def AC +9, FF 6, RefHoB vol 6 p 46)

HPs: 

This is the collection room for the Broken Mug Tavern (Building 10), Clothes for the Road (Building 29) and the Library (Building 18). Anyone with a rope and hook, or a Levitate spell, might be able to gain access to these buildings. This is also home to a very nasty Neo-Otyugh. How it came to get into the Upper Sewers is a bit of a mystery. Rumor has it that, while excavating the chamber, workers opened a hole into a natural cavern. The constant, unsteady nature of the sewers may have caved it in since then, though and no evidence that it once actually existed has been found.

There are 511 cp, 296 elp, 90 gp and 3 pp collected in the mess in the middle that serves as the Neo-Otyugh's home. If approached, the creature is more likely to attack than talk, as the lack of a continual food source makes it perpetually hungry.

PotentialYield:

- Slaying the Neo-Otyugh (EPV=4,000)
- Coinage (GPV=278.5)

S9. Sub-Collection Chamber

The ceiling in this room is lower due to a small ramp needed to climb to get here. Ten feet up are the openings to a couple of other cisterns. There is a large pile of waste underneath the openings.

This room opens to the Fighter's Guild and the Perfume Shop. Both of these have grates over the cistern with a good lock on each (0% modifier to open locks checks). A thorough search of the offal in this room reveals a **Bolt of Skewering +5**.

Potential Yield:

- **Bolt of Skewering +5** (EPV=100) (GPV=500)

S10. Construction Room

This room was evidently the last one to be worked on, judging by the various now useless tools lying about. Rusty pick axes and shovels lay on the muddy floor and the walls of the passage still show signs of digging. The ceiling is also being braced in this room by a large wooden beam, about three feet thick and five feet high.

This room is slightly less muddy than the other rooms, however it looks as though the wooden beam is rapidly deteriorating in the moist air. Two unfinished passages, originally meant to go to the river, lead off from this one.

S10a. Unfinished Passage #1

The passage ends here unfinished. Through the wall you can hear the faint sounds of rushing water.

The workers would probably kick themselves if they knew just how close they came to reaching the river. A good eight more hours of hard digging is all that would be needed to open this tunnel to the river.

S10b. Unfinished Passage #2

This unfinished tunnel stops at a sudden wall of rock.

This was a desperate attempt to reach the river by another means, when the foreman became convinced that the first passage would not make it. There was argument about whether someone had copied the coordinates wrong, but this second passage was also abandoned along with the rest of the upper sewer project.

OUTSIDETHE TOWN

Adventurers should be dissuaded from pressing on into the Valley without dealing with the residents of the town first. If things really get desperate, introduce the Stickypaws character and let them in on the plot in an effort to keep them in town. However, should that fail, use Table 6: Random Monsters of the Valley. Every eight hours there is a 1 in 10 chance of a random encounter

RANDOM MONSTERS OF THE VALLEY

Mosquitos, Ravenous (25)

(HF 1, EP 1, Int Non-, AL N, AC 8, MV 6", HD 1 HP 25, SZ T, #AT 1, D 1, SA nil, SD nil, Hon: N/A, TOP: N/A, Crit BSL: Def AC -2, FF N/A, RefHoB vol 5 p 46)

- 1). HPs: 
 2). HPs: 
 3). HPs: 

Crazy Earl, human male 4th level fighter

Str 5/66 HP 28
 Dex 10/35 +H/+D -21/4
 Con 9/13 AC 9
 Int 8/05
 Wis 13/64
 Cha 10/91 Hon Dishonorable
 Com 8/99 AL CN

Equipment of Note: club

His Story: Earl has seen too much. He is a veteran adventurer who decided to take a break from the business after experiencing a mental breakdown. Moving to Rumarok to recoup, he had no idea that adventure would find him again and produce him the final episode that would drive him into madness. He now lives in his house subsisting on bugs and rainwater. He will attack the first thing he sees.

His Part: Earl really doesn't have much of a part. He just likes screaming about demons and blobs of gray jelly.

Cyrus One-eye, Taxidermist, gnome male 5th level berserker (D)

Str 16/04 HP 54
 Dex 8/52 +H/+D +2/+4
 Con 12/63 AC 7
 Int 8/61
 Wis 8/82
 Cha 9/99 Hon Dishonorable
 Com 12/95 AL N

Equipment of Note: battleaxe (in quarters), studded leather

His Story: Cyrus always thought that he would die in battle. He comes from a long line of berserkers and was hoping to continue the family curse. Alas, it was not meant to be. While on an adventure, Cyrus became convinced that there was a better life for him, a quieter life. He decided to go into the only other field he knew — taxidermy. Though his rage still gets the better of him once in a while, he enjoys this life much better.

His Part: The fake mayor, in return for his support, has given Cyrus an Animal Mimic. He instructs the gnome that unruly customers and other enemies will "Magically Disappear" should they touch the stuffed animal.

Darek Firgard, Quartermaster, human male 3rd level fighter (V)

Str 14/64 HP 46
 Dex 9/71 +H/+D +1/+2
 Con 10/86 AC 5
 Int 13/11
 Wis 8/68
 Cha 9/08 Hon Ave
 Com 9/08 AL NG

Equipment of Note: bastard sword, chain mail, ledger

His Story: After a long stint serving at Frandor's Keep, Darek made his way to the village of Rumarok and was assigned a post. After several years, he moved into the prestigious position of quartermaster. He takes his job very seriously and guards all of his items with his life. Some say that he has spent too much time in the armory, but the Captain would not have it any other way.

His Part: Darek has always been a womanizer and used to spend his free time (what little there was) at the local brothel. Since it has changed management, he has noticed that his commanding officer

has been acting very strangely and was told that something happened to the mayor. Now Darek doesn't trust Jor and goes out of his way to avoid him. Darek has built up a small group of guards who have also noticed the change in their commanding officer. These guards are loyal to Darek and would probably support him if he turned against the new powers in town, once the group gathers the strength they need.

Dorie Hammerhand, Apprentice, 0-level human male (V)

Str 14/82 HP 24
 Dex 9/71 +H/+D +1/+2
 Con 16/74 AC 9
 Int 7/86
 Wis 9/16
 Cha 7/99 Hon Ave
 Com 15/93 AL LG

Equipment of Note: blacksmithing tools, leather apron

His Story: Dorie was shipped off by his family at the age of 10 and grew up under the teaching of the Iron Duke, a distant uncle, ever since. He has served his master well for over 20 years and is planning to take over the business from him after he retires. He is a handsome man and the heartthrob of many of the town's younger women.

His Part: Dorie spends most of his time at the blacksmith's, but die few times he has gone out for drinks it is at the Broken Mug. Breela has told him of her suspicions that the mayor is now a fake.

Drek Shornsword, Bartender, human male 1st level bard (V)

Str 8/73 HP 23
 Dex 8/61 +H/+D -1/-1
 Con 11/64 AC 9
 Int 13/76
 Wis 5/84
 Cha 12/74 Hon Dishonorable
 Com 8/41 AL CN

Equipment of Note: short sword, out-of-tune lute, coin purse with 20 gp

His Story: Drek has had a miserable life. He started out as an adventurer, but ended up the lone survivor on his first campaign. Later, he tried to open a string of insurance stores, but quickly lost his shirt in the business, not to mention all of his investor's money. Now, he is the owner of Drek's, a run-down tavern in an out-of-the-way village. Happy in his simple misery, Drek welcomed the addition of the Vengeful Troubadour O'Kilin.

His Part: Drek, in his ever downward-spiraling life, has been told that the fake mayor has proclaimed all of the taverns, except for the Dragon's Bile, off limits to the guard. He suspects that something is going on in City Hall, but is too lazy and depressed to do anything about it.

Erik Swinkler, Moneychanger, half-elf male 2nd level thief (D)

Str 9/99 HP 28
 Dex 14/75 +H/+D 0/-1 (+1/+0 dagger)
 Con 7/78 AC 8
 Int 12/10
 Wis 15/31
 Cha 11/52 Hon Ave
 Com 10/90 AL NG



Equipment of Note: short sword, Dagger +1, hidden coin pouch with 50 pp and a diamond (worth 400 gp)

His Story: Erik was once a successful thief who decided to get out of the game early while he could still enjoy life. Upon a recommendation from his brother, he opened up a moneychanger's shop in Rumarok. He runs an honest business and keeps his retirement money away from the town and prying eyes.

His Part: Always keeping an ear out for information, Erik has heard about strange things going on at the brothel. Weird lights at night and all of the disappearances have him spooked. He doesn't like to say too much about what is going on.

Farah, Serving Girl, 0-level human female (D)

Str 13/60	HP 24
Dex 8/93	+H/+D +1/+1
Con 17/74	AC 9
Int 13/87	
Wis 6/08	
Cha 4/83	Hon Ave
Com 16/18	AL N

Equipment of Note: dagger hidden in bodice, pouch with tips 20 cp, 3 sp, and 1 gp

Her Story: Farah, a simple country gal, left her home to come to the "big city" and find a job. She found one straight off at the Red Room Inn. She is very pretty and draws a moderate amount of business to the inn's tavern. She is, however, neither wise nor experienced. Several times she has been swept off her feet by an adventurer passing through town, only to return after finding out that life was much more pleasant in the village.

Her Part: She doesn't know much of what is going on (as usual), but goes along with her boss that there are odd things happening with Fred's Resting Place.

Father Mascus, Priest of Thor, human male 5th level cleric

Str 17/71	HP 56
Dex 10/41	+H/+D +2/+5 (+5/+8 warhammer)
Con 16/93	AC 5/6/7
Int 11/70	
Wis 14/88	
Cha 11/14	Hon Dishonorable
Com 9/45	AL CE

Equipment of Note: holy book, Warhammer +3, Ring of Invisibility

His Story: The local cleric of Thor, Mascus used to be well thought of in the area. He made annual pilgrimages to Aster to pay his respects at the temple there. He would help adventurers when they needed it and he always gave assistance to the poor. However, during his last pilgrimage, he was witness to something most terrible at the citadel. Horrors beyond his imagination haunted his dreams as he hurried to get back to his beloved church. Unfortunately, he was bitten by a Were-badger on the way and is now cursed with lycanthropy. The disease has affected his mind so that he can't remember as much as he used to, though luckily he did keep a journal. Recently, he helped to corrupt a young paladin, Claude, from an adventuring party that came through not too long ago. The paladin became a Death Knight and Mascus officially became evil. He now worships the ever-present Yi'Gor and keeps a shrine to him in the crypt of the church.

His Part: Mascus has gone beyond the plans of both sides in town and is playing for a whole different team altogether (Yi'Gor). However, he will not reveal the plans of the other evil beings in town. Instead, he will try to lead adventurers to their doom by sending them to the Herb Shop or the Workshop. There is also a 15% chance that they will catch him in one of his "rages". He will lock himself in his quarters during these, but if he is disturbed, he will attack whoever is nearby.

Ferd Karlsen, Private Citizen, human male 0

Str 6/73	HP 21
Dex 8/73	+H/+D -2/-3
Con 9/82	AC 9
Int 13/85	
Wis 17/51	
Cha 13/58	Hon Avg
Com 15/63	AL N

Equipment of Note: club, pouch with 25 cp and 2 sp

His Story: Ferd has the unfortunate position of being one of the only people in town who is not affiliated with either evil side and not being able to do anything about it. He spends his life barricaded in his house until "it passes". He will attack any intruders until he knows for sure that they are not fighting for either side. Ferd doesn't know too much, just that the mayor's office doesn't appear to be normal and that something "hideous" lives in the brothel. If asked, he would rather not join an adventuring party and is afraid to leave the confines of his house. Once the evil has been dispelled, he plans to move back to the citadel where it is safer.

His Part: Nothing whatsoever. Luckily no one knows about him and everyone has, so far, left his home alone. Ferd used to work at the Bowyers until his boss disappeared. He knows nothing else.

Fred Firelak, Innkeeper, 0-level human male (V)

Str 13/21	HP 22
Dex 10/97	+H/+D +1/+1 (0/0 crossbow)
Con 3/96	AC 9
Int 7/59	
Wis 16/15	
Cha 15/95	Hon Avg
Com 9/73	AL NG

Equipment of Note: short sword, light crossbow, pouch of 2 pp, 38 gp and 90 sp

His Story: Fred runs Fred's Resting Place with his son, Ari. Fred is a mild-mannered man running a mediocre business, but happy nonetheless. He moved with his son from one of the outlying farms after it burned down one summer and helped run the former inn

called "The Snoring Mule". After the owner died, Fred took over and re-named the business hoping to attract more customers. It didn't work, but Fred works contently with few worries about the future.

His Part: Fred knows that the Red Room Inn is trying to put him out of business by spreading lies about his clientele. He also knows that Biv is good friends with the mayor and that the two may be involved somehow.

Harwood Blocker, Sheriff, human male 4th level fighter (D)

Str 11/69	HP 53
Dex 16/22	+H/+D 0/0 (+3/0 crossbow)
Con 14/74	AC 4
Int 9/13	
Wis 13/61	
Cha 10/47	Hon Ave
Com 11/55	AL NG

Equipment of Note: heavy crossbow, scimitar, brigandine armor, jail keys, pouch with 40 gp

His Story: Harwood is a huge man with a long handlebar mustache. He arrived from Krandaneer about five years ago and took over for the previous sheriff, who disappeared one night in pursuit of a criminal on the road to Hero Falls. Harwood runs a tight outfit and loves to lock people up for apparently no reason. He also keeps meticulous records of everyone he has put in jail in the hopes of maybe using it for political leverage the day he decides to run for mayor.

His Part: When people first began disappearing, Harwood did his best to find out what was behind it all. And then he stumbled upon a bit of the truth - something evil is living in the brothel. The fake mayor has reigned him in, telling him that he has appealed to higher authorities who are "on their way as we speak". The fake mayor hopes to use this excuse to string him along as long as possible, though he expects that eventually he will need to make Harwood disappear as well.

Hendrick Longarm, Owner, 0-level gnomeling male (V)

Str 12/94	HP 22
Dex 9/42	+H/+D 0/+1
Con 11/28	AC 9
Int 16/50	
Wis 8/94	
Cha 7/60	Hon Ave
Com 12/52	AL LG

Equipment of Note: club, unfinished map of the Valley, pouch with dice and 4 sp

His Story: Brother to Kear'n, Hendrick has taken over the provisions store after the former owner, Jonus, disappeared recently. He is new at running the business as he was only the shop's housekeeper up until now, and frequently makes mistakes. He doesn't know how to go about ordering new merchandise so the store is always low on supplies. Whenever he sells an item, roll percentile dice. On 1-25, he undercharges, on 26-75 he charges properly, on 76-100 he overcharges. He is not aware of these discrepancies.

His Part: Hendrick doesn't know too much, but, according to his sister, strange things have been going on at City Hall. A friend of a friend has seen bodies being smuggled in the middle of the night to the butcher shop.

Henry the Baker, 0-level human male

Str 11/19 HP 24
 Dex 11/46 +H/+D 0/0
 Con 8/23 AC 9
 Int 11/17
 Wis 8/42
 Cha 12/61 Hon Ave
 Com 6/60 AL NG

Equipment of Note: club, half-eaten donut, stained recipe cards

His Story: Henry's wide girth is a testament to his love of both baking and eating. He is up every morning before the sun rises and doesn't go home until after dark. Over the past few months, he has learned where not to walk after dark and will tell those who want to know what streets to avoid.

His Part: No one has really gotten around to telling Henry much. The only thing he knows is to keep away from certain alleys at night because there are "some strange kids living in there".

Hibald Plinkins, Deputy Mayor, 0-lvl half-elf male

Str 16/06 HP 24
 Dex 7/22 +H/+D +2/+4 (+5/+7 dagger)
 Con 14/43 AC 11
 Int 11/25
 Wis 10/14
 Cha 10/30 Hon Dishonorable
 Com 12/85 AL NE

Equipment of Note: rags - though he has hidden a Dagger +3 and a Brooch of Shielding in his room

His Story: The son of a rich and powerful duke, Hibald had aspirations of filling his father's shoes when he was old enough. However, things began to go downhill after his father remarried and willed everything to his new family. Hibald, sad and ruined, came upon Rumarok where he decided to make a fresh start. Working alongside the former Deputy Mayor, Hibald made a name for himself through treachery and politics. He soon got his predecessor in trouble (he left town) and quickly took over the position, but the fake mayor imprisoned Hibald. Now he regrets ever being born and would do anything to be freed from prison.

His Part: He has deluded himself into thinking that the mayor is somehow responsible for his imprisonment and that the man in the cell with him is only the mayor's double. He plans on killing both mayors as soon as he is freed.

Iron Duke McKraken, Blacksmith, human male 4th level fighter

Str 10/22 HP 43
 Dex 13/72 +H/+D 0/0
 Con 6/78 AC 9
 Int 8/80
 Wis 8/01
 Cha 7/87 Hon Ave
 Com 8/40 AL LN

Equipment of Note: hammer, blacksmith tools, book on strategy

His Story: The Iron Duke was an adventurer in his glory days serving alongside seasoned veterans in the Great Orkin Reprisal. Leading a company, Iron Duke made a name for himself (literally) and became a minor hero. Afterwards, he found that his age had begun to catch up with him and he settled in the town of Rumarok and became a humble blacksmith. He began teaching a young man with promise to take over the business after he dies. Tired of the fame, he enjoys the anonymity of life in the valley.

His Part: The Iron Duke has heard various rumors about the things going on in town, but doesn't pay too much attention to them. He enjoys his time at the forge and tries not to go out anymore. He no longer meets with Jor for drinks, convinced that the dwarf has become obsessed with a mutinous plot in which the Duke wants no part.

Jacques the Trader, human male 3rd level thief

Str 11/83 HP 31
 Dex 13/52 +H/+D 0/0
 Con 13/02 AC8
 Int 9/66
 Wis 8/62
 Cha 12/40 Hon Dishonorable
 Com 13/02 AL N

Equipment of Note: 3 daggers, long sword, pouch with 2 rubies (worth 500 gp each)

His Story: Once a swindler in Arz, Jacques took as much as he could carry and left one step ahead of the law. Finding an opportunity in Rumarok, he sold his trinkets and other ill-gotten goods to start his business. Due to his checkered past, he asks very little of his customers and prefers that they do the same.

His Part: Jacques, always on the look out for a good bargain, has noticed that many of the houses have become vacant. He doesn't have an opinion either way about what's going on; he just doesn't break into houses anymore after stumbling upon one with Huge Spiders in it.

Jasper Spearson, Butcher, 0-level human male

Str 14/80 HP 22
 Dex 14/01 +H/+D +1/+2
 Con 13/54 AC 9
 Int 4/77
 Wis 4/11
 Cha 9/91 Hon Dishonorable
 Com 8/29 AL CE

Equipment of Note: cleaver, bloody clothes, severed thumb

His Story: Jasper's story is one of a man who loved his job too much. Once a humble butcher in the town, he delighted in slaughtering animals and preparing the meat to be sold. Maybe it was the years of dedicated work, or perhaps the fact that he "accidentally" killed his assistant one day and discovered he enjoyed the experience immensely, but his mind just snapped like a Mastodon on a rope. Now he enjoys slaughtering all kinds of things — pigs, cows, customers....

His Part: Jasper has truly lost it and the fake mayor is taking advantage of it by sending those who oppose him to be slaughtered by the large man. Many abductions have been made and delivered to Jasper, who incidentally has no idea what's going on and is not even aware that he is being set up to dispose of people for the fake mayor.

Jor Hammerhand, Captain of the Guard, dwarf male 6th level fighter (D)

Str 13/73 HP 47
 Dex 11/16 +H/+D +1/+1 (0/0 longbow)
 Con 13/63 AC 5
 Int 11/06
 Wis 12/78
 Cha 12/98 Hon Ave
 Com 9/42 AL N

Equipment of Note: long bow, bardiche, chain mail, Ring of Protection +3

His Story: Jor is also a veteran of the Great Orkin Reprisals and hates Orcs with a white-hot passion. He has spent his entire career traveling from post to post in the service of the army. This is his last assignment before retirement. He enjoys days of drilling the new recruits and swapping stories with the Iron Duke. Known as a good leader, Jor would not hesitate to defend his men to his last breath.

His Part: Recently, Jor has been troubled by rumors told to him by the fake deputy mayor saying that a possible mutiny may be happening. Soldiers who talk about City Hall in any but a respectful tone are to be sent to the Mayor's Office unarmed for "punishment". He has been told that the new brothel may have something to do with it and that his own quartermaster may be behind the mutiny.

Kala Primsole, Wench, elf female 2nd lvl bard (V)

Str 11/03	HP 27
Dex 12/13	+H/+D 0/0
Con 11/17	AC 9
Int 11/87	
Wis 10/72	
Cha 7/40	Hon Ave
Com 9/00	AL N

Equipment of Note: 2 daggers, short sword, playing cards, pouch with 55 gp and 38 sp

Her Story: Kala has always seen herself as a hard-luck case. There was a time she was attracted to Drek, though that has long since faded. She longs for the day to be released from her dreadful job. Deep down, she believes herself to be cursed for leaving her family and joining an adventuring band. After she was almost slaughtered by an Insidious Stalker, she decided to rest a while in Rumarok and do some wenching on the side. However, like all of her other decisions, it has been a nightmare. Depressed and miserable, she looks to any outsiders to spirit her away from here.

Her Part: Too wound up in her own affairs to notice anything too troubling outside the door, Kala knows only what Drek tells her about his suspicions of the Red Room Inn.

Karagar, High Priest to Benyar, half-orc 4th level cleric

Str 10/31	HP 41
Dex 11/94	+H/+D 0/0
Con 8/78	AC 9
Int 12/72	
Wis 15/50	
Cha 12/10	Hon Ave
Com 11/16	AL NG

Equipment of Note: mace, holy book, holy symbol of Benyar

His Story: Karagar left his tribe at an early age and tried to spend his youth on the streets of Fangaerie. Ridiculed and cast out from everything he tried to join, Karagar eventually stumbled upon the Church of Benyar and was taken in by a kindly old cleric. Spending the next several years, Karagar eventually became ordained and began running small services for half-orcs and half-ogres. He is currently serving his "mission" assignment in the valley and waits for the day he can return to his tribe and "show them the way".

His Part: Noticing the strange things that have been happening lately has gotten Karagar a little curious. He has always had rivals within the Church of Odin and is afraid that they may be behind the disappearances in town.

Kear'n Longarm, Serving Wench, 0-level gnomeling female (V)

Str 10/70	HP 24
Dex 9/83	+H/+D 0/0
Con 8/69	AC 9
Int 16/12	
Wis 10/41	
Cha 11/76	Hon Ave
Com 10/86	AL NG

Equipment of Note: club, pouch with 31 cp

Her Story: Sister to Hendrick, Kear'n had always wanted to be a wench. She helped out her mother when she used to work at the Dragon's Bile and then, when she was old enough, came to work for Breela at the Broken Mug Tavern. She is of moderate looks, but enjoys it when the male patrons flirt with her and considers it part of the job.

Her Part: She agrees with her boss that something is up in City Hall, but is too timid to do anything about it.

Kip Ulter (V), Mucker, 0-level human male (V)

Str 10/11	HP 20
Dex 9/85	+H/+D 0/0
Con 11/65	AC 9
Int 8/00	
Wis 7/13	
Cha 10/02	Hon Ave
Com 11/25	AL NG

Equipment of Note: knife, pitchfork

His Story: Poor Kip was an orphan living on the streets when Pigeon took him under his wing. At first, Kip enjoyed the feeling of being useful and having a job, but after a couple years, he is beginning to show signs of rebellion and wanting to leave. Kip and Pigeon do not speak to each other much as a result of a practical joke which went awry not too long ago involving a bucket, a door, and some horse dung.

His Part: Kip has noticed that Pigeon has spent a lot of his time talking about the mayor and how wonderful he is. In Kip's normally rebellious way, he went about finding things wrong and stumbled upon Valoma, who has promised him release from his job soon if he keeps an eye on Pigeon for her.

Kregor Thurnsdale, Barfly, 0-level human male (D)

Str 6/48	HP 24
Dex 10/62	+H/+D -2/-3
Con 12/34	AC 9
Int 5/19	
Wis 9/12	
Cha 6/59	Hon Dishonorable
Com 9/83	AL N

Equipment of Note: walking stick, leather mug

His Story: Kregor used to be a farmer not too far from town. He hated his life, his wife and his profession. In order to make it more bearable, he would sneak into town once a week to have drinks with his friend Boris. Then, it became twice a week, then every day, and now he never leaves. He and Boris are content to let life slip by them as they sit and drink themselves into an early grave.

His Part: Like Boris, he is promised free beer to talk about demons and prostitutes.

Maggie Ferndale, Owner, 0-lvl human female (D)

Str 8/77 HP 26
 Dex 11/21 +H/+D -1/-1
 Con 11/74 AC 9
 Int 14/87
 Wis 7/82
 Cha 10/93 Ron Too Much Honor
 Com 10/83 AL LG

Equipment of Note: dagger, pouch with 41 sp, 12 gp and 1 pp

Her Story: The Ferndales have owned the perfume shop for a couple of generations and Maggie is the last. She never married and now she is well into her autumn years. She is an expert on musks, oils and scents. Recently, she has read things about a new science called "aromatology" and has become a whole-hearted supporter. Every customer that comes in is given a long-winded dissertation about the benefits of aromatology.

Her Part: Maggie doesn't spend too much time outside of her store, but knows that something happened over at the Herb Shop and she is afraid that the new brothel has something to do with it. Actually, she has no proof; she just doesn't like the brothel in general.

Nate Brimgen, Artist, 0-level half-elf male

Str 12/82 HP 25
 Dex 8/12 +H/+D 0/+1
 Con 11/95 AC 9
 Int 10/47
 Wis 9/84
 Cha 9/62 Hon Avg
 Com 6/04 AL NG

Equipment of Note: club, paints, easel

His Story: A half-elf from Farzey, Nate had always loved painting. When he was a teenager, he attended a tournament and was impressed by all of the different heraldry. While there, painting portraits for money, he was asked to put together a last minute design for an entrant posing as a knight. That moment guided his destiny. Ever since then, he has put together crests for new adventuring parties and has made a good deal of money doing so, as his charges climb ever upward to match his increasing skill.

His Part: Nate has noticed a decline in customers lately, but does not know why. He has noticed the lack of new supplies and that the "mayor" has been acting a little strange and seems obsessed with the new brothel.

Neela, Wench, 0-level elf female (D)

Str 12/92 HP 24
 Dex 14/91 +H/+D 0/+1
 Con 14/36 AC 8
 Int 12/21
 Wis 5/98
 Cha 11/82 Hon Avg
 Com 14/31 AL N

Equipment of Note: knife, Ring of Cloaking

Her Story: Neela is the head wench at the Dragon's Bile. Once the wife of a farmer, she left after he died and came to town looking for a job. She started as a dishwasher at the tavern and married the owner eighty years ago. Since then, she has worked her way up to Head Wench (outliving the competition also helped). She takes no guff from any customer and, though her looks are beginning to fade, she still turns heads.

Her Part: Neela has seen many things in her life, one of which has been a Sedusa. She knows for a fact that one lives in the brothel and has a feeling that it may have something to do with the strange events in town.

Old Lady Frieda, Medium, 0-level human female (V)

Str 8/74 HP 25
 Dex 10/09 +H/+D -1/-1
 Con 11/38 AC 9
 Int 12/92
 Wis 16/05
 Cha 13/94 Hon Ave
 Com 10/19 AL CG

Equipment of Note: Crystal Ball (fake), tarot cards, dagger

Her Story: Gifted from an early age (after being kicked in the head by a mule), Frieda began her career with a traveling carnival that toured the valley. Her powers to "divine the future" made her famous on the Seer circuit until the day the carnival went out of business. Following her spirit guide "Ralph's" advice, she set up shop in the village fifty years ago and has run her mediocre business ever since. Though she does have a slight knack to see into the near future, her visions have become clouded and disjointed. She speaks in riddles and nonsense, sometimes driving away customers.

Her Part: Though she has a limited psychic ability, she doesn't serve much of a purpose to anyone. However, Valoma has thrown a couple of rumors her way about the butcher shop.

Pendrick Thornmount, Armorer, 0-level dwarf male (D)

Str 11/97 HP 24
 Dex 13/51 +H/+D 0/0
 Con 14/04 AC 9
 Int 7/85
 Wis 6/85
 Cha 10/42 Hon Ave
 Com 6/64 AL CN

Equipment of Note: blacksmith tools, warhammer, pouch with 52 gp and 10 pp

His Story: Once the armorer for the 155th Stout Cavalry, Pendrick left the service to try to make some coin. He is a perfectionist when it comes to making armor and he likes taking his time. Simple repair jobs take twice as long and ordering a suit of armor to be made may take years. He is also very strict with his assistants and has gone through many of them as a result.

His Part: Pendrick never really liked the real mayor, until recently. Since the change, the new mayor has given him suits of armor to sell. At first, he thought this was an insult as an armorer; however, he has come to profit by the situation and now supports the new mayor completely.

Pierre Longshanks, Clothier, human male 0

Str 8/57 HP 23
 Dex 9/23 +H/+D -1/-1
 Con 7/86 AC 9
 Int 9/25
 Wis 13/61
 Cha 10/87 Hon Avg
 Com 7/96 AL N

Equipment of Note: knife, pincushion, silk clothes

His Story: Pierre always loved fashion from an early age growing up in Arz. He attended the annual fashion shows and worked in many high-end boutiques. His dream was to be a designer of adventurer fashion ("an untapped market", he would say). However, his years in the clothing industry have brought him to the town of Rumarok where he runs his shop. Still blinded by his dream, he will always make suggestions to customers and even model some of his creations.

His Part: Pierre is a little too obsessed with his art to notice the events going on around him.

Pigeon Surefoot (D), Stablemaster, 0-level human male (D)

Str 6/50 HP 24
Dex 8/88 +H/+D -2/-3
Con 7/96 AC 9
Int 9/74
Wis 6/34
Cha 14/72 Hon Ave
Com 12/99 AL N

Equipment of Note: dagger, jug of Gut Bruiser

His Story: Having grown up on a farm in the valley, Pigeon loved horses. He would train them and break in wild mustangs. However, Pigeon was also a drunk and soon was thrown out by his family. He made his way to Rumarok and has found himself in charge of the local stable. Pigeon is still a drunk and takes out most of his rage on Kip, but he still knows a great deal about horses.

His Part: Pigeon always liked the mayor and recently the fake mayor has seemed to appreciate the friendship a little more. The fake mayor now drops off horses to be sold to visitors and has told Pigeon to pocket the money. He also warned him about strange goings on at the brothel.

Sendrick Redrage, Thief, half-elf male 4th level thief (D)

Str 11/51 HP 35
Dex 14/80 +H/+D 0/0
Con 8/97 AC 8
Int 11/41
Wis 8/07
Cha 5/18 Hon Dishonorable
Com 10/28 AL LE

Equipment of Note: 2 daggers (tipped with Class O poison), heavy cloak, pouch with 34 sp

His Story: Sendrick was the party thief to an adventuring band several years ago. Turning on them in the middle of the adventure for an opportunity to make off with some valuable treasure, he ran and never looked back. After arriving in Rumarok, he was pleasantly surprised to find a small guild run by three thieves. He immediately joined to be amongst his brethren, but soon he began to hate them more than he hated his adventuring party. He constantly sought the opportunity to take the guild's funds and leave, but that day never came, and now he is enslaved to the creatures that have taken over. If given the chance, he will lie to join an adventuring party and then turn on them when the opportunity is right.

His Part: When the evil took over the brothel, the three other thieves went there and never came back. At first, Sendrick was joyous at the fact that he could run the guild himself, but when the three actually did return, they were undead and he found himself their prisoner. Obviously, he knows something is wrong at the brothel, but is powerless to do anything about it.

Sid Claybone, Potter, 0-level human male

Str 9/83 HP 23
Dex 16/88 +H/+D 0/-1
Con 5/96 AC 6
Int 14/54
Wis 7/94
Cha 10/57 Hon Ave
Com 9/42 AL NG

Equipment of Note: club, clay, pouch with 12 sp

His Story: Sid's story is rather dull. His father was a potter as was his father before him. He has inherited the store and loves making clay pots and plates for sale. Sid doesn't think of anything else except for things that can be made of clay. Sid is a little weird.

His Part: None really. He hears strange things from the Tanners, but has never checked it out.

Theron Skragg, Mayor, human male 3rd level cavalier

Str 15/72 HP 44
Dex 15/97 +H/+D + 1/+3 (+5/+7 khopesh)
Con 15/59 AC 8
Int 10/31
Wis 10/52
Cha 15/41 Hon Ave
Com 13/70 AL N

Equipment of Note: rags, but has hidden a Khopesh +4 and a Cube of Opulent Lodging (Model II)

His Story: Theron was always a favorite in the town. Growing up, he was the town's all-star darts champion, taking his team to district finals. He was very charismatic and pleasant to be around. Then he became mayor and all changed. Weary of the stresses from the job, Theron retreated into himself and rarely left City Hall. His father set up an arranged marriage with the daughter of a mayor from another village outside of the valley. Theron was very much unprepared for what was to come and the Doppelganger that would assume his identity. Sitting in his own prison for several months has finally shown Theron what a failure he had become. Should the events warrant, he would gladly jump at the opportunity to start his life anew as the happy, charismatic man he had once been.

His Part: The Doppelgangers are plenty pleased to keep the mayor locked away. Should they have to leave, they can release him and let him take the fall. At one time he was looked upon as "dinner" should prey start to become scarce, though that now seems unlikely.

Thordin Brighteye, Jeweler, 0-level dwarf male

Str 12/40 HP 22
Dex 8/77 +H/+D 0/+1 (+3/+4 dagger)
Con 13/05 AC 9
Int 13/43
Wis 12/92
Cha 10/86 Hon Ave
Com 9/53 AL NG

Equipment of Note: Dagger +3, Eyes of Minute Seeing

His Story: Thordin came to town several decades ago and figured that he would find a good market to sell the gems and ores collected by his brethren. Thordin loves gems and can talk all day on the subject. His prices are fair and he has a good eye when it comes to appraisal.

His Part: The fake mayor approached him a month ago and tried to get him to sell a funny looking rock (actually a Mineral Mimic), but Thordin refused as he could not identify it and therefore did not want to sell it. Ever since, he has been on the fake mayor's black list and will probably be next to visit the "butchers".

Tod Slingin, Bartender, 0-lvl human male(D)

Str 10/46 HP 25
 Dex 8/95 +H/+D 0/0
 Con 12/12 AC 9
 Int 10/52
 Wis 8/27
 Cha 15/82 Hon Dishonorable
 Com 13/94 AL NE

Equipment of Note: club, pouch with 39 sp and 31 gp

His Story: Brash, pushy and loud are good words to describe the owner of the Dragon's Bile Tavern. He is a bully at heart and will always take advantage of those weaker than himself. He sees Breela as direct competition and has tried everything from sabotage to blackmail to ruin her business. He failed every time and is now content to have a truce between the two taverns (though he will still bad-mouth the establishment and its owner at every opportunity).

His Part: The fake mayor gave him a bottle of very special brew (a Tasty Beverage Mimic) to give to people he finds threatening to the town. In return, the fake mayor allows his guards to patron his tavern exclusively.

Will Howard, Owner, 0-level human male

Str 13/20 HP 21
 Dex 9/75 +H/+D+1/+1
 Con 9/40 AC 9
 Int 5/41
 Wis 10/04
 Cha 16/93 Hon Ave
 Com 5/62 AL NG

Equipment of Note: dagger, pouch with 89 cp and 3 sp

His Story: Will has led a very boring life, though is very knowledgeable when it comes to horses and leatherworking. His saddles are above par and can bring in very handsome prices in the big cities.

His Part: Will has been ignored by the two major factions and he has so far not noticed anything strange in town.

Wilma Skragg, Mayor's Wife, 0-level human female

Str 14/73 HP 25
 Dex 9/23 +H/+D + 1/+2
 Con 11/31 AC 9
 Int 15/80
 Wis 4/72
 Cha 7/30 Hon Ave
 Com 15/70 AL NG

Equipment of Note: rags

Her Story: Wilma, the daughter of the mayor of a small village to the north, was wed to the mayor in an arranged marriage when she was only 16. She doesn't really like her husband, but finds herself loyal and willing to do anything to protect him for fear of an unknown life elsewhere.

Her Part: She is merely a background figure, though she has noticed that the creature who has taken her form seems to be in control of the other two.

MUNDANES

Guards

(0-level human male) Str 12/37, Dex 14/87, Con 11/53, Int 9/01, Wis 10/44, Cha 7/08, Com 10/50, AL LN, AC 5, HP 23, #AT 1, studded leather armor, buckler, long bow, long sword

Wenches

(0-level human female) Str 10/42, Dex 12/78, Con 10/33, Int 8/10, Wis 11/91, Cha 13/15, Com 13/61, AL NG, AC 9, HP 21, #AT 1, knife

Prostitutes

(0-level human female) Str 11/06, Dex 10/15, Con 13/42, Int 7/12, Wis 10/09, Cha 12/45, Com 15/18, AL N, AC 10, HP 23, #AT 1, dagger, club

Bouncers

(0-level human male) Str 16/11, Dex 12/79, Con 15/32, Int 10/53, Wis 9/07, Cha 10/82, Com 8/13, AL LN, AC 7, HP 23, #AT 1, club, leather armor

Soldiers

(0-level human male) Str 12/33, Dex 9/85, Con 16/38, Int 12/30, Wis 7/83, Cha 10/72, Com 12/33, AL LN, AC 5, HP 25, #AT 1, scale mail, buckler, long sword, awl pike

Assistants

(0-level human male/female) Str 11/10, Dex 12/18, Con 10/76, Int 9/88, Wis 9/53, Cha 8/46, Com 12/30, AL NG, AC 9, HP 22, #AT 1, job related instruments

Boys

(0-level human male) Str 6/55, Dex 12/83, Con 11/13, Int 8/01, Wis 5/87, Cha 5/19, Com 11/21, AL NG, AC 9, HP 15, #AT 1

ABOUT VALOMA

Valoma's story is one of treachery, heartache and just run-of-the-mill bad luck. Valoma comes from a particularly warm side of the Abyss. She was Head Succubus for the minions of Dread, Prince of the Undead. Not particularly fond of her job or her boss, she spent a lot of time combing the netherworlds for new opportunities. It was then that she fell for Prince Murgan, who decided to help her by promising a position on his staff if she would betray her master. Falling in love with him instantly and the fact that she would do anything for him sealed the deal. However, all of Valoma's good intentions were for naught as Murgan betrayed Valoma after Uthbos Evaar stumbled across Murgan's plan and threatened to reveal them to Dread. Valoma thought it best to hide out on the Prime Material Plane and found the perfect opportunity to flee when a portal appeared leading to Garweeze Wurd. She took two other Sedusa servants with her to aid in her plans and keep her entertained. They arrived at the Citadel and quickly moved out as she found it to be chaotic and crowded with all sorts of weird creatures. Eventually, they found the town of Rumarok and decided to make it their base of operations.

ABOUT THE DOPPELGANGERS

As the Doppelgangers' names are unpronounceable, the DoppelMaster will be referred to as Father and the Doppelgangers as Brother and Sister (though the three are not related in reality). Father, a lord back in the doppel-verse, was very good at what he did. At the height of his power, he ruled several kingdoms through a handful of intermediaries. Unfortunately, he finally met his downfall at the hands of another Master, one much older and more skillful than he. In order to save his skin (so to speak), he, his steed and two of his

most trusted servants, fled through a mysterious rift which opened suddenly. They found themselves in Garweeze Wurd, delighted in their luck. Father immediately began tasking the others to scout the land and look for a new place where he could begin his rule. This eventually led them to Rumarok where they arrived posing as very rich merchants. They easily over took the mayor, his deputy and wife. Father, ever skillful in the ways of subterfuge, took the form of the wife in case Brother (the mayor) had to be betrayed in the future. Father gave his steed to the local stable keeper with instructions to sell it and then began handing out some of his other belongings in an effort to turn the town into a doppel-version of his own world. Sister came across a roaming DoppelMeister one day and brought it to town. At present, Father is trying to open a gate locally so it will be easier to take over the region, but has been unsuccessful thus far. He is currently going through every book on the subject he comes across and has thought about bringing in some outside help in the form of magic-users.

The Story

THE HOOK

When the characters first arrive in town, they find that the locals do not say much to them. There is an aura of sorrow and paranoia, but no one steps up and says what they know. The characters have to earn their trust one deed at a time. The two antagonists definitely have nothing to do with the new arrivals. They spend their time watching and manipulating them from behind the scenes. No amount of cajoling or threats the characters make will bring out the bosses until "The Line" (below).

WORKING THE DOPPELGANGERS

FROM THE GATEHOUSE

Should the characters follow the instructions of the guards at the front gate to check in at city hall, they will find a small reception committee waiting for them. The PCs will be ushered into a first floor office. One clerk will sit behind a desk and ask the characters (one at a time) detailed questions such as: where they are going, where they are from, and what are their professions. If asked, their inquiries are merely a routine procedure. They will be given recommendations on where to stay (Red Room Inn) and where to eat (Dragon's Bile Tavern). Also, they will be told to specifically tell people that, "The Mayor sent them." (However, ONLY to the places they are directed to stay or eat at). They will let the other minion townspeople handle the rest. None of the guards or the clerks will make any mention of weird things going on in town and, if asked, will flat out deny any problems.

IN THE TAVERNS (D)

If the characters either head here first or if they come after being directed by someone, the people inhabiting these places with a (D) or (V) after them will behave in similar ways. At first, the characters will be ignored, if not looked down upon. Small talk in the tavern will center around the harvests and the weather. Most inquiries will result in simple shrugs or cold stares. They will not break down until the "code-words" are mentioned or something out of the ordinary happens (i.e. large amounts of money are flashed, someone loses an eye, etc). Then the characters will be directed towards one of the monster-inhabited buildings (for example, the bowyer's or the tannery) to check them out.

Should the characters survive this first "test", they will be told that the owners of certain stores mysteriously vanished one night after going to the brothel. They will be unwilling to reveal any more of the puzzle "lest foul ears should turn their attention our way." If pushed,

they will direct characters to check out the General Provision shop or the Weaponsmiths in detail.

IN THE TAVERNS (V)

Like the initial reaction at the (D) taverns, locals regard the PCs with suspicion and contempt. They will be especially hostile if one of them mentions that, "The mayor sent me." Otherwise, they will not tell the PCs anything (unless they utter Valoma's code words - see below). Any shows of violence will bring in the city guard (the ones loyal to Darek) and they will be imprisoned in the army instead of City Hall.

Also, as the characters are exploring, they will begin to notice (with successful Intelligence checks) that they are being followed by an orange and black cat. The cat will flee should the party make a move to get close or draw weapons. It cannot be coaxed or spoken with, though some (with a successful Wisdom check) will note that it appears to be more intelligent than a normal cat and seems to understand what the party is saying.

WORKING FOR VALOMA

THE BROTHEL OR TAVERNS (V)

Should the PCs ignore the guard's suggestion to visit City Hall first and instead run into one of the shops or taverns influenced by the demon, they will be immediately met by one of the prostitutes bearing a sealed message. It is a formal invitation to the brothel. Should the PCs end up going to the brothel on their own, so much the better. Once there, they will be shown to one of the sitting rooms where



they will be pampered (if there are female PCs, the brothel does have a male prostitute or two). They will then be met by one of the Sedusas who will take them into a back room for a little talk. She tells them that if they want good service in town, to go to specified taverns first (such as the Broken Mug Tavern or Fred's Resting Place) and to tell them that, "I don't trust City Hall." The Sedusa will say little more other than the "real" power in the town lies with Valoma.

The characters will be treated as described in the Doppelganger discussion until the code phrase is uttered. Then, for those that have direct dealings with Valoma, this is the signal that the PCs can be trusted (to a degree). For others who have merely concluded that something is up with City Hall, this will endear the PCs slightly and open them up to potentially give more information. They will be merely told that something is odd with the buildings that contain monsters and they should be checked out.

Similar to the Doppelganger situation, the PCs (having survived) will be told that these shops had owners who had dealings with City Hall. Then they will be sent to check out places like the Thieves' Guild and the Armorers.

THE SHOPS AND TAVERNS (D)

Much as described above, the PCs will be treated poorly while on Doppelganger turf. Any fights that break out will be stopped by the guards loyal to Jor and the perpetrators will be imprisoned in the holding cells beneath City Hall. Also, during this phase, they will notice (as above) that they are being followed by an orange and black cat. The cat will not come anywhere close to the PCs and will flee should they begin to show aggression. However, those studying the cat will notice that there appears to be an intelligence to its movement and behavior.

THE LINE

By this point, the characters should definitely feel that there is something going on in town. Even if they visited City Hall and later received an invitation to visit the brothel, they will be treated the same. So long as the wrong code phrase is not said in the wrong place, both antagonists will believe that the PCs are working for them until they get this far. By the time they have actually confronted the other side's minions, it means that the PCs are ready to meet their "bosses" so-to-speak.

The Doppelgangers

After finding out that perhaps the source of the strangeness in town is coming from the brothel, the PCs will be summoned to City Hall. There they will finally meet the "mayor" and are told the following:

"All has been peaceful here in Rumarok ever since I can remember. However, one night, not too long ago, the local brothel, the Seven Sisters, burnt down, killing several workers and patrons inside. At first, I was joyous because I never really liked the idea of that going on in my town and it burning down was a vindication of my beliefs. However, not a week later, I saw that it was being rebuilt. After trying to get some details about who bought the place, I found out nothing except a woman named 'Valoma' and her two younger sisters had acquired it.

"I thought maybe it was going to be turned into an inn, but you can imagine my surprise and disgust when I found out that it was going to be another brothel, bigger than the first one! I tried sending my guards to close the place down, but some ended up just using the place for their own pleasures. Ever since, I have heard of ugly things that go on inside those doors. There have been strange lights at night and rumors of ... demonic worship are on everyone's lips. I fear something foul has taken over and something must be done about it."

The "mayor" will offer a grand reward (anything your players will believe) and ask for the characters to investigate the brothel thoroughly. Because the "mayor" has ESP, he can offer the PCs their most heartfelt desires and give them motivation enough to follow through, even convincing them he can actually deliver (just don't promise artifacts or million-gold piece diamonds!).

Valoma

After being convinced that the true nature of the problems are coming from City Hall. The PCs will be invited back to a meeting with Valoma herself.

As you wait in the sitting room, a sudden warmth fills the air and you turn instinctively to the door. Standing there dressed in a sheer black dress cut to her upper thighs is Valoma. The firelight dances hypnotically in her eyes and you are captivated by her beauty. Her raven-dark hair spills down her back and she practically glides across the floor.

"Thank you for coming," she says in a deep, sultry voice, "I knew you would help us in our darkest hour. My name is Valoma and my sisters and I come from a land far from here to the west. It was a land of magic and beauty, though now it is gone. An evil wizard and his brothers destroyed my land and my people. I swore on my life that I would pursue them to the ends of the world. Every few years, my sisters and I move from town to town looking for clues to this wizard's whereabouts. Well, after many decades, I have found him here, in this town. He calls himself the mayor, though I doubt that the people really know who he is. Apparently he has Polymorphed himself into the former mayor's likeness, as his brothers have done as well. One

has become the deputy mayor and the other the mayor's wife. These evil beings must be stopped before they corrupt another land. I am will give you your heart's desire to help me vanquish him and his kin, for I must have justice after all these years."

Using ESP, Valoma will offer the PCs their fondest wish. She will not reveal any more information about her past or the details about the "wizard" as everything is just a lie. Valoma tells the characters that the real mayor can be found in the bowels of City Hall. He must be rescued and the fake mayor killed before the PCs can collect their reward. If the player characters are still not convinced she attempts to use her at will Charm Person power to persuade them.

THE SINKER

The characters should not need any more prompting to face the terrible evils that lie behind the brothel and City Hall. However, after final plans are set into motion, but before they actually set out to slay the enemy, they may run into one last character, especially if the GM feels they need some help.

Wherever the PCs are getting prepared (as long as it is outside of the brothel and City Hall) the strange orange and Hack cat will make another appearance.

You turn and see a familiar creature. The black and orange cat that had followed you earlier now stands in the doorway staring at you. Its tail flicks back and forth impatiently as it draws near and jumps up onto a chair.

Stickypaws

Formerly known as Stickyfingers, the thief-turned-cat is desperate to be turned back to normal. Though he is a thief by profession, he is honorable and does what he promises. However, he is also a bit of a coward and hates being a cat. After determining that the PCs are the right sort to help him out, he will reveal himself (carefully) and let them in on what is really happening in town (if they haven't figured it out already). Assuming the PCs haven't tried to kill it by now, Stickypaws will introduce himself. If the cat ends up on the business end of a sword wielded by an overly enthusiastic adventurer, the party will have to discover the truth behind the conspiracy the hard way. Otherwise, he reveals the following:

Suddenly, the words, "You are in danger," come out of the cat's mouth.

Before anyone can respond, he continues, "My name is...or rather was, Stickypaws. I was a ... box-man ... a thief, part of the adventuring party called the 'Funbunch from Fangaerie'. We were very good at what we did and had several

missions under our belt before coming to this gawd-forsaken town.

"Something has happened in this Valley, something very evil. We arrived here about a month ago and it was how you see it now - torn by forces the locals don't seem to be able to comprehend. On one hand there is the mayor, though he is not really the mayor and on the other is some woman calling herself Valoma, though she is no woman. The paladin in our party, Claude, fell in love with her in fact. Strange that, a good-hearted being seduced by something so evil. As we began to uncover the evil in this town, Claude began acting funny and, as we were about to confront the forces, he betrayed us and killed our magic-user. We dragged him to the church here and tried to make him throw himself upon the mercy of his deity before we went into battle; though we discovered that the church is now a conduit of whatever is corrupting the valley. Claude was killed and then reborn into a Death Knight. Willens, our fighter and Frenzy, our ranger, took off deeper into the valley to see if they could reverse what happened to Claude. I tried to get away, but was caught by Valoma and turned into this creature you see before you now.

You must know that you are heading for a trap. Some of what you have been told about the mayor and about the brothel is true. However, you should know that you will be destroyed upon succeeding in your mission. You must be prepared to face two evils, not one.

"The mayor is really a Doppelganger, as are his wife and deputy. Valoma is a Succubus and her 'sisters' are Sedusas. So prepare thyselfes mighty warriors, the fight that lies ahead of you will be tough. But I will give you something that will help."

Stickypaws will lead them to a spot behind the church where a box is buried. Inside the box are 5 Potions of Extra-healing and a Stone of Good Luck. He will not fight with the PCs, but will help them gather information and serve as a distraction.

Though he will not engage in combat directly, he will aid the characters in any other way. After the PCs defeat the evil forces, he will tell them of a great wizard, Samuel Shamham, who moved into the

deserted "experimental" park near Hero Falls. The wizard is Stickypaws' only hope at becoming normal again. He also hopes to find out what happened to his other two colleagues who took off in that direction much earlier. Stickypaws will promise the PCs a fantastic reward should they be successful. He will lead them to half of a treasure map (he only knows that it is located in the citadel) and swears to give them the other half after he is made normal again. The other half he memorized and can redraw once he gets his fingers back in his proper form.

Stickypaws (cat, small: domestic) (HF 0, EP 7, Int 11, AL NG, AC 6, MV 9", HD 2-8hp, HP 4, SZ S, #AT 3, D 1-2/1-2/1, SA rear claw rake 1-2 SD speed boost (18") Hon: great, TOP: 2, Crit BSL: DefAC -4, FF 2, RefHoB vol 1 p 112) HPs:

ADDITIONAL CONSIDERATIONS

Should the adventurers decide to leave the town, go back to civilization (to train, heal, etc) and then return:

After about a month, the fog will take over the town, making it difficult to determine time of day. There will also be many more disappearances (minor NPCs who are not integral to the storyline). Feel free to also add creatures by rolling on the City/Town Encounter Matrix to reflect the progress of evil. Give the party a feeling that they made a BIG mistake in leaving and things have progressively gotten worse because of it.

Should someone decide to use a Detect Evil spell while in the town:

Anyone who casts a Detect Evil spell will automatically faint for 1d6 hours. After they come to, they will relate to the party that "everything" is evil: the buildings, the people, the very soil. The two evil forces in town, combined with the plane-warping energies that brought so many things here have so much influence in the area, that it has polluted the environment and made it difficult to sort the good guys from the bad guys using a low-level spell.

AFTERMATH

Should the adventurers be successful in destroying the evil forces in town, the rest of the villagers will suddenly awake as if from a dream. The mayor (should he live) will be extremely grateful to the PCs and will reward them with a tidy sum of up to 10,000 gp (from his mysteriously bloated treasury) plus a plot of land in town. Where the PCs go from here is up to them. They can decide to move further in the valley and investigate the mystery behind the recent events, or they could take their money and go elsewhere.

If they decide to keep going into the Valley, Rumarok can serve as a reasonable base of operations (unless of course, the adventurers decided to burn some bridges).

Other Plotlines

The following is a list of some of the other sub-plots that can run concurrently with the campaign in town:

1. Mutiny of the Armory- Garrison Quartermaster Darek Firdard against Jor Hammerhand

Should things start getting out of hand (i.e. PCs being arrested for no good reason), Darek will lead his men to take over the armory. Jor will take his followers and try to storm it. Needless to say, this will cause much commotion (and possibly a distraction). Neither of the evil factions will interfere in the battle until one side is victorious.

2. The Butcher is loose!

Should Jasper not be discovered until late in the adventure, it might be a good idea to let him bust into a crowded tavern and cause some chaos. Or, for those more patient GMs, have the PCs discover the murdered bodies and begin an investigation.

3. "You're not the real mayor!"

If the jailed mayor, deputy mayor and mayor's wife are discovered and freed, the deputy mayor, in a fit of paranoid insanity, will attempt to convince the PCs that both mayors are fakes and need to be killed. He has convinced himself that the mayor imprisoned with him is another Doppelganger sent to spy on him and will offer anything the PCs ask for help to "off" him.

4. Battle of the Inns

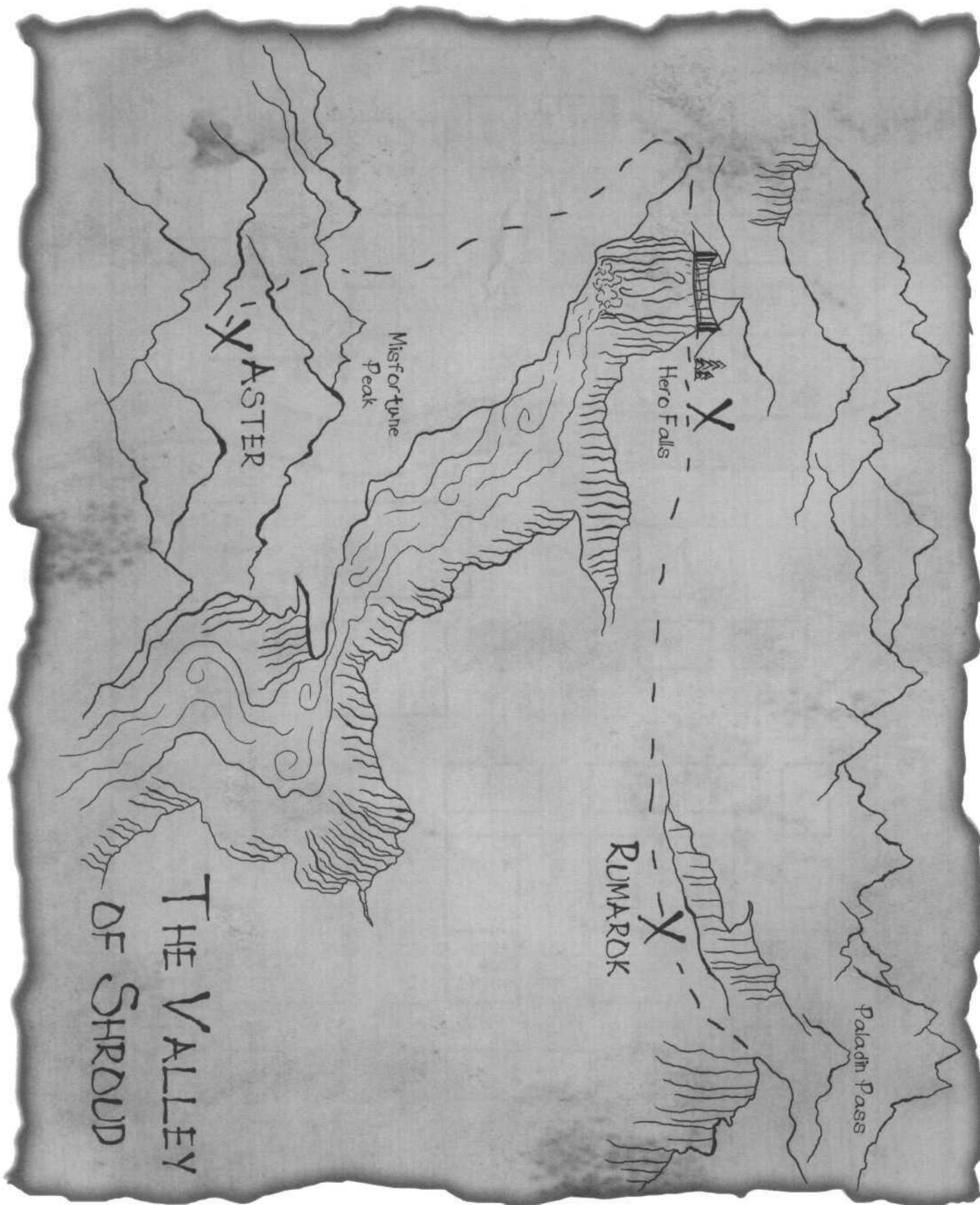
Both of the inns have had it in with the other since even before the madness began. Now that they have real reasons to distrust each other, they are starting to do something about it. Manipulating the tavern crowds, each tries to enlist help to sabotage the other establishment. They will especially love for PCs to get in on the act and help them out.

5. Law and Order

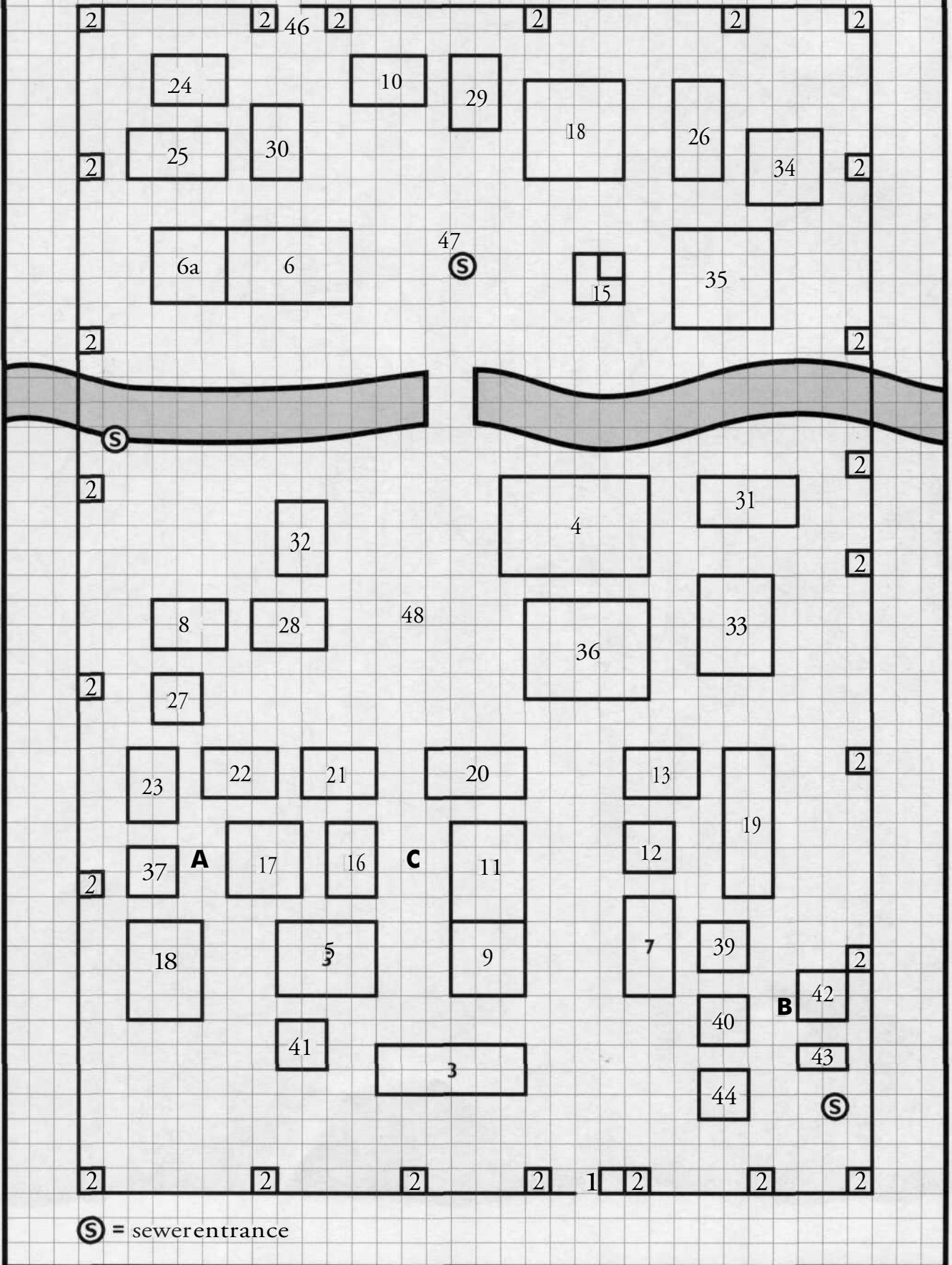
Harwood is having a heck of a time policing the town. He is very desperate to enlist the help of strangers to get his police work done. Should they offer or agree, the PCs will be made deputies and given errands to run for the sheriff's office. Some of these are menial ("check the warehouse for a spare set of manacles") to downright outrageous ("collect the back taxes from the following businesses").

6. The Deal with the Sewers

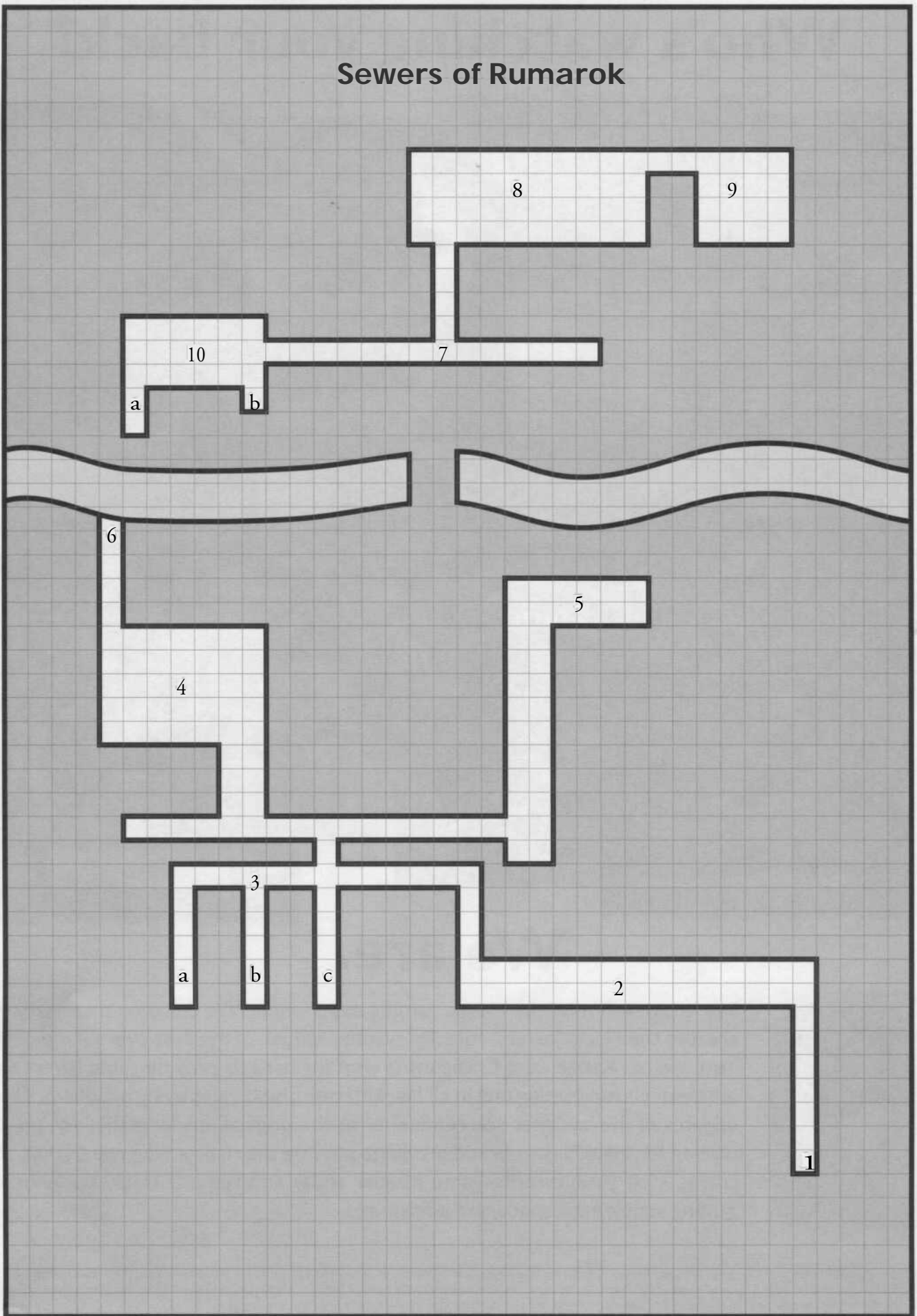
If the adventurers haven't done so already, the mayor will gladly pay someone to go back into the sewer tunnels and clear out any dangerous creatures so that work may once again resume.



Town of Rumarok



Sewers of Rumarok



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ROAD TO ASTER

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There is a valley few know about and even fewer have ever been to. Once, it was a place where the hermits and powerful magic-users went to be alone. It has been said to be a place of wonder and beauty beyond the imagination. Something has happened recently, and it has not been good. Dark armies are said to be on the move now from somewhere deep within the valley, perhaps from the citadel of Aster.

The only way to find out is to enter this desolate place and explore the town of Rumarok, which sits just at the head of the valley. Like the Valley itself, Rumarok was once a cheery place, though it too seems to have fallen into misfortune. What possible things lie in wait for the careless or the curious to come about? There is only one way to find out, friend. Enter the Valley and walk the Road to Aster. First stop...Rumarok!

Be sure to check out www.kenzerco.com for a free web enhancement that provides game rules for this adventure for use with D20 system games.



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