



ON THE TRAIL BETWEEN GALGENBECK AND SCHLESWIG,
THERE LIES THE **ROMAS** INN.

A family business of the E'Robert family, with the friendly proprietor Howie, his wife Jowlie and daughter Rowlie. It's a place where Player Characters can rest after a hard day's work of adventure and indulge in the most important aspect of RPGs - roleplaying their characters.



GM STUFF:

The great grandfather of Howie E'Robert, Howie discovered a Demon long before the end. After finding out that said fiend is able to convert any organic material into poor beer, he decided to found an inn right above his lair. His great grandson - the current owner - had to face a serious problem - the lack of meate and æggs.

The former proved to be no issue - all it takes is to murder a sleeping client. The latter, however, required a new pact with the Demon and a certain dark ritual performed by the Forbidden Cult. Scrambl'd æggs served here are the best in the region, but the innkeeper's wife paid a grave price for the ability to prepare them. And they are always poisoned, as there is never enough meate.

EVERY 15 MINUTES, ROLL D10 FOR A RANDOM ENCOUNTER OR PICK ONE FROM THE LIST. REROLL IF IT HAS ALREADY HAPPENED.

1. Horses neigh in the stables - cultists have arrived to kill and turn them into skeletons. D4+1 Earthbound (p. 70) appear in the Stables. If players ignore the commotion, horses here are turned into d6 skeletal horses, while the cultists venture inside the inn to drink some Åle.

Skeletal Horse - HP 7, Morale 8, Hooves - d4+1
Skeletal - piercing attacks require DR 14 to hit. Dealing 5 or more damage in one attack destroys it outright.

2. The innkeeper has run out of fresh meate and goes to the back room to "restock". He's not around for d10 minutes - characters can look around freely.

3. D6+2 sailors walk inside. They order food and Åle, sit down at a table and begin singing sea shanties. Everyone in hearing range is extremely agitated by the foul sounds, and all their tests have DC increased by 2.

HP 7, Morale 8 No armor
Cord - d4

4. The famous knight Ais van Nodden arrives. He's behaving like an insufferable lordling. After 2d6 minutes he goes upstairs with the innkeeper's daughter. Then he is murdered there, and one of the Prowlers there takes his heavy armor and sword (d10).

Ais van Nodden - HP 10 Morale 7, Plate - d6,
Zweihander - d10

5. A skeleton approaches the bar, gets an Åle and a floorcloth. Then he disappears into the night. It happens from time to time, it seems.

6. Someone runs out of the room upstairs, panicked, screaming like a madman. He jumps out of a window, breaks his neck and dies instantly. Innkeeper, without saying a word, goes outside and takes his body to the back room. It will be given to the Demon.

7. Demon belches loudly. The pungent aroma of Student Special 9% fills the inn. For the next hour, Åle is free.

8. A drunken old lout wakes up. He mumbles something and begins blowing his bagpipes. The instrument wails insufferably. After 1d4 minutes, the drunkard turns into a Lich (p. 63). Roll for player reaction.

9. The innkeeper's daughter invites one of the heroes upstairs (only if they hit on her before)

10. A gargantuan tentacle jumps out of the privy. The Demon decided to change his residence. He moves from the cellar first to privy, then, after 10 minutes to stables, and then to the main hall.



» **MENU** «

Scrambl'd æggs - 2 sp - delicious! Eating causes the character's death after d6 minutes.

Meate - 3 sp - eating human meat causes addiction in every character, except for Fanged Deserter. Each day thereafter, they have to consume human flesh or suffer +2 DR to all actions for d10 days.

Åle - 1 sp - after the end, the Demon became more malicious. Drinking beer causes dehydration and retching after 2d6 hours. A successful DC12 Toughness test suppresses the Demon's taint. A failed one causes a newborn demon to crawl up and emerge from the character's mouth, turning their insides into paste and killing them in the process.

Infant Demon
HP 6 Morale 7, Arm -d2, tentacles d4.
Quick - attack & defense DR 14



MAIN HALL

A single **golden onion** hangs next to the staircase. Touching it opens a shaft in the ceiling, from which half a ton of rotten onions starts falling. The character that touched the onion and everyone on the stairs must take a DC 12 Agi test or be bludgeoned to death by the downpour. Anyone in the hall - DC 10 Agi test or suffer d4 damage.

Portrait of the inn's founder hangs on the top of the staircase. If a character looks him in the eyes, d10 silver pieces are instantly teleported from their purse into the inn's treasury.

Rowlie, the innkeeper's daughter, is the maid here, serving food and drinks. She does not like when men impose themselves on her. Provoked, she promises an intimate rendezvous upstairs, where her brothers await.

Howie the Innkeeper

Behind the bar. Friendly and jovial.
20 HP, Morale 8
DR 14 against arrows and all weapons except polearms.
Crossbow - d10,
Armor - bar -d4

GUEST ROOM

Beds here are of demonic make and grapple victims when they're asleep. Characters can try and break free - DR 12 STR or DEX test. Failed: d6 damage. They can also ask the innkeeper's wife for help. She will free them, but only if they drink some Åle.

STABLES

Several horses. No ostler.

WELL

Cursed. Drinking the well's water makes the character need to drink some Åle right now. A DR 14 Presence is required to suppress this desire.

CELLAR

200 sp in treasure, bodies of previous victims, random occult treasure, corpse plundering x4

TREASURY

500 sp + whatever was stolen by the painting.
Full plate armor.
Zweihaender of Gritty
Realism - cursed,
weights 300 kg.

ATTIC

Wraith (p. 61) of the inn's founder. He desires death of all of his descendants. He will attack the players if his wish is not fulfilled. He disappears when his family is dead.
Painting - secret entrance to the treasury. Accessing causes an attack of the angry onion (unless it fell down the stairs already).

HP 30
Morale - x
DR 10 to hit
Rolling d6-1 - attacks everyone in the chamber and rolls down, losing 2d6 HP for every room passed

ROWLIE'S ROOM

Rowlie and her four brothers - Prowlers (p.71)
Stairs to the attic - trapped: DR 14 DEX or d6 damage.
50 sp stuffed in various places.

PRIVY

The Demon has breached through here recently. Characters that go inside must test DR 14 Agi or be grappled by him.

ART & DESIGN
@KATAKFX

A successful attack grapples the target and prevents escaping. A character can try to break free: action, requires DR 14 STR or AGI test.



Cellar door. Locked. Both the innkeeper and his wife have the key. Lockpicking - DR 12 Agi test.

A large pot with meate. Falling inside causes 2d6 burn damage

Innkeeper's wife Jowlie
20 HP, Morale 8
Apron smeared with meate and eggs -d4

KITCHEN

Pan of eternal scrambl'd eggs - d8 + DR 12 Toughness test or d3 poison damage. If taken from her body, it replaces the right hand of the character.

Beer Demon
Neighs like a horse, but does not look like one.
HP 32
Morale - x
Tentacles - d3 attacks, d6 damage each.