

SV1

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1st in the Shenbyrg Vale Series

Wyrd Ways of Walstock

by Dan Osarchuk

AN ADVENTURE FOR CHARACTER LEVELS 1-3



'Wyrd' things are afoot in Walstock. This town might seem like your ordinary, post-apocalyptic-now-turned-fantasy locale, but it is not! Fell Cults have begun to take over and it is up to the brave adventurers to stop one in particular: the Cult of the Shield Ghul.

But the 'Wyrdness' doesn't end there. Though this adventure can be used to facilitate your typical wander-around-and-kill-everyone-to-take-their-stuff-type scenario, it also includes a sinister (and frankly genius) plot, feuding factions, plenty of hyphens, not to mention bizarre NPC's and situations to either interact with or stab to death.

Prepare yourself for an unusual and memorable gaming experience. It could be just what the Barber-Dentist ordered!

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WYRD WAYS OF WALSTOCK



BEING AN ADVENTURE MODULE FOR LABYRINTH LORD AND OTHER CLASSIC ROLEPLAYING GAMES

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**Compatible with the various Old School Editions
and their 'Retro-clones', especially Labyrinth Lord!**

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<http://divinitiesandcults.blogspot.com/>

Background

'Wyrd' things are afoot in Walstock. This moderate-sized town might seem like your ordinary post-apocalyptic-now-turned-fantasy locale, but it is not!

Unlike your usual adventure module, this one is replete with all manner of odd individuals, diabolical plots, and unusual situations. Those looking for another wander-around-and-kill-monsters-to-take-their-stuff-or-even-go-shopping-afterward-type adventure might be a bit mystified at first; that is, until they realize what a unique opportunity they have to save such an insane place from itself!

In many ways, the townsfolk of Walstock could end up being just as dangerous as any sort of classic dungeon denizen. Not only have a number of Fell Cults come to control the town, but a good portion of the non-cult population belongs to one of two quarreling families, as well.

Such feuds go deep into something endemic in Walstock's character: though many remain relatively good folk, most still keep to their factions and eschew outsiders. Whether such a tendency had occurred due to the upheavals of Lights Out, the apocalyptic event that ended the technologically advanced civilization that preceded the re-founding of Walstock and nearby settlements centuries ago, or even occurred sometime beforehand, is a matter for sagely debate.

What is certain though is that adventure awaits those who set foot in this place. For though tribes of orcs or some dragon may not be threatening Walstock at the moment, far more insidious threats lurk just beneath the surface of the well-maintained streets and ambivalent smiles of the civil-seeming population...

Walstock's 'Wyrdness'

Odd effects, beyond just the fractious and/or corrupt portion of the populace, cause Walstock to often be referred to as 'Wyrd', and with good reason!

Casting Rolls

If using the optional rules detailed in Divinities & Cults to cast spells, then those who attempt to use healing magic will suffer a penalty to their Casting Rolls while in certain places in town limits (see below). If not, then it's suggested that you do use those rules! *Magic should be magical.*

If your players haven't discovered the amazingness of the d20 Casting Roll yet, then Wyrd Ways of Walstock might be a great place to introduce the concept to them. When they then become happily addicted to the excitement of not knowing if a spell will work every time it is cast or not (like with swinging a sword, firing a bow, etc.), then you can have all magic in your campaign use the d20 Casting Roll- all thanks to this module.

Divinities & Cults is also referenced in other parts of this work but is not required for you to play. Using it will simply enrich your gaming experience and, if you haven't done so already, *buying it* will certainly help a great deal too (hint, hint).

Healing Limits

Whatever the case, due to the efforts of the Cult of the Shield Ghul, healing magic is inhibited in certain parts of town. If using d20 Casting Rolls, then this penalty might be anywhere from -3 to -6. If not using such rolls, then simply subtract those penalties from any healing dice rolled (or use whatever method that pleases you) to simulate this effect.

NPC's

Those in this adventure are meant to be 'wyrd'. Not only do a number of cults dominate the town, but most locals will know and even have a strange relationship with each other (see p.5). In addition, many NPC's are given a 'Wyrdness' descriptor in their stat block, unless it is already obvious why they are wyrd.

Such an arrangement should lead to some very interesting and unusual situations for the characters, such as trying to recover a cart of Trenchaus slippers while avoiding one's somewhat belligerent, second cousin once removed.

The Eight Factions

Many vie for control of the town. Much political intrigue (beyond the other odd behavior) can be found in Walstock, but don't worry: adventuring parties can always just begin trying to kill NPC's if they get too overwhelming, insane, or boring. Those who enjoy detective work, rooting out corruption, and wrangling between various groups can certainly enjoy every nuance and detail of machination herein, but make sure that players who don't enjoy an excess of such things have enough battle to keep their interest and relieve any frustrations that might arise.

The Count (and Cult of R'ti): Titular ruler of Walstock and the surrounding county of Shenbyrg, he has been corrupted of late by the fell cult of R'ti, followers of the Demon Lord of Educational and Bureaucratic insanity. See **Location 1**.

Cult of the Shield Ghul: Having nearly cornered the market on healing in Walstock, they are no longer content to rule only the Hospitalia and the townsfolk's pocketbooks. The Cult has a detailed plan to take over Walstock very soon. See **The Plot Against Walstock!** below and **Location 25**.

Trenchauses: The upper class family in town, they are mainly concerned with maintaining the status quo, keeping Walstock properly decorated, and suppressing the rebellious ways of the Tochenorffs. Their hold is at **Location 30**.



The citizens of Walstock may not be as safe as one might think!

Tochenorffs: The other main family in town, they are as rough and rabble-rousing as the 'Trenchies' are sophisticated and haughty. They greatly dislike the Trenchouses and work to overthrow their power, though they usually just get drunk and yell about it instead. Their holds are at **Locations 21** and **29**.

Knights Falcon: The most powerful military group, they owe their allegiance to the Town of Walstock itself and can be called on by the Count with the Town Council's approval. See **Location 2**.

Town Council: A largely ineffectual group made up of the main families of Trenchouses and Tochenorffs (see above), they still pronounce their edicts to try to keep order and have at least the hopeful support of many townsfolk. See **Location 9**.

Town Watch: Tasked with keeping the peace in such a disturbed place as Walstock, they ostensibly answer to the Town Council, though many actually owe greater allegiance to other Factions or to the Watch itself. See **Location 10**.

Churches of Tyr and Minerva: Walstock's corruption runs deep and must be purged. Whether it be by the grim sword and pyre of Tyr or the more gentle prudence of Minerva, this faction, while small, will do what it takes to save Walstock from itself. See **Locations 12** and **17**.

The Plot Against Walstock!

Though many factions and issues disrupt the daily peace and independence of Walstock and its citizens (and sanity of its visitors), the Cult of the Shield Ghul have inculcated themselves in such a particular way as to make a uniquely concerted effort to enslave the entire town in a few days' time. Soon they will be ready to make their move! The party will hopefully realize the danger that the Cult poses and stop them before that happens (or before they give up on Walstock altogether).

The Cult of the Shield Ghul will attempt full takeover of Walstock at nightfall, 3 days after the adventure begins (or sooner or later than that as the Referee sees fit).

The six parts of **The Plot!** (which it shall be called from now on in order to help it sound more menacing) are:

PART I. Captain Rend MacDear is being Blackmailed

One day before the adventure begins, the Watch Captain was informed that the Ghul Physician General is holding his unfaithful wife at the Hospitalia (**Location 25, Area L**). This is the secret reason why he wants the party to take Clyde into custody (see **Start**). If he doesn't do what the Hospitalia commands, then she will be slain via 'Very Unnecessary Surgery'. Even if Clyde is brought in alive, the Captain won't even let Lieutenant Racken perform the interrogation and torture (which he so enjoys), instead having Clyde thrown into the Gaol (**Location 14**) by some corrupt watchmen. That the Captain also goes to enjoy his own torture at **Location 13A** is a result of his frustration, not to mention lack of consortium.

By Day 2, Lieutenant Racken will become so suspicious of the Captain that he will then find the party (if they're still in town, haven't been slain, or been driven mad by such a wyrd place) and let them know his suspicions. His intervention can provide an excellent way for them to refocus their efforts on saving the town (especially if they have become confused, off task, or miss any of the clever leads included in this module to counteract **the Plot!** before it occurs).

In any case, saving the Captain's unfaithful wife will allow him to set the Watch to arrest members of the Shield Ghul cult and

certainly put a damper on **the Plot!** by throwing much of its forces into disarray (see The Cult's Chances of Success below).

PART II. Mailcarrier Odonna Sickens 10-40% of the Town

On the morning of Day 2, Odonna (from **Location 13**) will have dispensed contaminated parcels to those on her mail route. By the early evening of Day 3, 1d4 x 10% of the Town's population will have become quite ill with severe gas and bloating and demand anything for the Hospitalia's help. Around the time that happens, she will be sobbing at the Pigsty (**Location 21**) trying to drink away the feelings of extreme guilt over causing mass pestilence (which she did because she owed the Hospitalia 121,557 gold pieces for setting her broken arm). Whatever the case, throngs of flatulent townsfolk will be entering and leaving the Hospitalia around that time too.

PART III. Shopkeep Dilurday Causes a Disturbance

On the evening of Day 3, the owner of Walstock Tea & Knick-Knacks (**Location 16**) will entrench himself behind a wicker furniture fort (giving him an effective AC of 3) and then begin hurling certainly painful knick-knacks (with a +3 'to-hit' modifier for 1d3 damage each) at passers-by, distracting any remaining watchmen that don't heed the Captain's commands to stand down when other parts of the town are under attack.

PART IV. Riot at the Town Council Chambers

Also on the evening of Day 3, deciding now would be a perfect opportunity for a 'protest', Town Crier Morell (**Location 20**) will start a 'demonstration' at the Town Council Chambers (**Location 9**), drawing in 7 paid rioters, plus 2d6 actual concerned (real) citizens, along with Morell himself. Unless stopped, the rioters will damage the Town Hall and seriously injure the Town Council members (causing 1d20 damage and possibly death to each one) within 1d20 turns. Any surviving Town Council members will then conveniently be brought to the Hospitalia where they will be so indebted from their exorbitant healing costs that they will be forced to formally abdicate control of the Town to the Ghul Physician General!

PART V. Doctor Chohmps Assassinates the Count

What is more, also on the evening of Day 3, the not-so-good Doctor (**at Location 18**) will take a massive amount of Flourian to murder Count Roland by biting and strangling him to death with his enormous teeth and nefarious floss when the Count comes for his barber-dentistry appointment. Unless the party stops Chohmps in time, the Count's bodyguards will be unable to leap in the way of such an unexpected attack, though Chohmps will then go ahead with the teeth cleaning anyway, as scheduled.

Roland's death means that the Cult of R'ti is thrown into disarray for the next few months, leaving the Cult of the Shield Ghul as the main one in town. The remaining R'ti forces will be forced to acquiesce to their (medical) demands.

PART VI. Actions of Surgeon Kurt

During the *morning* of Day 3 (yes something else happens besides the evening of Day 3), Surgeon Kurt (from **Location T13**) will oversee a great sacrifice of Assurance gold to the Shield Ghul. This act will expand the -3 healing magic penalty to all locations around Walstock. Places that formerly had a -3 penalty will now have a penalty of -6! Clerics and other healers will sense this change: though they won't necessarily know why it has happened, they will certainly become irritated.

That night, he will then lead a squad of 12 Hospitaliers along with 47 impoverished Assurance Cultists from the Tunnels below to attack the Knights Falcon Chapterhouse (**Location 2**).

Unless the party intervenes, they will emerge from a hidden door in **Area D**, let in by the traitor Sub-commander Drenart (who has been offered to become Master of the Hospitaliers, gain free healing for life, not to mention revenge for not being able to capitalize the 'c' in 'Sub-commander' for all these years for his complicity) and slay all the knights, paladins, and even Hochmeister in their sleep.

2d4 of the Hospitaliers and 2d10+2 of the Cultists will end up being slain too; Kurt and Drenart will survive, but the Knights Falcon will be effectively neutralized in either case, with only 1d4 paladins and 2d4 knights remaining at large.

Conclusion

And with the Count dead, the Watch doing nothing, the Knights Falcon slain, 10-40% of the town gassy, and the Town Council having abdicated, the Cult of the Shield Ghul will rule supreme!

Fated Events

Though the Referee should certainly feel free to run encounters in Walstock as he sees fit, the following is included to serve as a suggested baseline of events during this adventure.

DAY 1

Morning: Party is tasked with bringing in Clyde Tochenorff. See **the Plot! Part I** and **Start**.

Afternoon: Tomas the Mailcarrier (from **Location 13**) climbs to the top of a building somewhere near the party to go on a crossbow-shooting spree. Charisma checks and/or cover will be needed. This is just due to the Wyrdness of Walstock: the party may even eventually come to think he has the right idea.

Evening: A riot occurs at the Pigsty (**Location 21**). Drunken Tochenorffs are enraged over an 'uppity' Trenchaus slipper shipment. The Springing House across the street is damaged.

DAY 2

Morning: Strange storm clouds appear over the town. The surrounding areas are completely sunny and clear though.

Mailcarrier Odonna distributes parcels along her route in the north part of town: see **the Plot! Part II**. Astute party members will notice that she has a cast on her arm (from the Hospitalia!)

Afternoon: A villager near one of the party members is intentionally injured by an Assurance Cultist so that he or she may later 'get proper medical care' (and fees) from the Hospitalia. The villager is then taken away by an Ambulatory Coach.

Also, Racken approaches the party about his suspicions: see **the Plot! Part I**.

Evening: Party members that are still in town will run into a random Minervan Superheroine (from **Location 12**).

DAY 3

Morning: Healing magic is affected throughout all of Walstock now: see **the Plot! Part VI**.

Afternoon: Nothing seems to happen at all. Everything appears *really calm* in town.

Evening: Second half of **the Plot! Parts II** and **VI**, as well as all of **Parts III – V** occur. Will the town be saved? There will be a lot of crises going on, hopefully the party will succeed and won't run away screaming!

The Cult's Chances of Success

The Cult of the Shield Ghul has a **base 100% chance** of being successful if the party does absolutely nothing to interfere with their plans, fails to slay any of the important agents of the Shield Ghul, or the like (an unlikely prospect).

For every **main agent** neutralized or slain, including Doctor Chohmps, the Ghul Physician General, Surgeon Kurt, or the Ghul Barrier (at **Location T13**), the chances of the Plot succeeding reduces **by 25%**. Saving Captain Rend's unfaithful wife will also reduce its chances of success by **the same**.

For every **moderate agent** stopped or slain, such as Sub-commander Drenart, Shopkeep Dilurday, Mailcarrier Odonna, or Town Crier Morell, the chances of the Plot succeeding drops by **10%**.

If the chance of the Plot succeeding drops **below 40%**, then the Ghul Physician General (or if slain, his replacement) will not attempt the takeover for another 1d12 months in order to replenish the Cult's ranks. Such a setback might also influence the Cult of the Shield Ghul to now be open to an allegiance with the Cult of R'ti (see *Quiet Upon Shenbyrg's Dawning*)...

Other Plots and Ad Hoc Adventuring

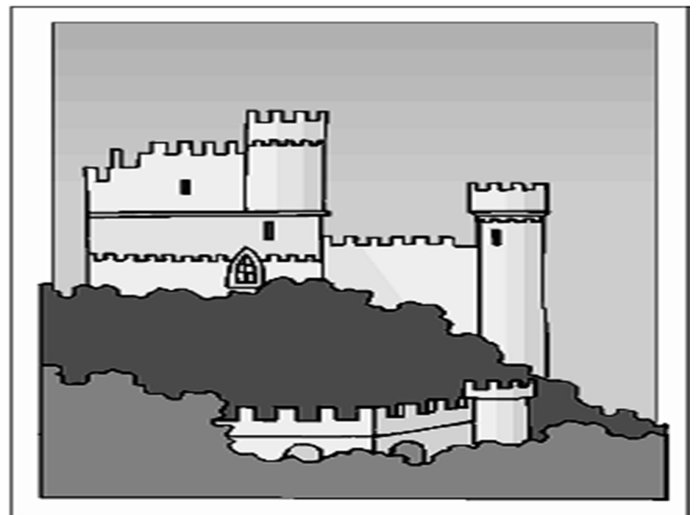
None of the other cults or factions currently have the power to take over all of Walstock when the adventure starts. This situation will change of course, especially if the player characters defeat the Cult of the Shield Ghul, leaving a power vacuum for another faction to take their place, thus creating further adventures in Walstock, if the Referee and Players are so inclined or masochistic.

On the other hand, the players might just end up treating the entire town like a dungeon full of foes to vanquish. It's all good (and wyrd)!

A Note on Maps

Though this work includes many outstanding ones of stunning cartographic beauty, not all locations are mapped. In fact, only the ones that pertain to the main plot are included. The Referee should feel free to develop other maps as needed when the party attempts to engage in battle in non-mapped locations, as well as adjudicating the location of windows, furniture, and sundry items, even at the mapped ones.

Otherwise, the scale of the maps herein is either 30' or 5' per square.



Character Background

Before beginning the adventure, determine why the characters are here. Why do they wish to bring in Clyde)? Why would they remain in such a 'wyrd' place for any length of time? And most importantly: what eccentric accents might they wish to adopt?

Roll on or select from the following two tables to find out.

Origin (1d6)

1. **Trenchaus:** the refined, upper class local family
2. **Tochenorff:** the rough, lower class local family
3. **Kiblerman:** the friendly, middle class local family
4. **Other Walstock family** (see p. 5)
5. **Foreign** (see p. 5)
6. **Too embarrassed to admit they are from Walstock, but they actually are** (reroll 1d4 for family)

To generate character looks and mannerisms, see also the Random Walstocker Generation Table on p.6.

Motivation (1d8)

1-2. Divine Purpose: The character believes that their Divinity wants them to save Walstock. See p.6 for a list. Helping to acquire Clyde would serve the Divinity's purposes, whether the man would actually benefit from it or not.

3-4. Faction: The character works for the interests of one of the Factions in Walstock (see below). And, whether because of a common ideology, an alliance of convenience, or simply mercenary work, helping to acquire Clyde would aid that Faction. Those who belong to a Cult would most likely conceal their true allegiance from the rest of their companions; that is, until the time is right!

Note that those working for rival factions (e.g. Trenchaus vs. Tochenorffs) may end up in the same party, leading to some very interesting results and inter-party conflict over who can outdo whom with saving the town (or not)!

Factions of Walstock (roll 1d8)

- | | |
|----------------------------|----------------------------|
| 1. The Count/ Cult of R'ti | 2. Cult of the Shield Ghul |
| 3. Trenchaus | 4. Tochenorffs |
| 5. Town Watch | 6. Town Council |
| 7. Knights Falcon | 8. Tyr & Minerva Churches |

5-6. Glory & Riches: There are great deeds to be known, manhood to prove, and treasure to take (beyond the 50 gold for acquiring Clyde)! The character could be some sort of (roll 1d6):

1. Generic hero
2. Thrill-seeker
3. Risk-taker
4. Psychopath
5. Wealth-monger
6. All five!

7. Dark Secret: The character holds some other hidden identity or purpose, though unlike being a cultist, he or she may actually *not want to be evil* (per Player personality). Roll 1d4:

1. Prone to insanity (per Referee)
2. Sympathizes with a Cult (though not a member yet)
3. Sympathizes with Elves
4. Committed another horrible crime

8. Other: Whether monster hunting, bounty hunting, or just here to see the sights, the character has some other reason for signing up to bring in Clyde.

Start

With the 'wyrd' nature of Walstock, **The Plot!**, and the characters' backgrounds now determined, we can finally begin!

1. Welcome: The party is brought before Watch Captain Rend MacDear at Watch Headquarters (**Location 10**). Play begins in his office within this large, brick building located in the center of Walstock, around the dawn of Day 1. Both of his Lieutenants, Racken and Karla, are present, along with one additional Watchman per party member. Racken seems tense and Karla seems helpful. In any case, now would be a good time for the party to introduce themselves.

2. Bring Him In... Alive: The party is tasked with picking up Clyde Tochenorff. Clyde is to be brought back to Watch Headquarters to 'face questioning'. The Captain will not go into any more detail, except to say that he is using the party because 'it's a sensitive matter' (i.e. the Town Watch may not be trusted enough to bring in such a notable Tochenorff family member). Racken will roll his eyes at that.

3. Reward: The bounty for bringing Clyde back alive is 50 gold pieces per party member. Character motivation for adventuring in Walstock (beyond a whopping 50 gold pieces a piece!) becomes critical here to give meaning and guidance to the characters' actions.

In any case, the party's leader is also given an official writ to be used to indicate the authority by which they can take Clyde into custody.

4. The Pigsty: The party must then travel about a 1/4 mile across town, to the Pigsty (a tavern- see **Location 21**). Once there, they will need to have Clyde come with them. Even though he has little chance of escape, his fellow Tochenorffs and other intoxicated patrons will challenge the party and things may turn unpleasant, if not violent.

5. Ambushed! Afterwards, the party will likely bring Clyde to Watch Headquarters with them. On the way back though, they will be attacked by mysterious assailants just north of Doctor Chohmps's office (see **Location 18A**).

6. Aftermath: Following the attack, it is then up to the party to decide how to proceed until the Cult attempts to take over the town (in 3 days' time!)

If Clyde survives, then he will suggest that he knows something about **The Plot!** (pick which Part or determine randomly) right before the Watch whisks him inside 'for interrogation'. The party might try to intervene, but then earn the ire of the Watch to only possibly gain some useful information (Clyde isn't the brightest fellow). Otherwise, the Captain will not allow the party further access to him. He might say they don't want them spreading any 'tall tales about takeovers', but he really does it because the Hospitalia wants Clyde silenced (per **the Plot! Part I**).

If Clyde is slain, then the party will hopefully begin investigating on their own, thanks to their Motivations and the very obvious clue of Clyde being killed by Hospitalia staff.

Whatever the case, the ambush and other events should be enough of a catalyst to keep the party wrapped up until the takeover attempt occurs.

The following random tables, maps, and keyed encounters should serve as fertile ground for their exploration of and adventures in *Wyrd Walstock*.

WALSTOCK ENCOUNTERS

d10	DAY
1-2	Nearby Individual: from closest Keyed Location. If unsure, pick or determine randomly from nearest Keyed Locations.
3	Random Individual: from a random Keyed Area encounter instead (roll 1d30).
4	Street Vendor: selling (roll 1d4): [1] food, [2] Guildhall Services (from Location 8), [3] slippers, [4] trinkets
5	Random Pedestrian: 90% chance of being Local (see below and next page); otherwise a Foreigner (see below right). Can also use Traveler table in Divinities & Cults: Volume I (listed under Odin), if available.
6	Watch Patrol: (from Location 10) 1d3 patrolmen; may challenge party or be asked for help, depending on whether they have run afoul of the Watch or not yet.
7	Vagabond: an unsavory individual- can also use Loki section in Divinities & Cults: Volume I for Vagabond table for additional details, if available.
8	View: (roll 1d6): [1] nice architecture, [2] sky, [3] bird, [4] ambulatory coach, [5] beautiful woman, [6] other
9	Conflict: Argument between members of two Factions (see p.4 for the list). There are 1d10 members on each side; 25% base chance of violence occurring.
10	Night Encounter: roll on adjacent table →

d10	NIGHT
1-2	Supernatural Being (roll 1d4): [1] Vampire (from Location 7), [2] Werewolf, [3] Statue of Colonel Muhl (from Location 9), or [4] Elf (from Location 19).
3	Superheroine: one randomly determined (from Location 12)
4	Ruffians: 50% chance of being Tochenorffs. Align: C; Mve: 40'; AC 9; HD: 1; Attk: 1; Dmg: 1d4 (dagger); Sve: F1; Mor: 7. Items: Dagger. Treasure Type: D
5	Drunken Mailcarrier (from Location 13): 30% chance of also being fresh.
6	Wyrd Feeling: can also roll on Unsettling Encounters, found under Hel in Divinities & Cults: Volume I, if available.
7	Watch Patrol: 2d3 patrolmen; base 25% chance of questioning party members who are outdoors at night,
8	Vagabond: a guttersnipe or curmudgeon- see Loki section in Divinities & Cults: Volume I for Vagabond table for additional details, if available.
9	Conflict: Argument between members of two Factions (see p.4 for list). There are 3d10 members on each side; 75% base chance of violence occurring.
10	Day Encounter: roll on adjacent table ←

LOCAL RELATIONSHIP

Walstock is not a very large town and locals likely know each other well (a base 75% chance). If so, then roll twice on the following table. Those who are even of the same family (see adjacent) should roll thrice to also determine blood relation.

Even those not related by blood can be considered a friend, foe, fancy, or something else, based on the type of relation generated (bizarrely competitive, understandably abusive, etc.)

d12	Descriptor	Relationship	Blood Relative
1	Somewhat	Distant	Distant Relative
2	Very	Close	Third Cousin
3	Sometimes	Complicated	Second Cousin
4	Mildly	Belligerent	First cousin
5	Strangely	Helpful	Aunt or Uncle
6	Unpleasantly	Abusive	Brother or Sister
7	Pleasantly	Competitive	Child
8	Understandably	Strict	Parent
9	Always	Laid back	Great or grand- (reroll 1d8)
10	Bizarrely	Caring	Step- (reroll 1d8)
11	Hopefully	Indifferent	(reroll 1d8) -once removed
12	Unfortunately	Insane	Spouse or Consort

PLACE OF ORIGIN

LOCAL (by Family)

FOREIGN (10% chance)

1. Trenchaus 2. Tochenorff 3. Kiblerman 4. Other: roll twice below	Roll once below to determine land of origin and basic characteristics.
---	--

d12	Other Walstock Family (roll twice)		d12	Foreigner Land of Origin
1	Al-	-agger	1	Middlechest: Feudal monarchy
2	Bord-	-dern	2	Stephania: Amazon matriarchy
3	Fisch-	-er	3	Strass Hill: Viking warchiefs
4	Frank-	-klein	4	Helltowne: Equalitarian tyrants
5	Haus-	-man	5	Mauriatown: Human nationalists
6	Muel-	-idt	6	Columba Furnace: Dwarf miners
7	Nys-	-ious	7	Fjord Vallee: Noble savages
8	Ott-	-itz	8	Caelum Mount; Olympian magocracy
9	Schneid-	-ler	9	Monjaksen; (overrun by undead)
10	Sch-	-ser	10	Narquay: Frankish nationalists
11	Schm-	-ver	11	Timber Fell: Celtic small town
12	Web-	-zweig	12	Madisonburg: Cosmopolitan duchy

RANDOM WALSTOCKER GENERATION

Not sure what a typical resident of Walstock looks and acts like? Whether a random encounter, keyed encounter, a player character, or what have you, use some or all of the factors in this table to determine it:

d8	1	2	3	4	5	6	7	8
Hair	Light Blond	Dark Blond	Dark Blond	Red or Bald	Light Brown	Light Brown	Dark Brown	Black
Eyes	Gray	Light Blue	Cornflower Blue	Deep Blue	Green	Hazel	Dun	Brown
Skin	Pale	Very Fair	Fair	Fair	Medium Fair	Rosy Fair	Ruddy	Tanned
Body	Thin	Slender	Trim	Moderate-framed	Muscular/Curvy	Muscular/Voluptuous	Thick	Heavysset
Marks	None	Chiseled features	Vigorous	Well-endowed	Notable Facial hair	Blemish	Lost Tooth	Odor
More Marks	Youthful	Dimple	Freckles	Aging	Tattoo	Lazy Eye	Illness	Missing Bodypart
Dress	Formal	Fancy	Upscale	Functional	Drab	Hick	Dingy	Leather
Personality I	Arrogant	Tense	Reserved	Helpful	Down-to-earth	Dour	Streetwise	Riotous
Personality II	Thoughtful	Careless	Prude	Lusty	Warm	Cold	Happy	Obviously Insane
Divinity	Tyr	Other Divinity	Minerva (Athena)	Other Divinity	Shield Ghul	R'ti	Shield Ghul	Other Cult
Weapons	Short Sword	Short Sword	Dagger	Mace	Dagger	Hand Axe	Club	Broken bottle
Treasure Type	A	B	C	C	C	C	D	E
d8	1	2	3	4	5	6	7	8



Variations by Family

Trenchaus: Roll 1d6 for Hair, Skin, Dress, Personality I, Weapons, and Treasure instead.

Tochenorff: Roll 1d6+2 for Hair, Skin, Dress, Personality I, Weapons, and Treasure instead.

Kiblerman: Roll 1d4 for Marks and More Marks and 1d4+2 for Personality I instead.

Other: Modifiers per Referee.

Table Notes

Divinity: In the case of 'Other Divinity', roll again on the following table (1d10):

- | | |
|---|------------|
| 1. Apollo | 2. Mercury |
| 3. Venus | 4. Vulcan |
| 5. Freya | 6. Odin |
| 7. Loki | 8. Thor |
| 9. Other (see Divinities & Cults: Vol. I) | |
| 10. Other (see Divinities & Cults: Vol. II) | |

In the case of 'Other Cult', roll again (1d6):

- 1-2. Unharmonia
3-4. Per Divinities & Cults: Vol. I, or per Referee
5-6. Per Divinities & Cults: Vol. II, or per Referee



Weapons: Unless otherwise noted, all Walstock adult male citizens have a 50% chance of being armed while in public. Such weapons are smaller and easily carried- larger and ranged weapons are likely kept at home. Members of the Watch and other fighting-types carry more and larger weapons when on duty, of course.

Treasure Type: Rather than giving a detailed menu of each and every item that can be looted from every villager in town, these amounts can be converted to various coin denominations, gems, jewels, or items easily carried and traded.

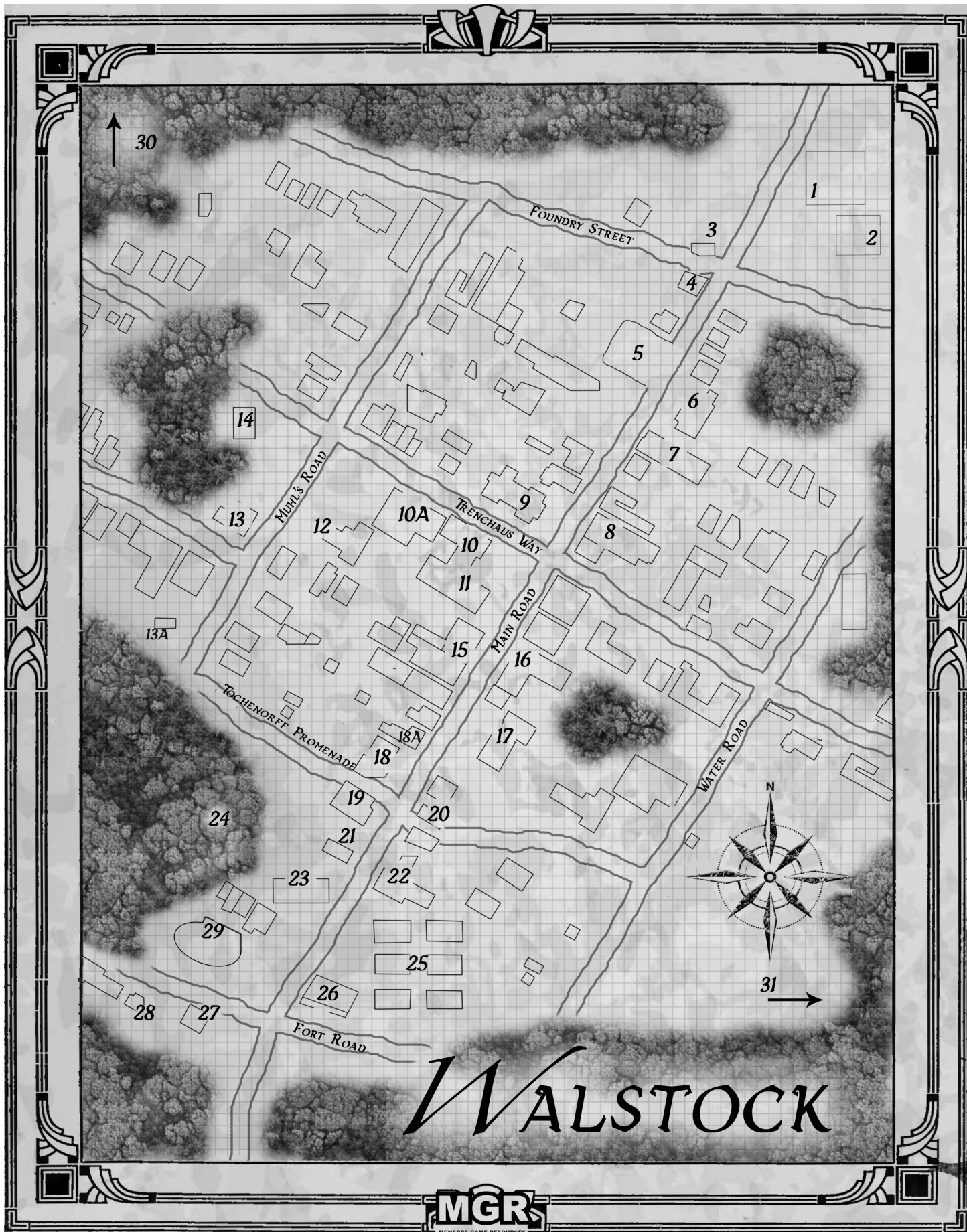
- A: 1d20 x 100 platinum pieces
B: 1d20 x 100 gold pieces
C: 1d12 x 100 silver pieces
D: 1d10 x 10 copper pieces
E: 1d6 -1 copper pieces

Note AA Treasure Type: 5d20 x 100 platinum pieces; is only found on Keyed Encounters, rather than at random

For a Quick, Noticeable, Random Trait

Roll 1d7 for either:

[1] Hair, [2] Eyes, [3] Skin, [4] Body, [5] Marks, [6] More Marks, or [7] Dress. Then roll 1d8 on that row.



1. THE COUNTY CASTLE

Outer walls, 8' tall, 5' thick, with iron gates enclose this 25' tall red brick structure. Only open during daylight hours or for special circumstances, the gates allow access to a surrounding courtyard, guarded by 2d6 Watchmen and 1d6 of the Count's guards.

Watchmen:

AL: Varies; Mve 40'; AC 8; HD 1+1; Attk 1; Dmg: 1d6 (truncheon); Sve F1; Mor 7. Items: Truncheon, watch uniform. Treasure Type: C

Count's guards

AL: N; Mve 35'; AC 6; HD 2; Attk 1; Dmg: 1d6 (mace); SP: +1 to all rolls when fighting within sight of the count; Sve F2; Mor 11. Items: Mace, chainmail armor, tabard with Count's seal. Treasure Type: B

Beyond, fine oaken doors, reinforced with iron, grant entrance to the castle keep, strangely with no emblem shown. Those allowed inside (or those fighting their way through) then must pass the Office of Grievance, unless they are at the castle as a guest of the Count or are faithful Cultists of R'ti. Clerks there will attempt to gruffly answer any nonsensical questions that visiting ruffians might have. The door guards (as well as 20 others throughout the keep) are just a hysterical shout away.

The rest of the lower floor of the keep might seem normal, if well appointed, but a few strange, educational and other nonsensical slogans found throughout suggest otherwise. In fact, the Count and the rest of his administration have been subverted by the fell Cult of R'ti (see Divinities & Cults: Volume I). Most encountered within (75%) are at least nominal members, with 25% of those being devout, including the Count himself!

Count Roland

4th level fighter; AL: N; S:14; I:12; W:12; D:8; C:12; CH:14; Mve 35'; AC 5; HP:35; Attk 1; Dmg: 1d8+1 (longsword); SP: can add 2 to any attack roll, damage roll, or even improve his AC by 2 once per round while using a longsword; Sve F4; Mor 8. Wyrdness: Believes education can help Walstock, Items: Longsword, chainmail. Treasure Type: AA

Fittingly enough, a **Shrine of R'ti** can be found on the upper floor. Those entering will immediately begin feeling the distinctly oppressive and insanely hypocritical air of Demonic Schoolhouse Administration. Many Mission Statements, Vision Statements, and nervous tutors can be found about the place too. Those leading them, the Monitors, will likely attack any intruders for 'Standing in the way of Education'! In any case, those who fail to live up to their 'Improvement Plans' (both tutor and intruder alike), will then be dragged down to **Location T1** to be sacrificed.

Assistant Monitors in Training

1st level clerics of R'ti; AL: C; Mve 40'; AC 9; HP: 5; Attk 1; Dmg: 1d6 (long ruler); SP: Cleric of R'ti spells; Sve C1; Mor 5. Items: long ruler, unholy symbol, books. Treasure Type: C

Assistant Monitors

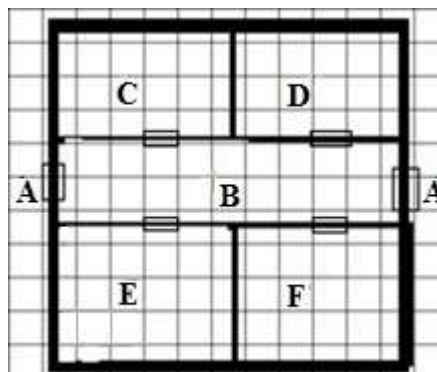
2nd level clerics of R'ti; AL: C; Mve 40'; AC 7; HP: 7; Attk 1; Dmg: 1d6 (long ruler); SP: Cleric of R'ti spells; Sve C2; Mor 7. Items: Long ruler, unholy symbol, books, padded armor & shield. Treasure Type: B

Headmonitor Amaragi

4th level cleric of R'ti; AL: C; S:11; I:16; W:14; D:10; C:13; CH:15; Mve 40'; AC 9; HP: 20; Attk 1; Dmg: 1d6+1 (long ruler); SP: Cleric of R'ti spells; Sve C4; Mor 8. Items: +1 Long ruler, unholy symbol, Improvement Plans. Treasure Type: A

2. KNIGHTS FALCON CHAPTERHOUSE

A renovated courthouse (because how many does a town actually need?), it stands 30' tall, though unlike the nearby Castle, it has no outer wall. The place is otherwise quite nice, functioning as a fort for an Order of Knights and Paladins of Tyr and Minerva. The Knights Falcon are a Faction in their own right, but they have had little interest in politics or in increasing their own power. Nevertheless, the fairly recent rise of the foul cults in Walstock has caused them to rethink their historic non-interventionism in internecine struggles. They may prove excellent allies in the event the party decides to engage in open hostilities with the Cults of R'ti and the Shield Ghul.



LOWER LEVEL



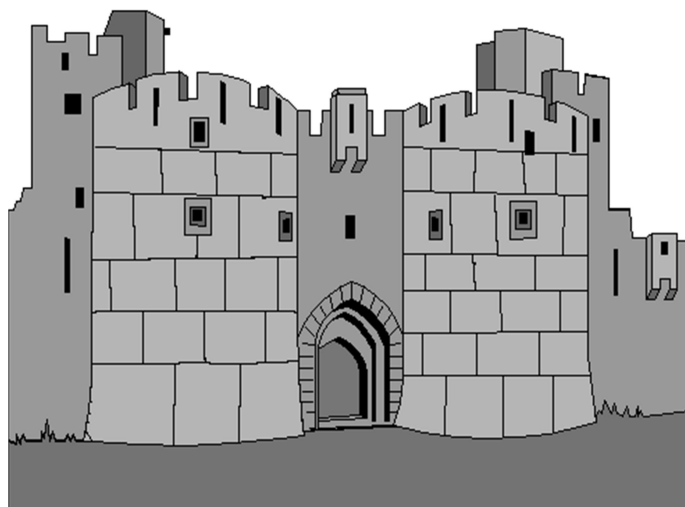
A. PORTCULLIS WITH FALCON HERALDRY ABOVE: These iron gates allow entry into the stone keep. They are usually kept open and unguarded, except in times of concern.

B. SPARTAN HALLS: The place is very clean, though otherwise austere and has a sense of military stricture. There is a 25% chance of 1d3 Knight Falcon Brethren coming by on patrol every 3 rounds (see **Area C** below for stats).

C. FALCON BARRACKS: Here rest up to 1d12 Knights Falcon at a time, whether asleep, chatting, or playing a game of civi-chess.

Knight Falcon Brethren

AL: L; Mve: 30'; AC 1; HD: 3; Attk: 1; Dmg: by lance or longsword; SP: can add 1 to any attack roll, damage roll, or even improve their AC by 1, once per round while fighting in defense of Walstock; Sve: F3; Mor:10. Items: Lance, longsword, plate armor, shield. Treasure Type: B



D. DINING HALL: At mealtimes, 4d4 Knights Brethren, 1d3 Paladins of Tyr or Minerva, Sub-commander Drenart, and Hochmeister Falke often (75% chance each) dine here on fine meats, breads, cheeses, and wines. The food and drink are all presented as 'falcon fare' and served by squires. Those attending such assemblies will be treated to a strange performance by the Falcon Bard on the Evening of Day 2, who commiserates the Equalitarian commissars of Helltowne to 'not turn around'.

A hidden trap door here also leads to **Location T2**.

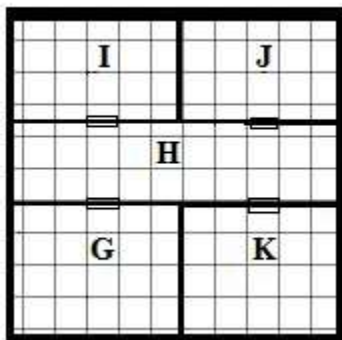
E. AUDIENCE CHAMBER: Here is where the Hochmeister greets visitors of note and those otherwise on important missions in the name of Walstock. There are always 2d2 Knight Falcon Brethren present when he is here (a base 20% chance per hour- see **Area K** for the Hochmeister's stats). Otherwise, this place will be empty, except for a number of fine chairs, a table, and serving trays.

Stairs in this room also lead up to **Area G**.

F. CHAPEL: This place features a few rows of pews, as well as an altar at the south end and statues of Tyr and Minerva. Knights come here to pray under the supervision of 1d3 Paladins of either god or goddess. Others who are also faithful will be allowed within and gain a +1 to all rolls related to their Divinity for the rest of the day, after at least 1 hour of fervent prayer and self-pugilism, of course.

Paladin of Tyr or Minerva

AL: L; Mve: 30'; AC 1; HD: 3; Attk: 1; Dmg: 1d8 (longsword or spear); SP: abilities of a 2nd level fighter/ 1st level cleric; Sve: F3; Mor:12. Items: Longsword, holy symbol, plate armor, shield. Treasure Type: D



UPPER LEVEL

G. GUARDROOM: 1d4 Knight Falcon Brethren (see **Area C**) are stationed here at all times, ready to challenge anyone who comes up the stairs from **Area E** below.

H. UPPER HALLS: Less austere than those below, more tapestries adorn the corridors here and there are even a few rugs. There is also a 25% chance of 1d6 Knight Falcon Brethren coming by on patrol every 3 rounds (see **Area C**) and even 1d3 Paladins of Tyr or Minerva (see **Area F**). They will have a 100% chance of taking a dim view of any intruders.

I. ARMORY: Herein can be found the many arms and armor of the Knights Falcon, along with sundry supply and paraphernalia.

J. SUB-COMMANDER'S QUARTERS: Tired of living in Falke's 'falconish' shadow, Drenart has secretly made an alliance with

the Hospitaliers to become their new Chapter Master (see **the Plot! Part VI** for details). Not only will this be an upward career move for him, but he could never tolerate how Falke refused to capitalize the 'c' in his Sub-commander title! Otherwise, this room is fairly well appointed, though certainly not as nice as Falke's room (**Area K**)...

Sub-commander Reinhart Drenart

4th level fighter; AL: L; S:14; I:13; W:13; D:12; C:12; CH:12; HP:30; Mve 30'; AC 1; Attk 1; Dmg: 1d8+1 (longsword); SP: can add 2 to any attack roll, damage roll, or even improve his AC by 2, once per round while fighting anyone who dares to call him 'Sub-commander'; Sve F4; Mor 11. Wyrdrness: Is murderously obsessed with just one point of grammar, rather than many. Items: Longsword, plate armor, shield, name plate. Treasure Type: B

K. FALCON'S NEST: This finely appointed room is replete with even finer falcon carvings, trophies of great victories, the Hochmeister himself, his Spartan bed, and his personal effects. The man bears a blond mane and beard, though it's unclear whether he is of Trenchaus breeding or not. What is certain though is that he does maintain his devotion to his knights and the town, though also disdain for the nuances of hyphenated-secondary word capitalization, naturally.

Hochmeister Anvert Falke

6th level fighter; AL: L; S:16; I:12; W:14; D:11; C:14; CH:15; Mve 30'; AC 0; HP:52; Attk 1; Dmg: 1d8+2 (longsword); SP: can add 3 to any attack roll, damage roll, or even improve his AC by 3, once per round while fighting in defense of Walstock; Sve F6; Mor 11. Wyrdrness: Believes that Walstock is worth saving. Items: Longsword, plate armor, shield. Treasure Type: A

3. ELK ORDER

Various (relatively unimportant) town members meet at this moderate-sized house every evening. During each 1d4 hour long session, they don elk-horn helmets and paddle each other with stylized wooden planks in order to prove their devotion to the greater good (actually an Elk Nature Spirit).

The group is also in secret contact with Norse Ancestral Beings located far below Walstock, via the strikingly beautiful Maria, who is only rarely present (and will miss this adventure). Otherwise, the Elk Order is quite aware of the intentions of the Cult of the Shield Ghul, though they feel that the results of **the Plot!** would only help the town to evolve metaphysically overall, just as long as the elves of the woods east of Walstock are killed, as well as those at **Locations 19 and 30!**

Elk Order Devotees

AL: N; Mve 40'; AC 9; HD 1; Attk 1; Dmg: 1d2 (paddle); Sve F1; Mor 3. Wyrdrness: (should be obvious). Items: Paddle, elk-horn helmets. Treasure Type: B



Elk Spirit

If the sanctity (and paddling) of the place is violated, then the Spirit will manifest, bestowing a +1 bonus to all elk-related rolls (running, bugling, goring, migrating, avoiding predators, etc.) and also a 25% chance of casting Faerie Fire to assist its followers as needed. See Divinities & Cults: Volume II for more details on Spirits.

4. SMITHY

Thick, black smoke emits steadily from this squat, brick structure. Ostensibly tired of working as a smith in Columba's Furnace (a dwarf realm to the west), Gamz moved here decades ago to set up shop in Walstock. Yes, his prices for all weapons, armor, and tools he sells are generally 50% higher, but they are also 50% more durable. His irritation at humans (especially the 'Elfy Trenchauses') is as genuine as his wares, though he isn't ready to begin killing them all yet.

Gamz the Dwarf

2nd level fighter; AL: N; S:17; I:13; W:15; D:10; C:15; CH:10; Mve 30'; AC 4; HP:14; Attk 1; Dmg: 1d8+2 (battle axe); SP: can add 1 to any attack roll, damage roll, or even improve his AC by 1, once per round while fighting with an axe; dwarf abilities and penalties; Sve F2; Mor 11. Wyrdness: He's a dwarf! Items: Battle axe, plate armor, shield. Treasure Type: A

5. CEMETARY PARK

This green area along the Main Road is a good place for a pleasant stroll and more urbane connection with Nature (since Walstock is surrounded by vast wilderness anyway). The park is also sacred to Dis Pater (see Divinities & Cults: Volume II) and is monitored by his priestess who enjoys reciting morbid verse along with the names of the many graves nearby.

Nena Kiblerman

2nd level cleric; AL: L; S:12; I:13; W:16; D:12; C:9; CH:14; Mve 40'; AC 9; HP:10; Attk 1; Dmg: 1d6 (rod); SP: Cleric of Dis Pater spells and abilities; Sve C2; Mor 9. Wyrdness: Likes poetry and is worried more about Velve's presence (see **Location 7**) than the rise of the cults in town. Items: Priestess robes, holy symbol, rod. Treasure Type: C

6. FIRST TREASURE VAULT OF WALSTOCK

An imposing, clean brick building, the 'Vault' serves as the Town treasury for both public officials and private citizens.

It is open during most daytime hours, though those hours are usually brief (noon to 3pm). The place seems in good repair and observant characters will notice a sigil above the entryway. During evening hours, it will emit a terrible wailing sound if anyone passes under it who is not holding a Vault seal (which is given to all who work here).

Those wishing to make a deposit or a withdrawal stand in line at the service counter. There are usually three tellers here on duty during the day, plus the Head Banker, Roscoe (detailed below). Tellers will have the equivalent of 4d6 x 100 gold pieces in coins available at any one time.

Tellers

AL: L; Mve 40'; AC 9; HD 1-1; Attk none; Sve F1; Mor 4. Items: Vault seal, work clothes. Treasure Type: C

Senior Teller Susanna Trenchaus: Unfortunately quite dim-witted, Susanna is Roscoe's niece (see **Location 9**) and keeps her position far more from her uncle's kindness than any financial (or intellectual) ability she might have.

Teller Frederick Tochenorff: Practical, though bored with his current employ, he wishes to join the Walstock Watch instead, and be done with his irritating Trenchaus superiors.

Teller Elfwern Kiblerman: New to the job and enthusiastic, she is also Lieutenant Racken's new sweetheart (at **Location 10**).

There are also 2d4 guards patrolling the area at all hours of the day. If any sort of robbery were to occur (not that the party would ever attempt such a thing!), then at least one will try to

flee and notify the Watch. 2d4 watchmen will then arrive within 2d20 minutes time (from **Location 10**).

Vault Guards

AL: L; Mve 40'; AC 8; HD 1+1; Attk 1; Dmg: 1d3 (baton); Sve F1; Mor 8. Items: Baton, uniform, vault seal. Treasure Type: C

Head Banker Roscoe Trenchaus: Housed in his private office, this large, balding man (with a stylish moustache) dresses in fine clothing. As Head Banker, he works to promote the affluence that comes with banking richness, while trying not to upset the factions in town in the process (only a 25% chance, though the other Trenchauses are never offended by tasteful hauteur, of course). He has actually been developing a plan to print Walstock Golden Promises (a fiat currency) with the help of the Town Crier's Office (see Kelwine at **Location 20**). Implementation of such things will most certainly attract the attention of some sort of Arch-Devil and likely create the need for further, pro-hard currency and anti-inflationary adventures at a later date.

AL: N; Mve 35'; AC 9; HD 1; Attk 1; Dmg: 1d3 (baton); Sve F1; Mor 6. Wyrdness: Believes that fiat currency is a good idea. Items: Baton, vault seal, fine clothes. Treasure Type: A

The Vault Itself: Roughly 4d6 x 10,000 gold pieces of treasure is held here. It is secured by an Ancient reinforced steel door enclosing a room of 10' thick concrete blocks lined with 4" lead sheets. Roscoe is the only one who knows the combination (1-2-3-4-5). The Referee should feel free to add any other protections to it, whether divine, monstrous, or magical, in order to prevent its easy theft by powerful individuals in the campaign, even though it only holds a fraction of the wealth that is at the Hospitalia (**Location 25**).

7. THEATRE OF WALSTOCK

An aging structure, it still shows the majesty of the Ancient spectacles it once hosted. The theatre carries on in a similar way this day, though with live actors, rather than pictures projected upon some viewing screen.

Shows occur in the evenings and cost 1 g.p. per patron. The performance that's on stage during the adventure (and for the rest of the month) is "The Fall of Slurzehn", a story of the Party of the Vale and their battle with a perverse paladin from Narquay at Madisonburg Keep, nearly a century ago.

The acting troop is visiting from Mauriatown and displays that lands typical military ways, albeit with considerable artsiness. Nevertheless, the lead actor, Velve, actually has a dark secret and enjoys a little extra 'drinking time' on the town after a good performance. He is in fact a vampire and has even come to dominate the maiden Virginia Trenchaus (see **Location 9**)! He had thought to use her to gain power over Walstock, but then realized what a wyrd place it was. As a result, he now only focuses on the blood-drinking/ lovemaking aspect of their relationship instead.

Velve the Vampire

AL: C; S:19; I:15; W:15; D:16; C:15; CH:16; HP:36; Mve 40'; AC 1; HD 6; Attk 1; Dmg: 1d10 (slam); SP: undead immunities, energy drain, gaseous form, dominate, vampire weaknesses, hard to kill; Sve F2; Mor 11. Wyrdness: Thinks that Walstock is a reasonable place for even a vampire to dwell. Items: Actor's costume, black cape. Treasure Type: B

The theatre's basement leads to **Location T5** which is where Velve plans further escapades while reciting overly dramatic soliloquies. If not in the theatre or otherwise wandering around, he and Virginia have a 30% chance of being there instead.

8. THE GUILDHALL:

This large, 2-story stucco and wood beam building has many folks milling in and out of it. Various trades and business concerns connect here. Characters looking for anything from a mason to a tailor, chandler, carpenter, discreet 'bedtime companion', adventuring 'volunteer', or the like, have a base 50% chance of being successful in finding said service, with a nearly 75% chance of it being legitimate!

9. WALSTOCK TOWN COUNCIL CHAMBERS

A formal, cupola-crowned, white building, here is where town matters (ones that the Count has no wish to engage in) are settled. Out front is a very life-like (and overly expensive) statue of the mythical Colonel Muhl. Inside, councilmen and women of the two main families debate and conspire to see that their own comes out on top.

The Statue of Colonel Muhl actually still houses the man's ancestral spirit. It is bronze, 5' 9" tall, and enjoys a 50% chance of leaving its pedestal every midnight to slay any who had dishonored it during the day (e.g. miscreant adventurers). It will also likely animate to defend the Town Council Chambers if it is under obvious attack (a 75% chance during **the Plot! Part IV**, strangling Town Crier Morel and 1d6 other rioters).

AL: None; Mve 15'; AC -3; HD 8; HP 50; Attk 1; Dmg: 2d6 (slam); SP: immune to most magic, as per medium-sized iron golem; Sve Always; Mor 12. Items: None.

Note: upon destruction, the ancestral spirit of Colonel Muhl will be released and attempt to possess the one who delivered the telling blow (save negates). Those possessed must lead a lawful life of civic, prayerful, and military duty (at appropriate times, of course), as well as impassioned church sermons and dramatic uniform changes, until exorcised.

Virginia Trenchaus: A beautiful young woman, she wishes to see peace made between the families by bringing the feuding to an end. Of course, she is under the control of the vampire Velve (at **Location 7**). Such an arrangement belies any good intentions she might truly have, as well as excess sanguinity.

AL: L; S:10; I:12; W:12; D:16; C:10; CH:17; Mve 40'; AC 7; HD 1+1; HP 7; Attk 1; Dmg: 1d4 (dagger); SP: Town Council member; Sve F2; Mor 7. Wyrdrness: She is a thrall to a vampire and she likes it. Items: Dagger, pretty dress. Treasure Type: B

Manarvian Trenchaus: Virginia's aging uncle, he focuses on at least one of the classic Trenchaus approaches each day he is encountered (roll 1d4): [1] the Tochenorffs are lowly scum that deserve to be ignored, [2] the Tochenorffs are lowly scum that deserve to be belittled, [3] if I see one more Tochenorff, I shall be ill, or [4] I am highly suspicious of any other non-Trenchaus too! Nevertheless, he doesn't seem to be under any special supernatural influence, though he does confer with the Statue of Colonel Muhl for marital advice, from time to time.

AL:N; S:12; I:14; W:14; D:8; C:9; CH:14; Mve 35'; AC 10; HD 1; HP 4; Attk 1; Dmg: 1d3 (walking cane); SP: Town Council member; Sve F1; Mor 9. Wyrdrness: Believes that an ancestral spirit possessing an overly expensive statue is a good source of marital advice. Items: Walking cane, suit. Treasure Type: A

Benedictia Trenchaus: Pragmatic, but forceful, she's learned to live in both her beautiful cousin's and irritated uncle's shadows. Nevertheless, the wise know to approach her if anything is really to be truly done with the Trenchaus, for what she lacks in comeliness and angst, she makes up for in reason (for the most part).

AL: L; S:10; I:16; W:15; D:10; C:10; CH:10; Mve 40'; AC 9; HD 1; HP 6; Attk 1; Dmg: 1d2 (slap); SP: Town council member; Sve F1; Mor 9. Wyrdrness: Though normal seeming, she secretly meets with Domnihae (at **Location 13A**) to worship Unharmonia and the many Lewd Tapestries there most evenings. Items: Simple gown, concealed whip and stiletto boots. Treasure Type: B

Jebediah Tochenorff: A no nonsense farmer, he takes pride in bringing inappropriate items with him into the Council Chambers, staring at everyone feverishly, and upsetting all the Trenchaus in their "pretty costumes". Roll 1d6 to see what he brings: [1] a wheelbarrow of turnips, [2] a cow, [3] a shorn sheep bearing the Trenchaus crest, [4] a pitchfork, [5] 1d8 of his grandchildren- age 6 and younger, [6] just the scent of manure.

AL: L; S:14; I:9; W:14; D:12; C:12; CH:12; Mve 40'; AC 8; HD 2; HP 10; Attk 1; Dmg: 1d6+1 (pitchfork); SP: Town council member and skilled farmer; Sve F2; Mor 11. Wyrdrness: He is an absolute hick, even for a Tochenorff. Items: Pitchfork, overalls. Treasure Type: D

Mary Jo Tochenorff: Mother of many and lover of most, she brings her matronly ways, enormous bosom, and still-attractive curves to ease tensions, both in the Council Chambers and out. As Jebediah's sister, she remains a coarse farming-girl at heart, but she understands the value of an even hand. In fact, she has a 75% chance of having shared a bed with each and any of the male members of the Council and even a 55% chance of any menfolk in the town, who will then be much less hostile to her or her friends, no matter what family they hail from.

AL: N; S:12; I:10; W:14; D:9; C:13; CH:15; Mve 35'; AC 9; HD 1; HP 8; Attk none; Dmg: none; SP: Town council member; Sve F1; Mor 6. Wyrdrness: She has shared a bed with 55% of the men in town and hasn't been killed by their wives yet. Items: Pretty dress for her many curves. Treasure Type: C

Terrance Tochenorff: A bit milder than his father Jebediah, this tall man with a mustache hides a secret- he might be of elf blood! He portrays a stern demeanor, but can't help but crack jokes from time to time- all in an effort to hide his true interest, an obviously very elvish and non-Tochenorffian one: poetry.

AL: N; S:15; I:12; W:10; D:14; C:11; CH:14; Mve 40'; AC 7; HD 2; HP 9; Attk 1; Dmg: 1d4+1 (trowel); SP: Town councilman and poet; Sve F2; Mor 10. Wyrdrness: Likes poetry. Items: Truncheon, Treasure Type: D



10. WATCH HEADQUARTERS

This massive, brick building is set adjacent to the Courthouse and the Town Fire Brigade. Inside, it features a front desk, jail cells, interrogation room, and offices, as well as an armory, barracks, and small bar for those tasked with keeping order in such a 'wyrd' town, along with a fortified basement entrance to the Tunnels Below (see **Location T6**).

At least 6d6 Watchmen can be found here at any time with a total force of 52. They are outfitted in blue and yellow tunics and bear badges, stylized black helmets, gloves, boots, and truncheons.

Officially, they answer to the Town Council, enforce the Laws of the Town (see **Location 11**) and protect Walstock citizens from each other, as well as from outsiders, though this is not always the case. The wide latitude in interpretation of the Laws, fractious nature of the town, and uncertain loyalty of individual watchmen can make for some interesting encounters.

Watchmen:

AL: Varies; Mve 40'; AC 8; HD 1+1; Attk 1; Dmg: 1d6 (truncheon); Sve F1; Mor 7. Items: Truncheon, watch uniform. Treasure Type: C

Actual Watchmen Loyalty (roll 1d10)

- | | |
|----------------------------|----------------------------|
| 1. The Count/ Cult of R'ti | 2. Cult of the Shield Ghul |
| 3. Trenchauses | 4. Tochenorffs |
| 5-6. Town Watch | 7-8. Town Council |
| 9. Knights Falcon | 10. Tyr & Minerva Churches |

Captain Rend MacDear: Bearing a monocle and stylish mustache, this middle-aged man was brought in from distant Blue Mountain a few months ago, since the ruling Tochenorff and Trenchaus factions could not agree on who would be the new Watch Commander. He now sees himself as a true guardian of the town, especially from itself, and at least publically expresses his desire to bring law and order.

3rd level fighter; AL: L; S:13; I:12; W:14; D:12; C:12; CH:15; Mve 40'; AC 7; HP: 23; Attk 1; Dmg: 1d6+1 (truncheon); SP: can add 2 to any attack roll, damage roll, or even improve his AC by 2, once per round while attempting to keep the peace in Walstock ; Sve F3; Mor 9. Wyrdness: His infidelitous wife is being held at the Hospitalia as blackmail (see **The Plot!**) and he himself has trysts at Domnihae's dungeon (**Location 13A**). Items: Truncheon, Watch Captain's uniform. Treasure Type: B



Lieutenant Racken Jauesauer: A Teuton from Dinglesfuhr, he is rumored to have been an elite soldier there before being banished by a rising cult. Sharp and resourceful, he enjoys the somewhat more peaceful life here in Walstock; that is, until the fell cults attempt to claim this town as well!

7th level fighter; AL: N; S:14; I:16; W:15; D:14; C:13; CH:16; Mve 40'; AC 6; HP: 60; Attk 2; Dmg: 1d6+2 (truncheon); SP: can add 4 to any attack roll, damage roll, or even improve his AC by 4, once per round while acting in an over-the-top and angry manner; Sve F7; Mor 12. Wyrdness: Prone to fits of rage and extreme violence for the greater good, he must save to resist yelling at others or even trying to take over Watch Headquarters if he learns of **the Plot!** Items: Truncheon, Watch uniform (he refuses to wear the helm though), Treasure Type: C

Lieutenant Karla Tochenorff: Bit of an oddball for Walstock, she bears the mien and manner of a Tochenorff, but has the blond locks of a Trenchaus! Whether daughter of Mary Jo (see **Location 9**) or from some other Tochenorff/ Trenchaus pairing, she is quite firm in her purpose and quick on her feet, making up for any factional concerns over her capability.

2nd level fighter; AL: L; S:11; I:14; W:13; D:13; C:10; CH:13; Mve 40'; AC 7; HP: 15; Attk 1; Dmg: 1d6 (truncheon); SP: can add 1 to any attack roll, damage roll, or even reduce her AC by 1, once per round while attempting to keep the peace in Walstock ; Sve F2; Mor 9. Wyrdness: Not quite a Trenchaus, not quite a Tochenorff. Items: Truncheon, Watch uniform. Treasure Type: C

10A. FIRE FIGHTING BRIGADE

An improvement made by Lieutenant Racken (see above), volunteer watchmen and citizens use the adjacent building to run buckets and wagons to any conflagrations that might arise in town. Though nearly all of the keyed buildings in this work are at least primarily made of brick or stone, nearly all the peripheral residences and farm buildings are wooden, making the threat of fire in town very real.

Unfortunately, the factionalism of Walstock persists here too despite Lieutenant Racken's best efforts. His men often seem to confuse the term 'Fire Fighting Brigade' with fighting each other (a Fire Fighting-Brigade), rather than their intended role of fighting fires (a Fire-Fighting Brigade). As a result, they have a 25% chance of engaging in some internecine brawl whenever there is an actual conflagration for them to put out; 100% chance if Racken is unavailable. He often rues the day he forgot to include a properly-placed (or is it 'properly placed?') hyphen in the Fire Brigade's charter.

11. THE COURTHOUSE

This large, stone building sports wooden, white-painted pillars out front, as well as a stylish cupola on top. Stocks also rest outside and have 1d4-1 criminal women in them at a time.

Walstock Justice: Those accused of breaking any Town Laws (see below) are first taken to Watch Headquarters (**Location 10**) to await trial. After 1d6 hours, they are then escorted by 1d4 watchmen here.

When in session (a 25% chance each daytime hour), there are 1d20 spectators in the courtroom, along with 2d4 Town Watchmen in case anyone gets any bright ideas of trying to cause a disruption.

Court is presided over by Judge Willard A. Halloran with the assistance of Clerk Domnihae and Bailiff Voldamta, the

accused are then tried and, if found guilty (or if they simply earn enough of the Judge's ire), are taken to the Gaol, if male (**Location 14**).

Women are never sent to the Gaol. Unless convicted of witchcraft, those found guilty are instead sent to the stocks outside the Courthouse for 1d20 hours instead. Those found guilty of witchcraft though (i.e. those practicing magic not associated with one of the factions in town) are instead sent to the Church of Tyr (**Location 17**) to likely be burned to death (an 85% chance).

~Laws of Walstock: The following are prohibited!~

I. General Disorder: excessive noise, fighting, inciting, robbery, murder, and riot

II. Specific Disorder: disrespecting a watchman or other official, being an elf or other supernatural being (dwarves and halflings are currently exempt)

III. Sinful Behavior: as dictated by the tenets of the Churches of Tyr and of Minerva (drunkenness, lewdness, etc.)

IV. Practicing Healing Magic Without a License (i.e. only those in the Cult of the Shield Ghul or the Churches of Tyr and Minerva may openly do so)

V. Practicing Any Other Form of Magic!

VI. Bearing Dangerous Weapons: unless a member of the Watch or holding an Official Writ, citizens may not carry two-handed weapons (including bows) in Town Limits.

Whether in session or not, the following individuals will usually be present during daytime hours (a 75% chance each):

Clerk Domniahe: A stern but shapely local woman, she has been the Court Clerk for some time now. Domniahe secretly engages in acts of domination and heartbreak, being a follower of Unharmonia (her lair is an unassuming house at **Location 13A**, if anyone is foolish enough to venture there).

3rd level cleric of Unharmonia (Secret); AL: C; S:12; I:14; W:13; D:16; C:11; CH:16; Mve 40'; AC 6; HP: 13; Attk 1; Dmg: 1d4 (whip or curved dagger); SP: Cleric of Unharmonia spells and abilities; Sve C3; Mor 7. Wyrdness: A Cleric of Unharmonia that can actually help the party: she knows that Doctor Chohmps has been working at his office late at night in a very suspicious way, one that doesn't allow himself to be easily heartbroken. Items: Curved dagger, unholy symbol, whip, paddle, leather armor (all hidden under her clerk's uniform and in her secret basement chamber). Treasure Type: B

Bailiff Voldamta: A large Celt from West By Golly, he is the new bailiff and has taken a liking to courtroom drama. He still insists on wearing a kilt though.

2nd level fighter; AL: L; S:16; I:10; W:9; D:15; C:14; CH:12; Mve 40'; AC 7; HP: 17; Attk 1; Dmg: 1d2+2 (bludgeon); SP: can add 1 to any attack roll, damage roll, or even improve his AC by 1, once per round while in the courtroom; Sve F2; Mor 11. Wyrdness: He's from West By Golly. Items: Bludgeon, bailiff's shirt, kilt. Treasure Type: C

Judge Halloran: An aging man with a Madisonburg twang, he has a particular disdain for those who argue on their behalf, use 'fancy' words, or hail from anywhere north of Walstock.

AL: L; S:9; I:13; W:14; D:7; C:12; CH:13; Mve 35'; AC 9; Attk HP: 8; 1; Dmg: 1d3 (gavel); SP: Imposing, faithful follower of Tyr; Sve F1; Mor 11. Wyrdness: he's from Madisonburg. Items: Gavel, official robes. Treasure Type: A

12. MINERVA'S CHAPEL

This elaborately beautiful, Roman-style small church also houses a secret order of superheroines: The Minervan Virgins! Run by devoted nuns during the day, 2d4 parishioners often mill about the place, whether to receive blessing or participate in ceremony.

At night, 1d6 of the nuns don costumes and capes to fight 'vice' in the evening (before it's time to return for bedtime prayers, of course). Interestingly (and probably quite unbelievably), none of the sisters realize that the others are also 'vice fighters'.

Sister Mariomin: A former prostitute from Madisonburg, Mariomin has certainly seen her share of the problems with vice. In fact, she was saved by Headsister Aelstad last year while she was on a call in Walstock and was attacked by 3 drunken Trenchouses. She joined the sisterhood soonafter and assists in her duties by day. At night, she becomes **Temperance Girl**, which interestingly involves her roaming about with only large wine glasses to (not really) cover her forbidden zones and stabbing to death any stray drunks she can find. Of course, Minerva has realized that Mariomin has gone a little too far and has stripped her of her powers.

1st level cleric*; AL: C; S:12; I:9; W:13; D:13; C:12; CH:16; Mve 40'; AC 9; HP: 4; Attk 1; Dmg: 1d4 (dagger); SP: Cleric of Minerva spells and abilities barred due to apostasy; Sve C1; Mor 5. Wyrdness: Is a psychotic, homicidal tease of both lewdness and drink. Items: Dagger, cleric's robes (during day) or uniform (at night). Treasure Type: D

Sister Branwine: Bright and delightful, Branwine brings joy to visitors and irritation to most of her fellow sisters. By night though, she becomes **Lady Light!** She runs around rooftops, dressed in white, casting Light, all the while reciting teachings of Minerva to the unwary, which she can do at will (both cast the spell and recite the teachings). Her Light ability also has the side-effect of illuminating any dirt and uncleanness in the area, much to the chagrin of mysophobes.

1st level cleric; AL: L; S:11; I:12; W:12; D:11; C:11; CH:15; Mve 40'; AC 7; HP: 3; Attk 1; Dmg: 1d8 (spear); SP: Cleric of Minerva spells and abilities and can cast Light at will; Sve C1; Mor 9. Wyrdness: She's far too happy. Items: Spear, holy symbol, cleric's robes (during day) or uniform (at night). Treasure Type: D

Sister Galshaeda: Dark and somber, Galshaeda is generally ignored by both the parishioners and her fellow sisters. At night, as **Madame Shadow(!)**, she engages in interpretive dance throughout the town while dressed in black and casting Reversed Light (Darkness), which, like Branwine, she may do at will. In return, she can never receive healing during daylight hours, but she only sulks during that time anyway.

1st level cleric; AL: L; S:12; I:13; W:15; D:16; C:11; CH:14; Mve 40'; AC 5; HP: 4; Attk 1; Dmg: 1d6 (dagger); SP: Cleric of Minerva spells and abilities and can cast Reversed Light at will; Sve C1; Mor 8. Wyrdness: Engages in interpretive dance. Items: Dagger, holy symbol, cleric's robes (during day) or uniform (at night). Treasure Type: C

Sister Telleven: A large, strong woman, Telleven handles much of the heavy lifting around the chapel, whether moving pews or escorting out ne'er-do-wells. By night she becomes **Mighty Virgin!** Dressed in green and showing off her muscles, she pummels any man who might attempt to woo her.

1st level cleric; AL: L; S:18; I:10; W:12; D:11; C:15; CH:10; Mve 40'; AC 6; HP: 6; Attk 1; Dmg: 1d2+3 (pummel); SP: Cleric of

Minerva spells and abilities, also quite and skilled at grappling; Sve C1; Mor 10. Wyrdrness: She has impure feelings for Sister Branwine; the latter thinks it's purely platonic. Items: Holy symbol, cleric's robes (during day) or uniform (at night). Treasure Type: C



Headsister Aelstad: A champion of stamping out many of the world's worst social vices- most notably poor hygiene- Aelstad secretly has feelings for Father Farhred, chief cleric at the local Church of Tyr (see **Location 17**). By day, she sees that the sisters keep both themselves and the Chapel clean. By night, she dons the uniform of the **Maid of Justice!** Dressed like a cleaning maid, but with a vivid red owl insignia, she will roundly beat any who try to do anything 'dirty', except of course, herself when she is visiting Farhred.

2nd level cleric; AL: L; S:13; I:12; W:16; D:10; C:12; CH:14; Mve 40'; AC 6; HP: 10; Attk 1; Dmg: 1d8+1 (spear); SP: Cleric of Minerva spells and abilities; Sve C2; Mor 11. Wyrdrness: Is having an inappropriate relationship with the chief cleric of the local Church of Tyr. Items: Spear, holy symbol, cleric's robes (during day) or uniform (at night). Treasure Type: D

Prioress Camrisa: Ironically fairly young for a Prioress, she makes up for it with a charismatic personality, wisdom, and potent clerical power. By day, she administers to the chapel and assists those who truly need it. By night, she is known as **Walstock Cleric-Lady!** Dressing in a blue and yellow costume with wings, she espouses 'Truth, Justice, and the Walstock Way' to any she encounters. If challenged that the 'Walstock Way' is one of continuous near-anarchy and lunacy, she quickly departs.

3rd level cleric; AL: L; S:10; I:13; W:17; D:12; C:12; CH:12; Mve 40'; AC 7; HP: 15; Attk 1; Dmg: 1d8 spear; SP: Cleric of Minerva spells and abilities; Sve C3; Mor 9. Wyrdrness: Doesn't have a catchy superheroine name and believes that Walstock is a good model for any place. Items: Spear, holy symbol, cleric's robes (during day) or uniform (at night). Treasure Type: C

See also the entry for Athena in *Divinities & Cults: Volume I* for further details on the ways of Minerva and her clerics.

13. THE MAILERY

This larger, Roman-styled building is raised from the ground roughly 5' and rumored to still function in a manner similar to the time of the Ancients.

Responsible for the transport of letters and other parcels, both within Walstock and without, for commoner and noble alike, mailcarriers do their best to ensure that all mail is delivered thus. Still, they are frequently threatened with dire penalties for

failing to do so by the Town Council, causing them to 'act out' in myriad ways.

Mailcarriers:

AL: C; Mve 40'; AC 9; HD 1; Attk none; Sve F1; Mor 7. Items: Uniform, satchel with letters & parcels. Treasure Type: C

Mailcarrier Jek: An incorrigible, yet not unpleasant thief (2nd level actually), this middle-aged man has been pilfering from the mail he carries for the last few months. There is a 50% chance that he will attempt to pickpocket any characters he encounters. He also has in his possession a magical scroll for the spell *Command*, but has been unwilling to part with it since it has an excellent recipe for stew written on the back.

Mailcarrier Marsh: Though most believe that he's simply spinning tall tales, this young man claims to have come from an Otherworld where mailcarriers ride in horseless carriages and women have no more need for men; even turning on them once they confess their actual love! Most just laugh at such an absurdly horrific idea, though any followers of Manannan (see *Divinities & Cults: Volume II*) might find that he actually is from such a terrible reality indeed.

Mailcarrier Odonna: A pleasant member of the Kiblerman family, this young, plump woman enjoys chatting with passers-by, though she will then usually remember to continue with her route (a 75% chance). Unfortunately, she also owes the Cult of the Shield Ghul a hefty sum of gold for setting her broken arm, so she will soon be used by them to commit a nefarious act in order to seize power (see **The Plot! Part II**).

Mailcarrier Tamantha: The oldest serving mailcarrier, this aging but reasonable woman still walks her route each day, all the way out to the Western reaches of Walstock and beyond. Secretly though, she is an initiate of Unharmonia and can sometimes be found at Domnihae's Residence (**Location 13A**).

Mailcarrier Tomas: The Wyrdrness and stress for this fairly recent arrival to Walstock and the Mailery Service has become just too much to bear. Hidden within his locker, he has a heavy repeating crossbow that he stole from the Academy Ruins. On the first day the party is in town, at high noon, he will climb to the nearest building and begin firing on random individuals until stopped, laughing maniacally and essentially going 'Mailcarrier'. He shoots with a +2 'to-hit' modifier for 1d10 damage.

13A. DOMNIAE'S RESIDENCE

This unassuming house hides Domnihae's hidden temple to Unharmonia and dungeon. Characters passing by have a 50% chance of hearing strange moaning sounds coming from inside.

Though the upstairs looks fairly normal, despite being especially well-appointed with suggestive artwork, the basement holds a complete 'torture' chamber with whips, chains, a large bed, lewd tapestries, as well as an altar to Unharmonia where Domnihae brings many men in order to break their hearts (sometimes literally).

When not at the Courthouse (**Location 11**), she will be here in the evenings, along with a number of other individuals (50% chance for each one): Benedictia Trenchaus (from **Location 9**), Captain Rend MacDear (from **Location 10**), Mailcarrier Tamantha (from **Location 13**), and 1d4 other lewd acolytes.

Lewd Acolytes

1st level clerics of Unharmonia; AL: C; Mve 40'; AC 10; HP: 6; Attk 1; Dmg: 1d3 (whip); SP: Cleric of Unharmonia spells and abilities; Sve C1; Mor 4. Items: whip, unholy symbol, lewd objects. Treasure Type: C

14. THE GAOL

Kept apart to the west of town, this hulking wooden structure is often the final destination of those men found guilty by Judge Halloran (at **Location 11**). Ostensibly monitored by watchmen, a powerful gang of bullies actually rules the place, most especially the half-orc Brotus and his brutish cronies: Burb and Ivnok. The chance of an exceedingly unpleasant encounter with such abusers is 30% for each day incarcerated, plus 5% for Strength score under 18.

Gaol Brutes

Align: C; Mve: 40'; AC 9; HD: 1+2; Attk: 1; Dmg: Those beaten take 1d2 Constitution and Morale damage; Sve: F1; Mor: 4.

15. SIR GEORGE'S REALM OF MEATS

This flat-faced, two-story storefront provides both gourmet cuisine and monster bounties (for meat).

During the evenings, Sir George, 2d4 serving maids, a chef, and 1d20 random Walstockers can be found here.

Menu: Patrons will note the interesting selection of wine, salads, and side dishes, all either having something to do with meat (e.g. the Bleeding Red) or actually including it in an unusual way (e.g. Carrots Wrapped in Venison). Dinners are almost always elaborate, generally 3 g.p. in price. All are delicious, though any river fish entrees might be questionable (25% chance). Fine wines, liquors, and specially crafted beers usually run around 1 g.p. each.

What is more, exotic meat dishes (manticore, chimera, etc.) have a 25% average availability and run anywhere from 6-12 g.p. a serving (1d6+6), depending on rarity and portion size.

Meat Bounties: Sir George himself offers bounties on exotic meats, an excellent opportunity for mercantilist adventurers. Of course, the meat must be at least reasonably fresh for him to offer good coin (1-10 g.p. per pound, up to a limit of 1d6 x 100 g.p. per day). If unsure how much usable meat a monster has on it after being slain, assume roughly 50 lbs. plus 10 additional lbs. per HD over 1. He will even secretly pay up to 5 g.p. per pound of Elf meat, since it is so sweet and pretentious. They aren't that like us, so it isn't *really* cannibalism, right?

Sir George

AL: L; S:14; I:15; W:14; D:10; C:14; CH:14; Mve 40'; AC 9; HD 2+1; HP 12; Attk 1; Dmg: 1d4+1 (truncheon); SP: skilled businessman and chef; Sve F2; Mor 10. Wyrdness: Believes that such a 'wyrd' town is a good place to run a business. Items: Truncheon, dress clothes, menus, extra napkins. Treasure Type: B

16. WALSTOCK TEA & KNICK-KNACKS

A fancily-appointed, yet avant-garde establishment, guests are welcomed for tea and shopping, but never loitering! All sorts of strange wicker furniture and knick-knacks can be found here. Nearly all are useless (though all overpriced), but can certainly be hurled by Shopkeep Dilurday. A few might even be magical, if the Referee is so inclined to include such 'wyrd' things in his campaign.

Shopkeep Dilurday: Owner of the establishment, he has grown tired of the Trenchauses, Tochenorffs, and the Count and wishes to see new leadership in Walstock. In addition, he still owes the Hospitalia 12,302 gold pieces for removing an ingrown toenail a few weeks ago. As discussed in **The Plot! Part III**, when given the word, he will entrench himself behind a wicker furniture fort and then begin hurling certainly painful knick-

knacks at passers-by. Until then, he will be content to grumble as he sells overpriced (and arguably useless) wares to his patrons.

AL: C; S:10; I:15; W:14; D:12; C:10; CH:13; Mve 40'; AC 9; HD 1+1; HP 9; Attk 1; Dmg: 1d3 (knick-knack); SP: skilled teaman and knick-knacker; Sve F1; Mor 8. Wyrdness: Thinks the Cult of the Shield Ghul will actually make Walstock better. Items: Various knick-knacks, pretentious sweater. Treasure Type: B

17. CHURCH OF TYR

This squat, fortified building is located on a small hill just off the Main Road. It is a stalwart location for helping to excise the Cultish cancer that has come to affect Walstock. Run by Father Farhred and 5 of his witch hunter associates, they might prove valuable allies for characters who don't wish to see the town fall into chaos and ruin.

Because of all of Walstock's frequent issues, the church has a number of bells available to be rung (and thereby communicate with the sisters at the Chapel of Minerva- **Location 12**): a 'call to worship' bell, a 'Walstock is under attack' bell, and a 'there's a riot' bell. What is more, down in the basement across from the Fellowship Hall, there is also a torture chamber, though unlike **Location 13A**, there is nothing lewd about it.

Father Farhred: Quite fanatical in wishing to root out heresy and make 'sin go', he spends his days happily burning witches and punishing other heretics. Still, he hasn't been allowed to punish R'ti and Shield Ghul cultists lately due to their increase in political power. He looks forward to a return to those days and might see the party as the catalyst for putting such cultists back on the rack; that is, if he doesn't believe that they are heretics themselves (a base 75% chance).

2nd level cleric; AL: L; S:15; I:13; W:15; D:11; C:14; CH:14; Mve 35'; AC 3; HP: 12; Attk 1; Dmg: 1d8+1 (tyrsword); SP: Cleric of Tyr spells and abilities; Sve C2; Mor 12. Wyrdness: Thinks that there are actually innocent people in Walstock and is having an affair with a nun (Headsister Aelstad: **Location 12**). Items: Chainmail, tyrsword. Treasure Type: C

Witch Hunters

1st level witch hunters (See Divinities & Cults: Volume I); AL: L; Mve 40'; AC 7; HD: 1+2; Attk 1; Dmg: 1d8 (tyrsword); SP: +1 bonus to attack rolls, damage rolls, and Saves vs. supernatural beings, cultists, and magic-users; Sve F1; Mor 9. Items: Leather armor, tyrsword. Treasure Type: D



18. CHOHMPS FAMILY BARBER-DENTISTRY

A pleasant-seeming building operates as the practice of Doctor Chohmps, the one-and-only Barber-Dentist in town. A self-portrait of the doctor is even affixed outside, so as to not leave any doubt. Over the last few weeks, Chohmps has begun to embrace the Shield Ghul Cult wholeheartedly. As a result, his office remains a place to correct one's dental ailments, but also now for the exorbitant prices demanded and infernal bureaucracy inherent in Cult membership.

Healing Magic: All non-Shield Ghul clerics at this place suffer a -3 penalty to their healing spells, unless they follow some sort of Dental Divinity.

A. ENTRANCE: The unique scents of cleaning fluids and minted breath fill one's nostrils upon entering through this green-painted door.

B. WAITING ROOM: During daytime hours, 1d6 tooth-patients await service in this clean and comfortable area, sitting before a large window to the Main Road. Though they might be suffering anything from excruciating pain to simple bicuspid albedo-envy, they are likely to remain polite (a 75% chance).

Those who wish to discuss service can go to the counter where **Area B** meets **Area E**. Doctor Chohmps will not have any appointments available until the following week, though visitors are encouraged to go to the Hospitalia to discuss acquiring Assurance. Those who ask for directions will certainly be sent to the wrong department there (see **Location 25**), so feel free to give a random answer.

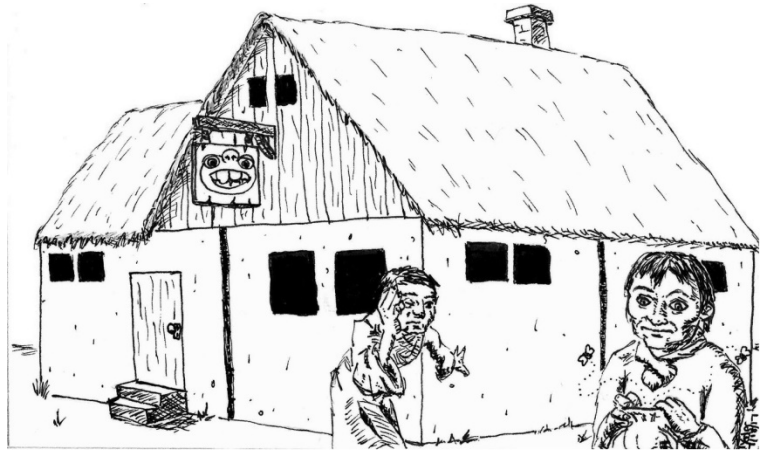
C. HALLWAYS: Also clean, these are well-lit thanks to large windows at either ends. Those here on unofficial business have a 1 in 3 chance each round of being confronted by a nurse (see **Area E**).

D. CLEANSING CHAMBER: This small room contains a large chair and the various paraphernalia necessary for proper tooth maintenance. During the day, there is a 75% chance of a patient being here each hour, along with a 50% chance of a nurse too, rerolled every 3 rounds. Doctor Chohmps himself has a 10% chance of checking on the patient at the visit's conclusion, though the patient will remain fully restrained, gagged (after a fashion), and strapped to the chair during the entire procedure and one-sided conversation.

E. OFFICE: Here work 1d6 nurses at any one time, reading the many scrolls and performing the various rituals required of the Shield Ghul. Though none are true cultists themselves yet, they each have a base 80% chance of supporting the current regime, whether from some misplaced altruism for 'Universal Succor' or simply because of wanting to keep their employ.

Nurse: AL: N; Mve 40'; AC 9; HD: 1-1; Attk: 1; Dmg: 1d4 (tackle) or needle; SP: needle hit- target must Save or fall unconscious for 1d6 minutes; Sve: F1; Mor: 8. Items: Provocative uniform (60% chance of also being attractive), needle. Treasure Type: C

F. DENTAL OPERATIONS: This chamber is replete with all manner of dental mechanism, device, and substance. A large plaque on the western wall speaks about the importance of removing plaque. In addition, there is even a small shrine to the Shield Ghul in the northeastern corner that includes a 1-foot tall Ghul Serpent statue.

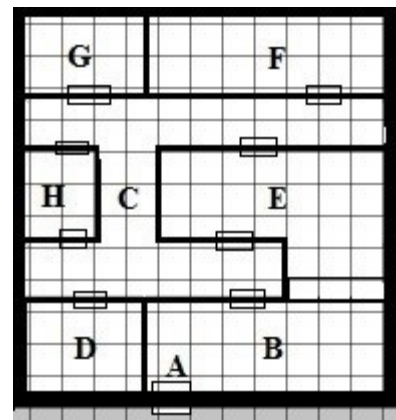


There is a 50% chance each hour of Chohmps being present here, even during the night, along with a 25% chance of a patient and 1d6 nurses. During procedures, he will often ask the patient many matter-of-fact questions, especially while they are under the influence of ether or when he has his (albeit sterile) hands in their mouth. He prefers to communicate this way.

G. DR. CHOHP'S OFFICE: If not in **Area D** or **F**, then Chohmps will likely be here instead (a 40% chance). This room too has a larger window, as well as a substantial collection of tooth-monger texts and scale models of dental physique. Those who he encounters here will be treated to such catchy phrases as "Let me see those teeth and then I'll show you mine!"

At night, he spends time here alone, perfecting the substance 'Flourian' which aims to cure all infirmities of one's teeth with one quaff. It also has the side-effect of dulling one's willpower (causing a -2 penalty to such rolls for 1d6 hours after ingestion). In Doctor Chohmps's case, he can also consume a large quantity in order to make his teeth quadruple in size, giving him a fearsome (and quite cavity-free) bite attack for a +4 to hit and 1d12 damage!

Doctor Chohmps: 3rd level fighter-cleric of the Shield Ghul; AL: C; S:14; I:16; W:13; D:12; C:15; CH:14; Mve 40'; AC 7; HP: 25; Attk 1; Dmg: 1d4 (bite); 1d12 after downing a vial of Flourian- lasts for 1 minute; SP: Can entangle with his Tooth Floss (save negates), can also add 1 to any attack roll, damage roll, or even improve his AC by 1, once per round while using his bite attack; Sve F4; Mor 12. Wyrdness: Too many to list. Items: Tooth Floss, 1d6 vials of Flourian. Treasure Type: B



H. STORAGE AND STAIRS TO BASEMENT: Though cluttered, this closet remains clean, with various brushes, pastes, and other 'token gifts' to patients who have already paid

the equivalent of a king's ransom for their service. What is more, some narrow stone stairs lead to the Tunnels (specifically **Location T9**), which is how the Hospitalier and Assurance Cultists travel to the ambush spot on Day 1...

18A. ALLEY NORTH OF DR. CHOHMPS

It is here that the party will be ambushed while on their way back to Watch Headquarters with Clyde Tochenorff. Waiting for them will be one armored knight with Shield Ghul heraldry (an azure Star of Unlife device upon a gules background with a sinister, vert serpent erect), along with 1 individual per party member, dressed in white with similar markings. They are intent on killing Clyde for what he may know, as well as any party members who may have also learned of **The Plot!** too.

Hospitalier

Align: C; Move: 30'; AC 3; HP: 17; Attk: 1; Dmg: 1d8 (syringe lance) or 1d8 (long sword); SP: those hit by syringe lance must Save or take 1d6 Constitution damage due to exsanguination, those who reach 3 CON or less fall unconscious; Sve: F3; Mor: 10. Items: Syringe lance, long sword, plate mail, scroll with a picture of Clyde. Treasure Type: B

Assurance Cultist

Align: C; Mve: 40'; AC 9; HD: 1; Attk: 1; Dmg: 1d4 (club); Sve: F1; Mor: 8, 3 if Hospitalier is defeated. Items: Medical rags, club, scrolls for others to get Assurance. Treasure Type: E

Note that the Hospitalier is a tough foe for lower-level party members. You may need to subtly suggest that they could find other ways to defeat him: flanking, knocking him over, etc., rather than trying to hit him through his heavy armor.

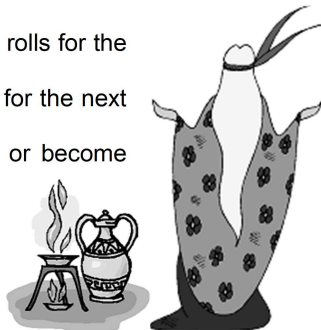
If defeated but still alive, the Hospitalier will be obstinate and claim that they are Unbelievers of the True Ways of Medicine. The Assurance Cultists just moan and howl about how indebted they are to the Hospitalia (ironically). Even rigorous interrogation will reveal that they know nothing about **The Plot!** and were only ordered by their superiors at the Hospitalia to wait here and slay Clyde and 'the idiots who were with him'.

19. THE PLEASANT HOME OF ALL-LOVE

Dietician Andromeka runs this small, Bohemian shop that is bedecked with flowers, crystals, and potent incense. Some visit with the promise that her regimen of chanting, harp music, stretching, dieting, colonics, and potent narcotics will grant them some great boon (see below). Whether her approach works or not, the local churches and Hospitaliers take a dim view of such behavior, doubly-so if it is revealed that she is actually an elf!

For every hour that the aspirant spends following Andromeka's regimen, roll on the following table to see what happens (1d6):

1. Aspirant slips into some sort of delusional episode for the next 1d12 turns (as per a Confusion spell) and will refuse to re-enter the Pleasant Home of All-Love until the next day!
2. Aspirant begins to vomit, suffering a -2d6 to all rolls for the next 3 hours.
3. Aspirant simply feels weird... -1 to all rolls for the next 3 hours.
4. Aspirant feels terrible! -10 to all rolls for the next hour.
5. Aspirant feels great and must save or become addicted to the regimen.
6. Aspirant gains one of the following boons of his or her choice, all through fortuitous events sometime within the next 1d20 minutes:
- Gain 1d20 gold



- Have an attractive, sexually compatible person take interest
- Look better, gain 1d4 Charisma for the next 24 hours
- Recover 1d6 lost hit points and remove 1 disease
- Change gender for the next 6 hours
- Other (per Referee)

Dietician Andromeka 3rd level elf (Secret!); AL: C; S:9; I:16; W:13; D:16; C:7; CH:17; Mve 40'; AC 7; HP: 12; Attk 1; Dmg: 1d4 (long dagger); SP: Elf spells- Charm Person, Sleep and is an elf!; Sve E3; Mor 6. Items: Long dagger, long lute, 4d4 granola wafers. Treasure Type: B

20. TOWN CRIER'S OFFICE

This smaller, white-painted building with blue shutters belies its burgeoning influence. Though the town criers have been known in Walstock for at least a century, the use of block printed scrolls to 'spread the word' have only been put to use over the last year or so. As a result, many citizens have begun to read 'The Scrolls' daily. No matter that the information is often based on rumor (see **Location 22**), if not completely wrong: they can reach far further in Walstock than the "Oyez, Oyez, Oyez!" that the town criers could make.

Encounters: During the day, there is a 1 in 4 chance each hour of one of the following Criers being out front in order to yell the news. The chances reduce to only 1 in 12 at night. If something has occurred recently, something that either the party has done or has otherwise occurred with **The Plot!**, then that is what the Town Crier will yell about. Otherwise, they yell announcements based on who is present (roll 1d3):

Town Crier Morell: Grossly bloated, this former 'champion of the people' has now mysteriously begun to champion the Hospitalia as 'the only true place for healing!' The Ghul Physician General is very pleased and might actually forgive the 44,387 gold pieces the man owes for 'weight loss advice'.

AL: C; S:12; I:15; W:12; D:6; C:13; CH:15; Mve 35'; AC 10; HD 1+4; HP 10; Attk 1; Dmg: 1 (meaty fist); SP: can be very annoying- save negates; Sve F1; Mor 6. Wyrdrness: Still thinks he is a 'champion of the people'. Items: Town crier uniform, scroll and quill. Treasure Type: B

Town Crier Oakenkeep: A true muckraker, "Open Oak" has engaged in many 'chopping-edge', undercover Town Crier investigations, much to the intense embarrassment of a number of notable residents in town. There are many, especially within the R'ti, Trenchaus, and Hospitalier factions that would pay well to see him dead (starting at 500 gold pieces).

AL: L; S:14; I:15; W:15; D:16; C:14; CH:16; Mve 40'; AC 7; HD 2; HP 9; Attk 1; Dmg: 1d2 (punch); SP: good at disguise and surprise journalism; Sve F2; Mor 12. Wyrdrness: Believes that some in Walstock aren't corrupt. Items: Town crier uniform, scroll and quill. Treasure Type: C

Town Crier Kelwine: This charismatic woman developed the block printing idea after being rescued by a band of dwarves at an early age. They were not too careful with keeping this dangerous technology out of the hands of humans (again) though, since she was young and innocent. Now Kelwine has grown in popularity, not only due to her pleasant town crying ability (and ability to falsely accuse her male superiors of impropriety), but also her ownership of the printing shed adjacent to the Town Crier Office.

AL: C; S:13; I:14; W:13; D:16; C:10; CH:17; Mve 40'; AC 8; HD 1+1; HP 7; Attk 1; Dmg: 1+1 (slap); SP: understands block printing; Sve F1; Mor 6. Wyrdrness: Treacherous nature. Items: Town crier uniform, scroll and quill. Treasure Type: A

21. THE PIGSTY

Watering hole for the lower classes of Walstock (i.e. the Tochenorffs), this wooden building is roughshod and worn. Fights are frequent here, as well as even more unpleasant encounters. All sorts of unsavory characters abound, including bullies, thieves, miscreants, ne'er-do-wells, and whores.

A. ENTRANCE: The distinct odor of manure and ale emanates from even 30' outside this place, though the repeatedly repaired door suggests that the aroma might not be the worst thing one might encounter within.

B. FRONT AREA: This filthy, open area contains 1d8 drunken patrons that are awake and 1d8 drunken patrons that are passed out on the floor. Both numbers will be at 2d8 instead if the party enters the place during evening hours.

One of those passed out will be Mailcarrier Odonna (from **Location 13**), which any local adventurers might find strange, since she is not generally considered low class. If awakened, she simply will avoid questions (see **The Plot! Part II**).

Otherwise, visitors will experience unpleasant encounters here. Roll 1d6 to see what happens to one lucky character, plus one more character per 4 (awake) patrons present. All characters will generally be looked at funny and sneered at, whatever the case.

1. Insult: patron mocks character's family (or class if not known)

2. Challenge, Violent: patron attempts to pick a fight with character- backing down leads to a reroll on this table

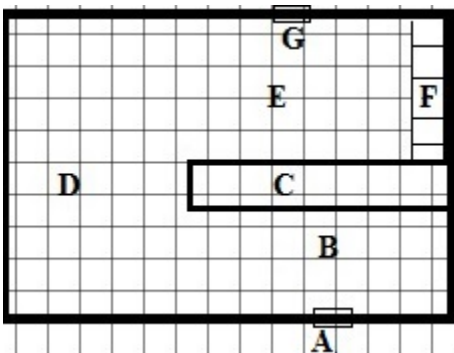
3. Challenge, Prideful: patron dares the character to either a drinking game or an arm-wrestling match

4. Advance: patron makes a pass at the character. It has a 75% chance of being unwanted and unpleasant, and may even include some square dancing (a 35% chance).

5. Unwanted Conversation: patron attempts to talk to character, even interrupting him or her when speaking.

6. Pigsty Mess: character walks into an area especially rife with vomit or pig dung. He or she must save or either become sickened or slip (50% chance of each).

C. BAR W/ TROUGH: Unlike more 'uppity' establishments, drinks ordered here are actually poured into the gutter abutting the bar itself. Most order ale for 2 copper a mug, though *Tochenorff Whisky* (moonshine) is also available for 1 copper a swig. Patrons then slurp from the gutter, like one would with a trough. Foodstuffs are occasionally placed in it as well, especially 'leftover' rib bones from the Springing House across the street. Such an arrangement usually keeps any Trenchauses, germaphobes, and all but the lowest classes far away from the bar. Those who ask for a drinking glass are laughed at mercilessly.



The beefy **Thorvine** is the barkeep, a man quite hostile to anyone resembling upper class types. He will fight in defense of Clyde (see **Area D**), if and when the party tries to take him out of the establishment.

Thorvine Tochenorff AL: C; S:16; I:10; W:11; D:10; C:14; CH:12; Mve 40'; HP: 7; AC 9; Attk 1; Dmg: 1d2+2 (punch); Sve F1; Mor 8. Treasure Type: D

D. PIG FIGHTING RING: This sunken area is fenced off with filthy, wooden pickets. Inside are two pigs, Beatrice and Clyde. Beneath them, is the (human) Clyde Tochenorff, sleeping off his latest binge, while the pigs snort over him and sip his *Tochenorff Whisky*. He has a 25% chance of awakening every 3 rounds and will then attempt to escape once he realizes why they are here.

When cornered, Clyde will claim ignorance and innocence, though, as mentioned in **Start**, he will later plead with the party before being brought into Watch Headquarters that he knows something about **The Plot!**

Clyde Tochenorff AL: C; S:13; I:7; W:6; D:12; C:12; CH:8; Mve 40'; HP: 5; AC 8; Attk 1; Dmg: 1d2 (brawl); Sve F1; Mor 6. Treasure Type: E

E. SEEDY AREA: Unpleasant even for the Pigsty, this place is even more poorly lit. There are 2d2 patrons of very questionable intent here. Each one will interact with a random party member in one of the following ways. Roll 1d7.

1. Proposition: An older courtesan named Loretta will approach the most Charismatic party member and offer her well-aged services. (See the Venus entry in *Divinities & Cults: Volume II* for Brothel encounters, though only roll 1d8 to determine her qualities)

2. Loose Pig: One of the fighting pigs has escaped the pit and is running loose. It sprints under the character who must then save or fall. Catching it would require a Dexterity check.

3. Drugging: A deranged patron attempts to breathe or inject a narcotic into them. The patron is HD 1 and must roll to hit. If successful, then the character must save or hallucinate for the next 1d6 turns, as per the Confusion spell, as well as any other unpleasant effects, per Referee.

4. Groping: patron makes a pass at the character. It has a 100% chance of being unwanted and they must fight his or her inappropriate advances off (a Strength or Dexterity check).

5. Projectile Vomit: patron will stumble into the character and vomit in his or her direction. They must save to avoid getting it

on them! In any case, there will now be a Pigsty Mess at that spot (see Result #6 for **Area B** above).

6. Ray of Micturition: Patron decides to use the area the character is standing in as his own, personal toilet. Party member must save to avoid getting sprayed.

7. Pickpocket: A patron brushes up against the party member, secretly trying to take his or her coin purse. A successful Wisdom check can prevent the theft.

F. STAIRS UP: These lead to a series of rickety, filth-ridden rooms, rife with vomiting and diseased dregs and harlots.

G. BACKDOOR: This barely functional door leads to a back alley with a 1 in 6 chance of having an encounter (4 in 6 chance at night). Use either the **Front Area (B)** or the **Seedy Area (E)** table to determine the nature of the encounter.

22. SPRINGING HOUSE INN & TAVERN

Across from the Pigsty, this wooden building is built in a similar fashion, but is worlds apart in both cleanliness and 'high-falutinness', as the Tochenorffs would say. Folks come from all over the Vale to dine on the Springing House's notably savory pork ribs and cleansing spring water.

In fact, the place not only rests next to the spring that nourishes the town, but has a mild ley line effect of calming nerves, boosting any such rolls (including magical ones) by +3.

Dining: Meals are generally simple, yet good, roughly 7 s.p. in price, with drinks running 2 s.p. in general. There is often a long wait though once seated (3d20 minutes on average), but many are willing to endure it for the Springing House's trademark pork ribs, which cost 1 g.p. per meal (a base 65% chance).

Rumors: Being that the Springing House will be a likely respite for the party from Walstock's Wyrdrness, characters will probably hear rumors of the town here, whether true or false (F). Such rumors can also be picked up elsewhere in Walstock, as well:

1d20

1. The Cult of R'ti works for Walstock's best interests! (F)
2. Captain Rend MacDear's wife is running around!
3. Mailcarrier Odonna owes the Hospitalia much gold!
4. Shopkeep Dilurday loves everyone! (F)
5. Town Crier Morell has sold out to the Hospitalia!
6. Beware of Doctor Chohmps!
7. The tunnels (below Walstock) are very safe & clean! (both F)
8. Ever hear of the Net Troll? You don't want to!
9. Virginia Trenchaus has been bewitched!
10. Mary Jo Tochenorff is a witch! (F)
11. My (random relation) owes the Hospitalia 1d10,000 gold!
12. The Pigsty is a fine establishment! (F)
13. That Domnihae (at the courthouse) is really pushy!
14. Those (Minervan) nuns wear capes at night!
15. The Hospitalia wishes to take over the town!
16. Forcing people to buy Assurance is a great idea! (F)
17. A strange fellow dwells under the Hospitalia...
18. The Trenchaus cavort with elves!
19. I've seen Father Farhred look at Sister Aelstad funny!
20. There's a super-mean rat living down below Walstock!

The Well: What is more, the place features an indoor well that actually leads into the Tunnels below Walstock (via **Location T10**). To do so, one individual at a time can be lowered down 20' via a winch operated by someone else (which requires a Strength check). Whether by the well's design, luck, or simply the overriding calmness of the place, no horrors or even foul odors have yet emerged from below, but a number of patrons have successfully dared each other to venture below during the typically long wait for their meals and heavy bouts of drinking. Few found it worth it.

Of course, the most notable spelunkers were the Famous Party of the Vale, who were rumored to even be present when the First Springing House was said to have been sucked into a giant sinkhole when "an errant patron did strike his mug too firmly upon the bar edge top". Legend has it that the original Springing House still floats on the waters, somewhere below.

Room & Boarding: Upstairs are a number of rooms, each costing 2 g.p. a night and include breakfast the following morning. Overall, the Springing House would be a fairly safe place for the party to rest; that is, if they haven't earned the ire of the Watch or some other town faction.

23. THE RUINED BARRACKS:

Once a location that housed the now-defunct Walstock Army, it has fallen into a state of disrepair of late. Those wishing to explore this place (or having to chase Clyde if he runs south from **Location 21**) would encounter empty ruins, unless the Referee would like to add something else (the Pan entry in Divinities and Cults: Volume I has an excellent table!)

24. WOR ILE WOODS

A wide variety of trees and plants grow throughout this hilly place, all very healthy and vibrant. The Referee can use a forest encounter table (such as the one listed under Artemis in Divinities & Cults: Volume I) to determine what the party finds here, though at the center of the woods, at the high point of the hills, is a Node (see the Cernunnos in Divinities & Cults: Volume II) set within the remains of an Ancient Pool.

Devon's Residence: Just northeast of the Node, a tastefully arranged rock path wends around to bring visitors to the simple residence of Devon the Druid. An arborist, plant vendor, and shrubber by trade, he is of course also interested in seeing the balance of Nature remains undisturbed and wild places remain sacrosanct. He is looked upon fondly by most of the country folk in this area, though he is generally better received in Calvary (just west of Walstock), for the Church of Tyr takes a dim view of his non-lawful, oft-pantless ways.

Though he is aware of the Cult of the Shield Ghul's plans, he is more concerned about the activities of one Farmer Francis (also in Calvary), that he suspects of worshipping yet another Fell Lord.

Devon the Druid

3rd level druid of Cernunnos; AL: N; S:12; I:14; W:15; D:12; C:9; CH:12; Mve 40'; AC 7; HP: 14; Attk 1; Dmg: 1d6 (sickle); SP: Druid spells and abilities ; Sve C3; Mor 10. Wyrdrness: chance of wearing pants (30%). Items: Sickle, leather armor, Treasure Type: D (naturally)

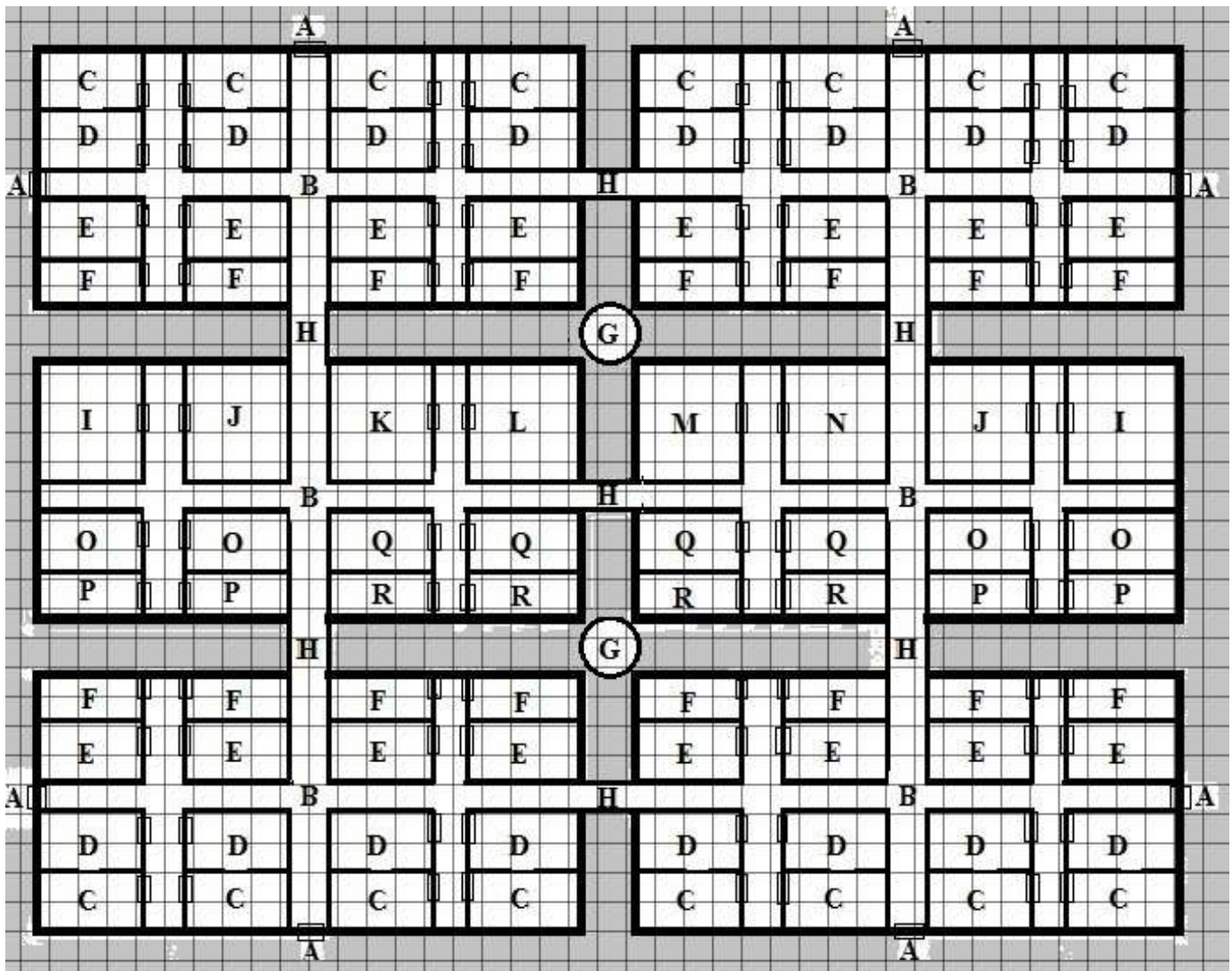
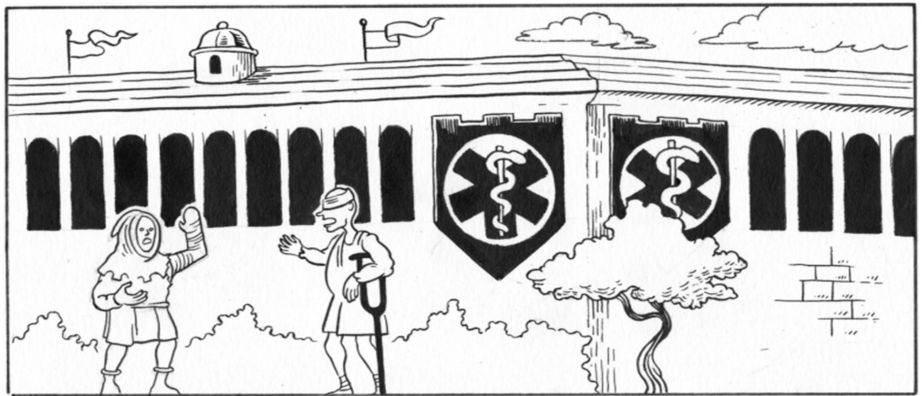
25. THE HOSPITALIA

This enormous complex has grown larger with each passing year. Working for nearly a decade, the Cult of the Shield Ghul has turned what was once a simple house of Asclepian healing into a major player in the town. Now it has become a nefarious force that threatens to dominate Walstock with its healing monopoly, long wait times, unreliable results, and enormous cost. Not very hospitable, now is it?

Like all Arch Devils, the Shield Ghul feeds on the bureaucratic suffering of mortals and what better way to do that than to sow fear, confusion, and frustration by limiting the very healing needs of townsfolk with both outrageous bureaucracy and cost? Fully 75% of those who work in the Hospitalia are members and the rest (except for the cleaning stewards, of course) are willing to ignore the Cult's excesses, either out of a misplaced sense of serving the 'greater good' ("at least people can get healing") to simple greed, since the Cult is wise enough to enrich its servants almost as much as it enriches itself.

Healing Magic: All non-Shield Ghul Cult clerics on Hospitalia grounds suffer a -3 penalty to their healing rolls. This is the result of the Ghul Barrier (see **Location T13**) which, unless stopped, will even come to affect the entire town (per **The Plot! Part VI**)!

Layout: The complex consists of six, imposing worked stone buildings, each roughly 45' x 90' in size. They all once had a specific purpose, but what that is now, only the deepest mysteries of the Shield Ghul will tell.



A. ENTRANCE: A greeter is posted at each one. Those foolish (or desperate) enough to seek healing here are in for quite an experience. Unless they are known enemies of the Shield Ghul, visitors will be welcomed and offered direction on how to best navigate this place (start at **Area A**, go to **Area B**, then **Area C**, etc.) Otherwise, the greeter will attempt to warn those inside the Hospitalia of attack (see **Area B** for stats for most inside) to then turn this place of healing into one of harm!

B. HALLWAY: Corridors here are posh and well-accountered with many signs and symbols of the Shield Ghul. There is a 25% chance of an encounter occurring each round during daytime hours, every 3 rounds at night. Those encountered will ask for visitors' names and dates of birth repeatedly for some reason, even during combat. Roll 1d8:

1. Hospitalia Greeter

AL: C; Mve 40'; AC 8; HD 1+1; Attk 1; Dmg: 1d3 (baton); Sve F1; Mor 8. Items: Baton, uniform. Treasure Type: D

2. Hospitalier

AL: C; Move: 30'; AC 3; HD: 3; Attk: 1; Dmg: 1d8 (syringe lance) or 1d8 (long sword); SP: those hit by syringe lance must Save or take 1d6 Constitution damage due to exsanguination, those who reach 3 CON or less fall unconscious; Sve: F3; Mor: 10. Items: Syringe lance, long sword, plate mail, scroll with a map of the Hospitalia. Treasure Type: B

3. Patient

AL: N; Mve 20'; AC 9; HD 1-1; Attk none; SP: either ill or injured in some way; Sve always fails; Mor 1. Items: Gown, Treasure Type: D

4. Hospitalia Steward

AL: L; Mve 40'; AC 8; HD 1+2; Attk 1; Dmg: 1d4 (mop or broom); SP: good at cleaning, will never belong to Cult of the Shield Ghull; Sve F1; Mor 12. Items: Broom, uniform. Treasure Type: C.

5. Hospitalia Nurse

AL: N or C; Mve 40'; AC 9; HD: 1-1; Attk: 1; Dmg: 1d4 (tackle) or needle; SP: needle hit- target must Save or fall unconscious for 1d6 minutes; Sve: F1; Mor: 8. Items: Provocative uniform (60% chance of also being attractive), needle. Treasure Type: B

6. Hospitalia Ghul Physician

2nd level cleric of the Shield Ghul; AL: C; S:12; I:14; W:15; D:11; C:14; CH:14; Mve 40'; AC 9; HP: 11; Attk 1; Dmg: 1d6 (ghul serpent stick) or 1d3 (stethoscope bola); SP: Cleric spells and abilities; Sve C2; Mor 8. Items: Serpent stick, stethoscope bola, unholy symbol, robes. Treasure Type: A

7. Assurance Cultist

AL: C; Mve: 40'; AC 9; HD: 1; Attk: 1; Dmg: 1d4 (club); Sve: F1; Mor: 8, 3 if isolated from other Hospitalia-types, Items: Smock, unholy symbol, club. Treasure Type: E

8. Group: Roll 1d8 twice to determine who is in the group. On a subsequent roll of 8, roll thrice, etc.

C. WAITING ROOM: 1d6 random Walstockers await here in various states of injury, ill health, and expended patience. They and any others seeking healing will need to sit for 2d100 minutes before being 'checked in'. Afterwards, they must fill out itemized scrolls that take another 5d6 minutes to complete regarding every possible aspect of their lives apart from the actual reason for them being at the Hospitalia. These very long wait times seem to have no bearing on whether the waiting rooms are actually full or not, or even if the visitors have visited the Hospitalia before: the waiting is all part of the Cult-mandated torture.

Any other attempt at hurrying matters (i.e. if the individual is dying or otherwise in need of healing right away) will be met with resistance by the occupants in **Area D** adjacent, as well as reinforcements that can be called upon (from the hallways: **Areas B**).

D. OFFICE & COLLECTIONS: 1d3 Assurance Cultists and 1 Hospitalia Nurse are stationed here. After undergoing the incredibly long Hospitalia healing process (see **Areas C & E**), then any surviving visitors will need to pay here. The Hospitalia fee will be 1d10,000 gold pieces per waiting room visit. Members of the Cult will not need to pay immediately, though most others will. The price varies so greatly, depending on what type of Assurance the patient has (if any).

Those unable to pay right away will be offered to sign away some of their soul and perform 'other services' in order to pay off the fee over time. Those who refuse to pay outright are instead attacked by the Hospitaliers in an effort to exsanguinate them to collect the fee directly. In such cases, 1d3 will be summoned via a gong and arrive within 1d8 rounds' time.

E. EXAMINATION ROOM: Unless led here to receive healing themselves, characters will find 1d2-1 Patients, 1d2-1 Ghul Physicians, and 1d3-1 Hospitalia Nurses in these rooms. Those receiving healing themselves must wait here another 3d20 minutes, in which case, if there actually is a patient still in need of healing (and who is still alive), then a Hospitalia Nurse will finally arrive and ask the same questions again that the patient already filled out upon the scrolls!

If the patient has not gone insane or on a murder spree at this point, then a Ghul Physician arrives another 3d20 minutes after that and goes over all the questions for yet a third time. There is a 1 in 10 chance of the Physician actually being the Ghul Physician General (see **Area N**).

Whatever the case, he will then finally write an order for (roll 1d4): [1] a healing potion or salve- must go to the Apothecary (**Location 27**), [2] outpatient service- via Doctor Chohmps Barber-Dentistry (**Location 18**), even if the surgery isn't tooth-based, [3] the Operating Room (**Area L**), or [4] return to the Waiting Room (**Area C**) for 1d20 hours to rest before beginning the process (and fees) all over again!

F. STORAGE: Basic medicinal supplies can be found here, mostly clean bandages, linens, and grain alcohol. They can also serve as useful places for raiding characters to toss troublesome Hospitalia Nurses, set fires, and the like.

G. GARDEN: A strange taste of nature, these green areas still contain various healing herbs as a reminder of when this place once held Asclepius to be sacred. They remain otherwise poorly cared for, reflecting the disdain most now have here for sensible medicinal practice.

H. CONNECTING HALL: Bridge-like, these have 2' diameter windows set in the walls which might also allow clever (and smaller) characters to climb in and out, bypassing the Hospitalia's usual entrances.

I. PATIENT RECOVERY: A good amount of moaning can be heard from these areas. 1d3 will be inside, suffering as much from the Ghul Physicians' diabolic, allopathic approaches as from the cost that they will have to pay when such approaches are completed.

J. PATIENT RECORDS: These rooms are filled with innumerable scrolls squeezed within incalculable cubby holes. Each one delineates the generally exorbitant prices commanded by the Hospitalia, along with souls and services given to the Shield Ghul as collateral. Note that certain key ones are held personally by the Ghul Physician General though (in **Area N**).

K. KITCHEN/ DINING AREA: Food is served here in this austere setting. It lacks any flavor and instead contains substances deemed 'holy' by the Shield Ghul. Ironically, such substances tend to create more malady than they prevent.

L. OPERATING ROOM: Even louder moaning can be heard in this place where Ghul Physicians actually perform their healing rituals (see Appendix). Watch Captain Rend Mac Dear's unfaithful wife is also here, disguised as some sort of nurse (see **the Plot! Part I**). If discovered and challenged, she claims to be in love with the Ghul Physician General. Actually though, she regrets her actions and misses her husband, since this is a fantasy adventure.

M. SHIELD GHUL TEMPLE: This chamber is adorned with many tapestries and plaques in the name of the Shield Ghul. An Ancient, 1' tall Ghul Serpent statue made of *plast* is at the center, displayed upon a table with a Star of Unlife cloth. Those who hold the Ancient statuette gain control of the actual Ghul Serpent at **Location T13**. Note that such control can be slippery though (per Referee).

N. OFFICE OF THE GHUL PHYSICIAN GENERAL

The entrance to this opulent room is guarded by 2d4 Hospitaliers at all times. Within, the Ghul Physician General is waited on, hand and foot, by 2d4 of the most 'skilled' (and attractive) Hospitalia Nurses (14 + 1d4 Charisma each). Piles of gold are heaped about the place (totaling roughly 428,000 gold pieces!), along with a library of select scrolls giving both bizarre Assurance declarations from the Shield Ghul, as well as notes promising souls and slave-like service to the Cult from Mailcarrier Odonna, Shopkeep Dilurday, and Town Crier Morell.

Apart from his small harem and treasury here, the Physician General also has a model diorama of the town. He is often irritated by subordinates interrupting him while he runs imaginary drills to prepare for **the Plot!**, complete with scaled dolls and his dramatic performances made via them.

Characters searching this place will learn of all his plans, since he has an actual scroll entitled '**The Plot Against Walstock!**' in plain sight on one of his tables, but not if he has anything to say about it first!

Ghul Physician General

5th level cleric of the Shield Ghul AL: C; S:13; I:18; W:17; D:13; C:14; CH:17; Mve 40'; AC 9; HP: 32; Attk 1; Dmg: 1d6+1 (ghul serpent stick) or 1d3+1 stethoscope bola; SP: Shield Ghul spells; Sve C5; Mor 11. Items: Ghul serpent stick, stethoscope bola, Shield Ghul unholy symbol, robes. Treasure Type: AA

O. HOSPITALIER BARRACKS: These areas house the elite guardians of the Hospitalia as well as the Shield Ghul faith in Walstock. Like anti-paladins, they attack any interlopers and seek penance from those who fail to pay their healing tribute. 1d6 Hospitaliers can be found in each of these rooms at one

time, as well as bunks, uniforms, extra armor, weapons, and 10d20 total gold pieces in loot.

P. STAIRS TO DUNGEON: Rectangular winding stairs lead down to **Location T13**. They appear to be relics of the Ancient days, complete with painted metal railings. 1d3 Hospitaliers patrol them at all times, syringe lances ready.

Q. GHUL PHYSICIAN OFFICE

Ghul Physicians share these spaces, taking time to review the various (un)holy texts of the Shield Ghul as well as its many proclamations on Assurance. There is a 50% chance of one being here at a time, along with 1d2 Hospitalia Nurses assisting them.

R. WASHROOMS/ WATER CLOSETS

Keeping things clean is quite important at the Hospitalia. Each contains a flushing toilet, running water, and wash basins, as well as ample supplies of lye soap to cleanse both germs and tears over exorbitant Hospitalia charges.

26. KIBLERMAN'S STABLERY

Specializing in chariot and mount repair, Kiblerman's can also work on other items, such as weapons and armor, though they would only do so secretly for fear of raising the ire of Gamz the dwarf (**Location 4**). Being middlefolk themselves, the Kiblerman family takes well to all things transportive and is easygoing.

Otherwise, a shrine of Vulcan can be found here, as well as one worker who doubles as a cleric.

Welgo

1st level cleric AL: L; S:14; I:14; W:14; D:9; C:16; CH:12; Mve 40'; AC 9; HP: 8; Attk 1; Dmg: 1d6+1 (hammer); SP: Cleric of Vulcan spells & abilities; Sve C1; Mor 9. Items: Hammer, wrench, holy symbol, apron. Treasure Type: C

27. THE APOTHECARY

This brick building is the place for patients of the Hospitalia to get healing ointments, potions, and the like. Though they can only accept Official Writs for purchasing their stock, the nurses here are generally less devout (and therefore friendlier) devotees of the Shield Ghul, having only a 10% chance of dispensing dangerously impure or even poisoned medicinals.

Apothecary Nurse

AL: N; Mve 40'; AC 9; HD: 1-1; Attk: 1; Dmg: 1 (smack) or thrown pills; SP: thrown pills- target has a 1 in 20 chance of swallowing them and then must save with a -5 penalty or fall unconscious for 1d6 minutes; Sve: F1; Mor: 8. Items: Provocative uniform (50% chance of also being attractive), pills. Treasure Type: C

28. RESTAURANT ROW

The pungent aroma of fried food, confectioned cream, and pretzeled bread fill one's senses here: a number of novelty establishments, all garishly painted as one would for children. The horrors continue inside, with indentured servants providing rapidly-prepared fare in outrageous costume. Not only that, but add 2 when using the Walstocker Generation Table for both Body and Personality I for patrons here, due to unhealthy diets.

Colonel Siegfried's Gnome-Whipped Chickenhouse

The most eastern of these establishments, it is known for its gnome slave workers (from Mauriatown) who are dressed as chickens, drawl-using overseers dressed in white, and poultry-

cornucopia-themed cuisine. Those dining here will likely meet with a gnomish whipping (of gnomes, rather than by gnomes: 50% chance), a gnomish liberation attempt (25% chance), and/or strangely flavorful potatoes (75% chance).

Cindy's Tavern

Unlike the other establishments, the fare here is somewhat more homely and healthy and the atmosphere more reserved. The workers only need wear garish smocks and ale is even available. Still, diners might experience a raid from either adjacent Siegfried's or Mac Donaghill's (a 25% chance) or even a tirade from the carrot-topped proprietor herself (a 15% chance)!

Mac Donaghill's Tavern

Sitting furthest west, this establishment's focus remains on that of beef. Bright colors and an intense aroma of grease assault the senses, along with that of screaming children here (visitors must save or take a -2 penalty to all rolls until they exit). And, if the garishly-dressed serving staff is not enough, then the clown proprietor himself just might grace visitors with his presence (a 25% chance). He will use either the old, 'confectioned-cream-in-the-face' or even the newer, 'bonk-one-on-the-head-with-a-red-and-gold-cane' (for 1d3 damage)!

29. THE CHARIOT TRACK

During this adventure, this place will be fairly deserted, though it can house the entire town during Late Summer Erntedankfest, complete with a fair and races. The area is controlled by the Tochenorffs though who act essentially as ruffians (see Night Encounters, p.5) and spend much time at the Pigsty (**Location 21**). Any Trenchaus venturing here will be harassed, though other Tochenorffs will likely receive assistance (a 75% chance).

30. TRENCHAU WOODS

A verdant forest claimed by the Trenchaus family east of Walstock, they see it as their true home, free from the drudgery of downtown Walstock and Tochenorff Coarseness. Better yet, it borders the elven-held Tower Forest (to which many whisper that the Trenchaus sometimes dally).

Getting There: It's about a half hour walk from Watch Headquarters. If Divinities & Cults is available, generate one meadow encounter on the way there (see Apollo) and two forest encounters for the woods itself (see Artemis).

Shenbyrg River: Those going beyond the woods can experience river and fen encounters (in Volume II: see Danu and the Morrighan, respectively). Tower Forest lies beyond that (described elsewhere).

Trenchaus Manor: The manicured lands of the Trenchaus include servants who are polite to all except for Tochenorffs, of course. The house itself is available to all Trenchaus, whether they normally dwell there or not, including all manner of fine item, corset, and slipperware.

Defenses: In the unlikely event that someone would actually want to disrupt the Trenchaus way of life out here, the area has 16 guards available (treat as watchmen), plus the 6 noblemen present are fairly good with a short sword (treat as 2nd level fighters, generally with +3 'to-hit' modifiers).

Dinner Parties: And last, all who visit must stay for dinner and ginseng tea, unless the Trenchaus are sufficiently irritated at the visitors. Such events last for at least 2d6 hours and leaving early would be to commit a serious faux pas. Those who stay

past its culmination get invited to a strange 'Subterranean Dessert', in which a few Trenchaus and their select guests adjourn to the basement. There, they assume the roles of witches, wizards, kings, and queens and murder dwarves and Tochenorffs in effigy. Those who stay through that will be present when 5 *actual* elves arrive to assist the Trenchaus and guests in engaging in even more depraved rites...

Elves

AL: C; Mve 40'; AC 7; HD: 1+1; Attk 1; Dmg: 1d8 (longsword); SP: Elf spells- Charm Person, Sleep and other foul elf traits!; Sve E1; Mor 5. Items: Longsword, scroll with pretentious poetry, 4d4 non-grain wafers. Treasure Type: B



31. TOWER OF MISTRO

Looming over the Mighty One Trail that runs to the west of Walstock, this 100+ tall white tower houses the eccentric and megalomaniacal wizard himself. It is rumored to have held some important purpose for the Ancients, though what that might have been, few could now say.

Guards stand watch with strange masks and capes in the walled section surrounding it. Through a set of double doors adorned with 'M' devices, a winding staircase will lead to the upper chambers, though many self-aggrandizing portraits of the wizard himself will entertain visitors on the way.

Once above, they will be greeted by (roll 1d6): [1] A blond apprentice boy, [2-3] 1d3 beautiful serving maids, [4-5] 2d6 bodyguards (use the stats at **Location 1**), or [6] Mistro himself!

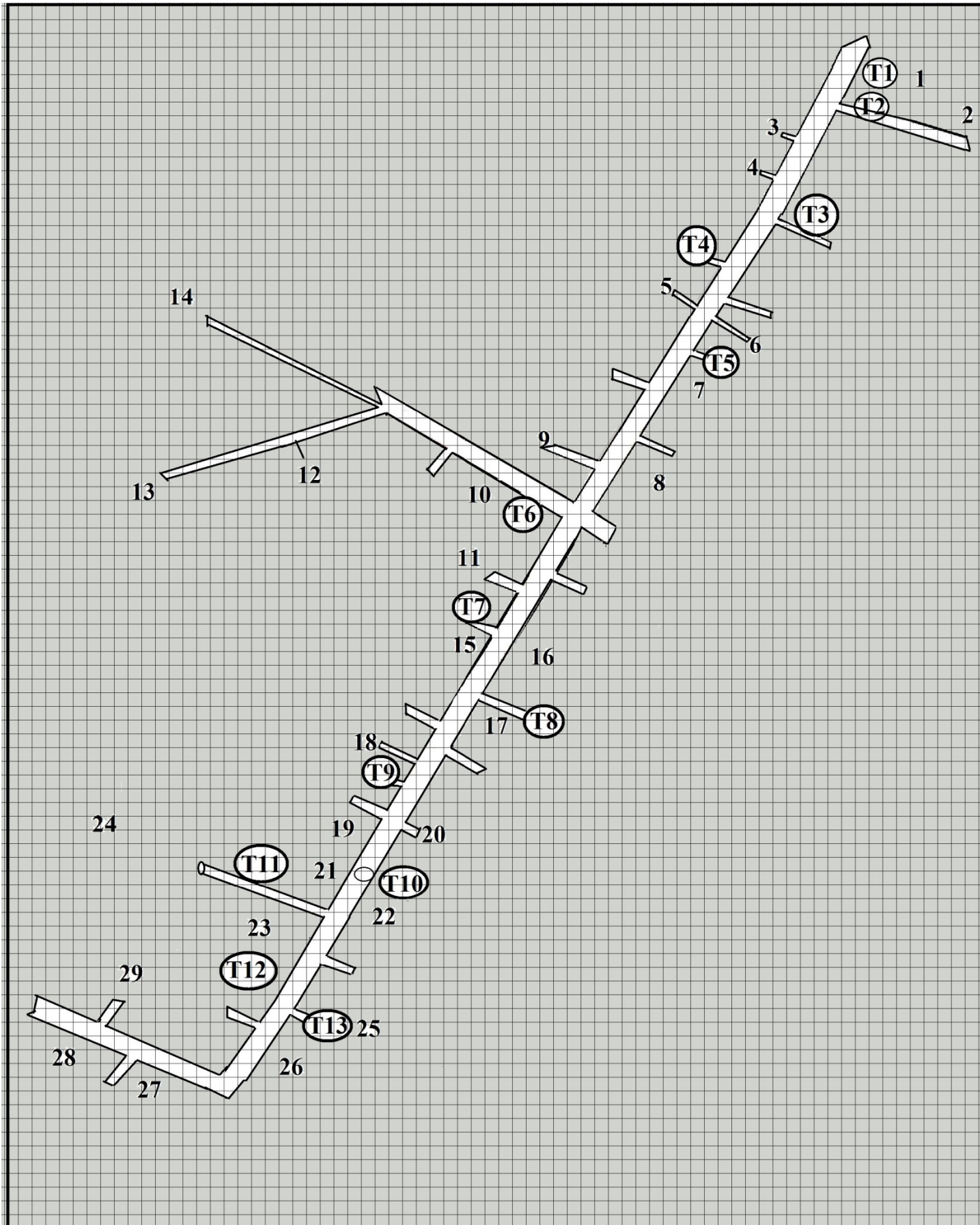
Mistro is a wizard *par excellence* and thereby quite potent. He speaks in a strange accent (something nearing a Transylvanian serpent), requiring those unfamiliar with him to make an Intelligence check to be certain of what he is actually saying. Mistro may aid party members by providing information, especially if they have some specific beef with an individual or faction within the town- for which Mistro has little love.

Beware to those who fail to show him the proper respect though, for Mistro has little love for many!

Mistro Tsar Huk

9th level magic-user; AL: N; S:10; I:18; W:15; D:12; C:10; CH:15; Mve 30'; AC 6; HP: 24; Attk (spells only); SP: Magi spells; Sve M9; Mor 10. Items: Bracers of armor, (other items per Referee). Treasure Type: AA

THE TUNNELS BELOW WALSTOCK



General

Below the streets of Walstock, the dangers are usually more obvious and upsetting- and there's usually less debate of whether to kill what is encountered or not!

Main tunnels: roughly 30' wide with 15' tall ceilings, they have 2' wide, unrailed, raised walkways on either side. These are helpful, since the central portion of the tunnels is flooded up to 1d8' deep at various times of the day with all the filth and detritus of Walstock.

Those wading or swimming through this central 'drink' can only move at 1/2 speed and more importantly, must make two Constitution checks: one to endure staying in its filth and another to not catch a disease from the strongly-imbalancing effect it can have on one's vital humors (and Charisma). Those wearing protective gear can get a bonus to these checks, per Referee. In any case, roll for encounters here every 3 rounds.

Side tunnels: are only 10' wide and don't have raised walkways. Still, they are generally much drier and cleaner than the 'drink' in the Main Tunnels, since they are angled to lead down and thereby only have runoff from the places from which they emanate. Roll for encounters here every turn.

Entrances

The Tunnels can technically be accessed at any Keyed Location. Characters can squeeze into the filthy 'gongholes' that lead from the bottom of each establishment's basement in order to fall into a side tunnel or even splash directly down into the river of raw sewage, if they so wish and were so motivated.

There are a number of far easier ways to enter though, both with less squeezing, less falling, less splashing, and less certainty of becoming dangerously germ ridden.

Conveniently enough, these larger entrances, the ones that lead to the narrow walkway *along* the river of sewage (rather than right into it) are also located directly above a number of Keyed Tunnel Encounters:

T1: The County Castle (**Location 1**)

T2: (Former entrance: now cut off)

T6: Watch Headquarters (**Location 10**)

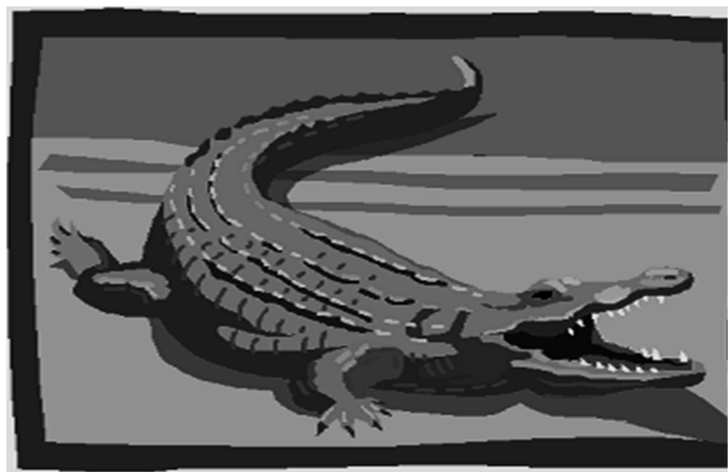
T9: Doctor Chohmps' Family Barber-Dentistry (**Location 18**)

T10: The Springing House (**Location 22**)

T11: Wor Ile woods (**Location 24**)

T13: The Hospitalia (**Location 25**)

See each encounter area for further details.



The perils below Walstock are often more obvious!

TUNNEL ENCOUNTERS

Various perils can be found in the fetid paths below Walstock, and are almost as disturbing as those above!

1d20	ENCOUNTER
1	Abomination, Mutant (see below)
2	Adventurer, Gong Farmer (from Location T6)
3	Adventurer, Superheroine (from Location 12)
4	1d4 Assurance Cultists & 1d2 Hospitaliers (from Location 25B)
5	Alligator, Sewer (from Location T12)
6	Centipede, Giant (from Location T7)
7	Disease, Virulent (see below)
8	Gas, Sewer (see below)
9	Ghoul, Ancient (from Location T3 or T8)
10	Ghoul, Shield (see below))
11	Feeling, Unpleasant (see below)
12	Footing, Treacherous (see below)
13	Spider, Giant (see below)
14	Sewage, Especially Foul (see below)
15	Sewage, Intriguing (see below)
16	Spirit, Sewer (see below)
17	Vagabond, Sewer: a vagrant- see also Loki section in Divinities & Cults: Volume I for table
18	Unique (roll 1d4): [1] Hugo the Oversized Rat (T4), [2] Surgeon Kurt (T13B), [3] Velve the Vampire (T5), or [4] The Net Troll (T12)
19	Other: Roll on either Walstock (Day) or Walstock (Night) table (see p.5)
20	Battle: roll again twice to see what is fighting what. Factionalism isn't restricted to Walstock above...

Abomination, Mutant

Horrific mutated 'thing' that may have once been a person. Whether a victim of the Shield Ghul Cult's 'healing' or some other fell presence in the sewers, it wishes to spread its unbelievable pain by squeezing some *unmutated*, screaming meat into its warped gizzard.

No. Enc.: 1d3; Align: C; Mve: 40'; AC 6; HD: 8; Attk: 1d12; Dmg: 1d4 tentacles or 1d8 bite; SP: cause fear, 2d3 mutations (see Balor in Divinities & Cults: Volume II); Sve: F8; Mor: 11.

Disease, Virulent

Characters are exposed to an especially nasty contagion, and must save or become infected. The malady reduces one's Constitution score by 2d4 points per day. Anyone who comes in contact with those affected must also save or become infected too. The disease ends once an affected person successfully saves against it.

Gas, Sewer

Unless none of the adventurers are using fire to light their way, there is suddenly a great explosion of flame in the area, causing 3d6 damage, though those affected may save for 1/2 damage.

Ghoul, Shield

Failures of the Cult's sinister healing methods, these misled fiends now wander the tunnels and will attempt to slake their overcharged fury on any who don't bear the marks of the Cult's faithful.

No. Enc.: 1d3; Align: C; Mve: 40'; AC 7; HD: 2; Attk: 2; Dmg: 1d4/1d4 (claws); SP: paralysis for 2d4 rounds; cannot leave the tunnels; Sve: F2; Mor: 9

Even worse, fully 25% have a **baby ghul serpent** inside that will erupt upon the shield ghoul's death to attack the unwary!

Align: C; Mve: 30'; AC 5; HD: 1; Attk: 1; Dmg: 1d4 bite; SP: Poison, those bitten must save or take 1d6 extra damage; Sve: F1; Mor: 6.

Feeling, Unpleasant

In this case, it is recommended that the Referee simply roll some dice secretly and smile. He could even let on that a random party member feels like he or she is being watched, or else roll on Unsettling Encounters, found under Hel in Divinities & Cults: Volume I.

Footing, Treacherous

The overly humid environment of the tunnels can yield not only pestilence and foul odor, but also a dangerous loss of traction too. Those affected must make a Dexterity check or end up in the 'drink' if in the Main Tunnel (see above) or just take 1d3 damage, if not.

Sewage, Especially Foul

Quite pungent, a Constitution check is needed to endure its presence. Otherwise, those affected must suffer a -2 to all rolls until they depart the tunnel environ or somehow develop an appreciation for the stench.

Sewage, Intriguing

Detritus can be found here, either floating in the 'drink' or laying alongside the walkway: 15% chance of being something of value; 1% chance of being something left from the Ancients (both per Referee).

Spider, Giant

Unpleasantly large, this unnervingly quick black creature with white stripes has a 2' long bulbous body and legs that are even longer. It is a fast hunter with a very nasty bite.

No. Enc.: 1d3; Align: N; Mve: 60'; AC 7; HD: 1; Attk: 1; Dmg: 1d2 bite, plus poison; SP: poison bite- save or take 2d6 extra damage!; Sve: F1; Mor: 6.

Spirit, Sewer

Manifesting as a particularly strange odor and presence, this being haunts the tunnels too. It promotes filth and decay and can bestow immunity to such things, as well as a +1 bonus when fighting against those who favor cleanliness (e.g. Trenchouses). Those who would seek such boons from the spirit would of course have to remain quite unhygienic, even spreading such lack of hygiene to others, or defeating followers of a rival spirit (such as the Elk Spirit at **Location 3**) in order to appease it. See Divinities & Cults: Volume II for more details on Spirits.

KEYED ENCOUNTERS

T1. Beneath the County Castle

This 60' wide, hidden cavern can be accessed from **Location 1's** basement. The place is where R'ti banishes their tutors who have failed to show Satisfactory Progress on their Improvement Plans. Not known for being the dungeoneering type, the remains of 1d12 such unfortunates can thereby be found here-victims of the other tunnel denizens.

T2. Main Pipe (collapsed)

Once leading to the now defunct Ancient Pump Station near the river, it was caved in by the Trenchouses about a century ago. Still, it does have a secret entrance to **Location 2, Area D**.

T3. Ancient Ghoul, Janna Q.

Not all walking dead have been created recently. Some in fact hail from the time of the Ancients, being trapped below Walstock for centuries. Apart from trying to chew off mortals' skin, they exhibit strange, Ancient undead qualities.

One such unfortunate is Janna Q. She had attempted to take shelter during the upheaval at the time of Lights Out, but was attacked and slain by a mob for the narcotics she bore. Apparently many went mad when they could no longer get their pharmaceutical! She was then shoved down the sewer drain and her mangled corpse has been seeking its next 'fix' ever since.

Align: N; Mve: 40'; AC 6; HD: 4; Attk: 2; Dmg: 1d4/ 1d4 (claws), plus paralysis (Save negates); SP: paralysis for 2d4 turns, can be placated by narcotics, must remain in tunnels; Sve: F4; Mor: 7. Treasure type: C.

T4. Hugo the Oversized Rat

A vicious vermin the size of a small dog, this rat is not only supernaturally large, but also supernaturally clever and supernaturally evil, toying with any victims it might find.

Align: C; Mve: 50'; AC 7; HD: 3; Attk: 1; Dmg: 1d6 bite, plus disease; SP: diseased bite (as per Disease, Virulent, above), highly intelligent- stalks and attacks when party is most vulnerable; Sve: F5; Mor: 9.

T5. The Vampire's Lair

This area is barricaded from the Tunnels with all manner of acting supply, tissue box, and costume. Though he mainly dwells in **Location 7** above, Velve does have a 30% chance of being down here with Virginia (from **Location 9**). Whatever the case, those who successfully push through the barricade (requiring 3 Strength checks) will find his coffin and some suggestive undergarments (hers, not his).

T6. Watch Headquarters Entrance

The Watch keeps a fortified access point to the tunnels via their Headquarters basement. Through an iron gate, gong farmers venture forth to both scout out and keep the sewage flowing. They are likely not paid enough.

Gong Farmer

No. Enc.: 1d8; Align: N; Mve: 40'; AC 9; HD: 1; Attk: 1; Dmg: 1d6 (gong-poker); SP: skilled at all things gong-related; Sve: F1; Mor: 3. Treasure type: C.

T7. Giant Centipede

When not hunting giant spider, this 6' long, bizarrely-colored, multi-legged monstrosity will settle for adventurer meat. It prefers to attack from above (roll for surprise!)

No. Enc.: 1d2; Align: N; Mve: 50'; AC 5; HD: 3; Attk: 1; Dmg: 1d6 (bite), plus poison; SP: poison bite- Save or die!; Sve: F3; Mor: 7.

T8. Ancient Ghoul, Marvin J

Still concerned about his 'personal style', Marvin remains troubled over being trapped and drowned in the sewers roughly a decade after Lights Out. Nevertheless, he will still attempt to woo any human females that he encounters (with an almost certain chance of failure), besides giving into the normal ghoulish sentiment of wanting to chew off others' skin.

Align: C; Mve: 40'; AC 5; HD: 4; Attk: 3; Dmg: 1d3/ 1d3/ 1d3 (claws & bite), plus paralysis (save negates); SP: paralysis for 2d4 turns, will attempt to woo females, cannot leave tunnels; Sve: F4; Mor: 8. Treasure type: D.

T9. Dental Ghost

Below Doctor Chohmps Family Barber-Dentistry's basement (**Location 18**), an unquiet spirit of a lost, former patient who received a tad too much Flourian dwells here. Its green-glowing, very cavity-free teeth will be only part of the reason for resulting screams as it has a 33% chance of also attempting to possess a party member with the lowest Wisdom score (ignoring any Shield Ghul faithful). The one it controls will then naturally attack the rest of the party!

Align: C; Mve: 40'; AC 7*; HD: 5; Attk: 1; Dmg: 1d6 (green-glowing teeth bite); SP: incorporeal- only hit by magic weapons*, possession (save each round or become controlled by the ghost/ the Referee); Sve: F12; Mor: 10.

T10. The Orifice

All waste and water in the sewers eventually flow here, swirling down into the maw of some massive Chthonic Monstrosity perhaps, or even stranger fate. It is situated some 60' from the tunnel via the well below the (second) Springing House (**Location 22**), which it is rumored to be where the first version fell in, nearly 90 years ago.

T11. Worlley Tunnel

This fairly non-fecal-matter-ridden shaft still houses a fell creature indeed. About halfway down, a hideous fiend will waylay any travelers. Gangly and dark, the creature is quite strong (STR 19) and tough, and it possesses a number of additional fell abilities.

Net Troll

Align: C; Mve: 40'; AC 4; HD: 5; Attk: 1; Dmg: 1d6+2 bite or net; SP: can imitate the voice of any other; a net hit reduces target's Morale by 1d4 and prevents the use of one of their powers for 1d6 minutes (save negates both); Sve: F5; Mor: 7.

T12. Sewer Alligator

This large reptile has been quite at home in such places for centuries, no matter the season or the latitude.

Align: N; Mve: 30'; AC 4; HD: 3; Attk: 1; Dmg: 1d10 bite; SP: can remain submerged for a long time, though quite sensitive over being flushed at an early age; Sve: F2; Mor: 8.

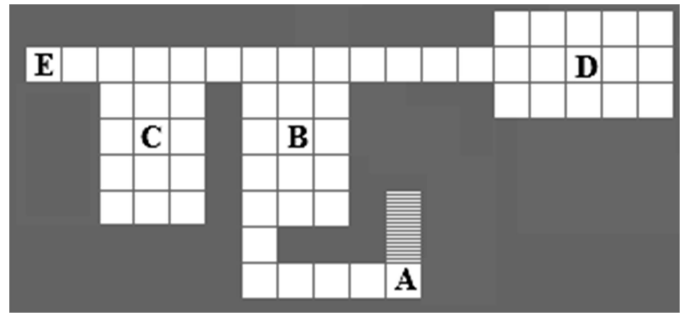
T13. Hospitalia Dungeon

Note that all healing rolls are at -6 in this place, unless of course, the healers are cultists of the Shield Ghul!

A. Stairs to/from Hospitalia

These Ancient stone stairs with painted metal railings converge/diverge from the various **Areas P** at the Hospitalia (**Location 25**), so that it becomes just one staircase at this point. They are

guarded by 1d3 Hospitaliers (see **Area B** of the Hospitalia for their stats).



B. The Strange Man Under the Hospitalia

This cavelike room (feel free to draw it that way in order to make it look scarier) holds a lone, elderly man, typing upon an Ancient stenograph.

Lit with only a single candle, he will look up at any intruders to say, "Oh the horror of folks paying so much for healing! The horror!" He will then attempt to Turn them, assuming they want refunds.

Surgeon Kurt

3rd level cleric of the Shield Ghul (formerly Asclepius) AL: C; S:9; I:12; W:14; D:6; C:6; CH:14; Mve 30'; AC 9; HP: 12; Attk 1; SP: Cleric spells & abilities; Sve C3; Mor 7. Items: Stenograph, pages of gibberish, outdated physician's garb, stethoscope bola. Treasure Type: E.

C. The Ghul Barrier

A 10' wide pile of wooden tongue depressors, syringes, Assurance contracts, and filthy Hospitalia garments is prominent in the center of this chamber. Those attempting to remove any of it manually will take 1d4 damage and must save or contract a nasty disease (per Referee). The pile *is the Barrier* and can be burned, thereby breaking the Cult's penalty to all other forms of healing in Walstock.

Once burned away, a large, 5' wide hole will be revealed. Beneath is a 30+' long orifice that holds the Ghul Serpent! It will hiss for 1d3 rounds once disturbed and then slither up to attack any who are brave (or foolish) enough to face it!

The Ghul Serpent

Align: C; Mve: 50'; AC 3; HD: 10; Attk: 1; Dmg: 1d12+3 bite; SP: Poison, those bitten must save or be swallowed whole!; Sve: F8; Mor: 11.

D. The Forgotten Ward

Unlike the rest of the Dungeon, this hall looks like it is part of the Hospitalia, albeit from an earlier era. A series of doors line it. Two on each side lead to ruined rooms of Ancient Hospitalia days. The one on the end leads to a body bereft of all skin, though it unfortunately also animates to attack.

Experimental Ancient Shield Ghoul

This fellow is quite large, foul, and strong, perhaps the first shield ghoul ever created, though those it encounters will probably be too busy fighting for their lives to care.

Align: C; Mve: 40'; AC 6; HD: 4; Attk: 3; Dmg: 1d4/1d4/1d6 (claws/bite); SP: those hit must make a Strength check to resist being grappled; those grappled are automatically bitten each round as the Ghoul begins to consume them; Sve: F4; Mor: 9

E. Access to the rest of the Tunnels

THUS ENDS THE WYRD WAYS OF WALSTOCK!

The Shield Ghul

Arch Devil of Ill-Healing, Tyranny, Waiting, & Cost



Cult Edicts

- * Healing requires patience *and that isn't cheap!*
- * All must have proper care (by buying Assurance), or else!
- * Watch out for healing Charlatans!

Physicians of the Shield Ghul

Special: Clerics of the Shield Ghul are also known as Ghul Physicians and are often exceedingly wealthy.

Allowed Weapons: Ghul serpent rod (as mace), scalpel (as dagger), stethoscope bola (as sling, but shoots itself)

Allowed Armor: None (the Ghul is their only shield)

Symbol: Ghul Serpent, Star of Unlife

Can Turn: Non-Shield Ghul healers, Those looking for refunds

Healing Side-Effects

It takes at least 1d20 turns for the Ghul Physician to even see the patient before healing is attempted. Next, determine what the Side-Effect is: roll 1d12 and see below. Finally, the patient must sacrifice no less than 1d10,000 g.p. to the Shield Ghul (depending on Assurance), whether healing succeeds or not!

1-2. I thought I washed that off? The patient receives no healing and in fact has a 50% chance of dying. In that case, he or she will reanimate as a Shield Ghoul (see p.26). Whatever the case, the Ghul Physician will still require his payment!

3-4. We've found something else: A new ailment has mysteriously appeared during the procedure (or else a scalpel was just left behind). Healing occurs, but so does 2d4 damage to a random ability score, likely requiring *additional healing*.

5-6. Don't forget to fill out these forms! Even though the patient has waited for what's seemed an age already, he or she

will have to wait 1d10 turns longer, answering a multitude of pointless questions and even save or take 1d2 INT damage!

7-11. You'll only need this... and this... The healing won't be complete until the patient acquires special pharmaceuticals first, costing an additional 1d1,000 g.p.

12. That was easy! Apart from the exorbitant price and ridiculous wait, the healing occurs with no other Side-Effect!

Assurance

Ghul Physicians should be *Assured* that the Shield Ghul will take care of them with just as much kindness, speed, and generosity as they take care of their patients, rest Assured!

Divine Tests

1-3. We might as well check for this, hold still... The Ghul Physician must immediately cast a healing spell on the next person he sees, whether actually ill, injured, willing to be 'healed', or not. The cleric has expenses to pay!

4-6. Assurance isn't what it used to be! All the cleric's healing spells become 50% less powerful, granting only 1/2 the healing effect, but also cost 50% more. The situation lasts 24 hours.

7-9. Charlatans! The idea that others might offer healing for little or no wait (or price) is an anathema to the monopolistic ways of the Shield Ghul. The cleric must therefore put another healer 'out of business' permanently (via sacrifice or the like) or else forfeit all of his spells and Turn ability the following day.

10-11. My Assurance Agreement has been revoked? Unless the physician is willing to pay 1d10,000 g.p. himself per spell he casts (a very unlikely prospect), he will not be able to use his Turn ability or cast any spells for the next 24 hours.

12-14. How to get all people to have Assurance? Force them to buy it, of course! Until the cleric can get at least 1d4 people to sacrifice at least 1d20 x 100 g.p. to the Shield Ghul each lunar cycle, he suffers a -5 to all his casting rolls.

15-17. We need to cast it first in order to know what it does! The only way to see if something works is to use it before it's understood, right? Following this insane logic, the physician must immediately cast a random spell he knows upon a random target. Whatever happens, it should be illuminating.

18+ It's all over for Assurance! Despite the ever-increasing hoard of wealth sacrificed to the Shield Ghul, the arrangement could not persist. The Ghul Physician is now unable to use any of his powers for 1 month per Assurance result over 17! Furthermore, there is a base 50% chance per week of an angry mob of former patients finding and beating him for 2d10 damage. Who will heal him then?

Cleric Spells (The Shield Ghul)

Ghul physicians can cast the following spells. All substances and effects created are very sterile and certainly overpriced.

1st Level: Command (+4 bonus when used against those who have Assurance- a 75% chance in Walstock), Create Water, Cure Light Wounds, Light, Purify Food and Drink, Sanctuary

2nd Level: Bless (requires use of an ingested substance), Hold Person (with a +4 bonus if target also hit by a stethoscope bola)

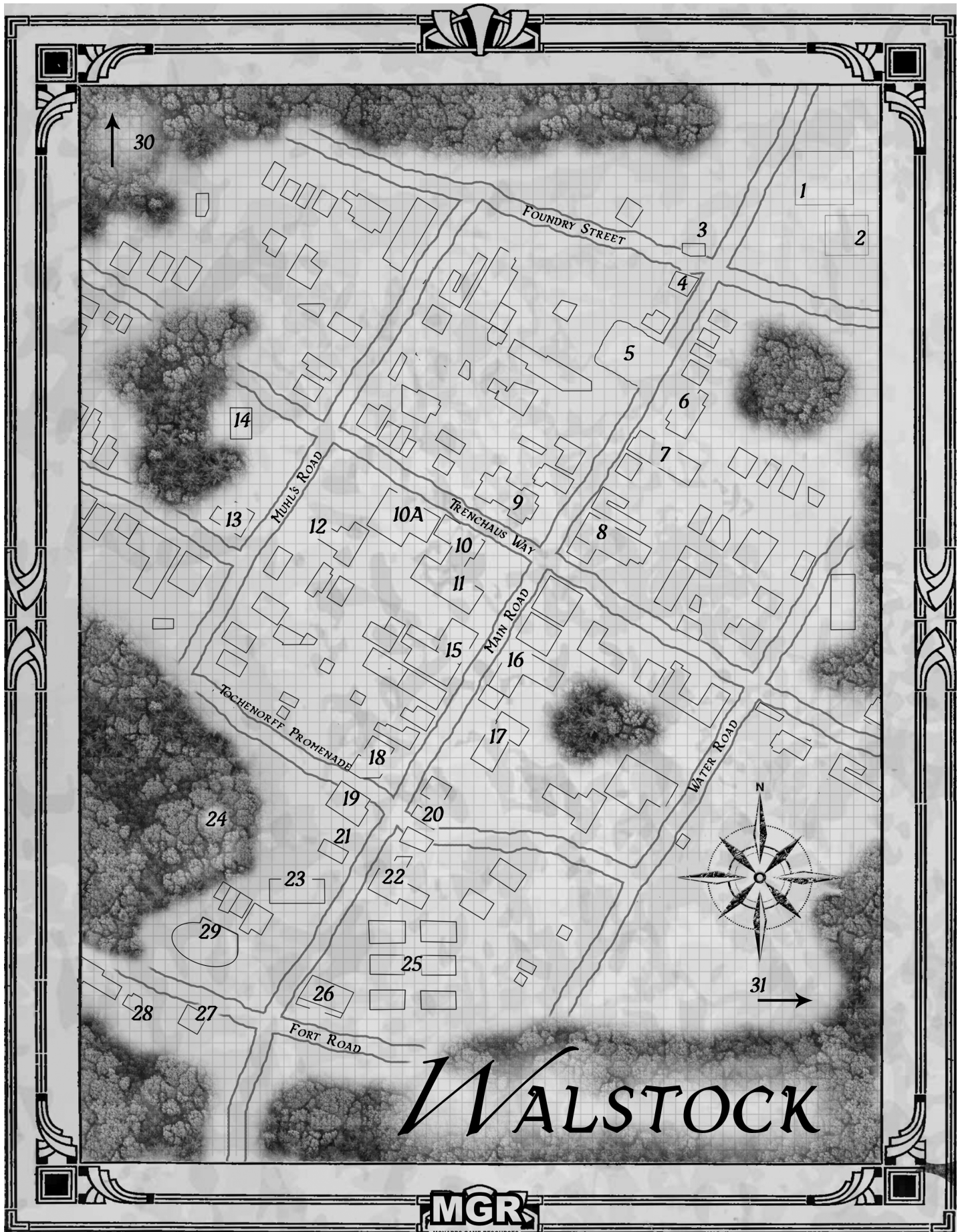
3rd Level: Animate Dead (Shield Ghouls only), Continual Light, Cure Blindness, Cure Disease, Feign Death, Glyph of Warding

4th Level: Cure Serious Wounds, Neutralize Poison

5th Level: Cure Critical Wounds

6th Level: Heal

7th Level: Regenerate, Restoration



WALSTOCK

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