

ADVENTURE SUPPLEMENT

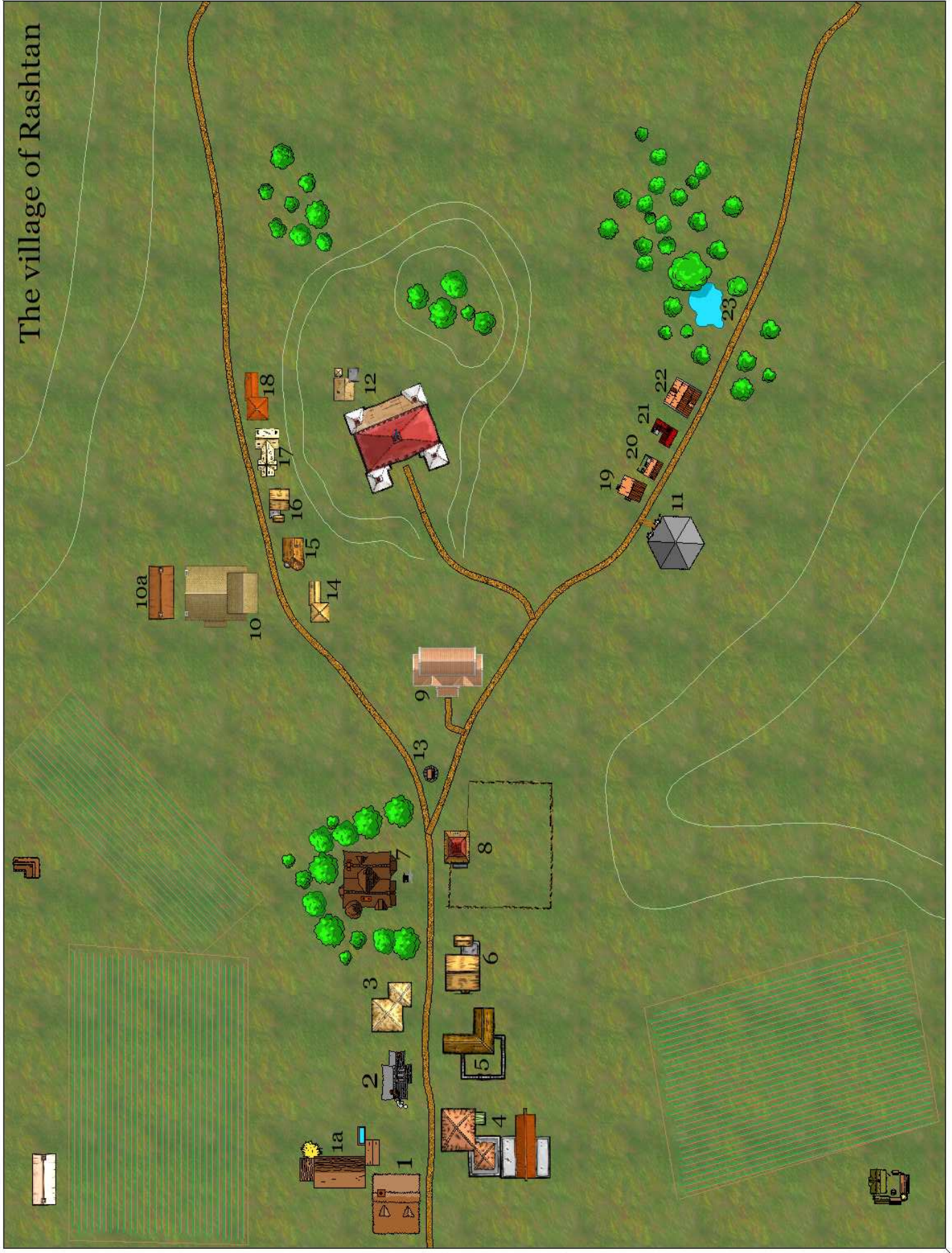
HS1 - The Village of Rashtan



The sleepy hamlet of Rashtan has experienced a boom, and has transformed into a bustling village overnight. Come meet the people of Rashtan and their places of business.

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Map By: Jarren Preston**

The village of Rashtan



Introduction

This supplement provides information for the Village of Rashtan, which is used as a setting in the HM module series. However it can easily be used as a village in any campaign world.

Rumors and Facts: The following list is a compilation of various stories, rumors, and facts concerning Rashtan and the surrounding area. Any resident of the area might know one or more of these tales.

The chance that any encountered NPC will know 1 or more rumors depends on the NPC level.

0-Level – 40%

1st-Level – 50%

2 +-Level-75%

If a NPC has been determined to know rumors roll to see how many they know using the chart below.

0-level – 1-2(1d4/2)

1st-Level – 1-3(1d6/2)

2+ – 1-4(1d4)

Once the number of known rumors is determined roll on the chart below to determine which ones are known. Each rumor is marked as either true or false those in italics are partially true.

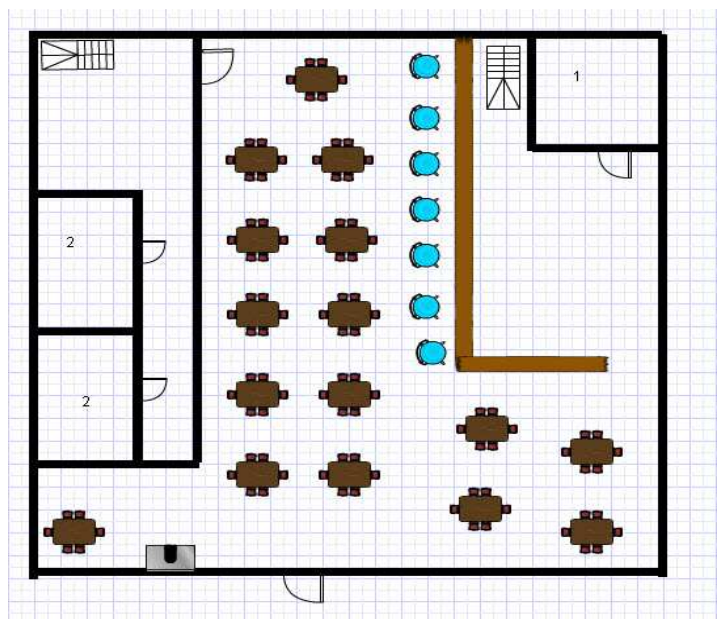
1. There is an evil mage in the forest gathering a army of undead to attack the village (false)
2. The elf who owns the new inn is up to no good. (true)
3. The jeweler gnome casts spells on people to make them give him all their jewelry. (false)
4. *The well is haunted and at night you can hear the ghosts.*
5. There are humanoids gathering in the forest intent on destroying Rashtan (false)
6. Korec is in league with the evil powers in the forest. (false)
7. A party of travelers was attacked by humanoids while traveling through the pass in the forest. (true)
8. There is a large pack of wolves just outside of town to the south. They are the pets of some evil giant and do his bidding. (false)
9. The new priests in town are really devil worshipers. (false)
10. *There is a large group of bandits attacking caravans traveling to the city.*
11. Winston Willrock is going to buy all of the farms near the village and kick everyone off their land. (false)
12. Winston Willrock has over one million pieces of gold buried under his manor house. (false)
13. Winston Willrock has a lot of pull with the mayor and often gets laws passed that benefit his business. (true)
14. *Korec is going to build a gambling house to try*

and take away business from the Weary Traveler.

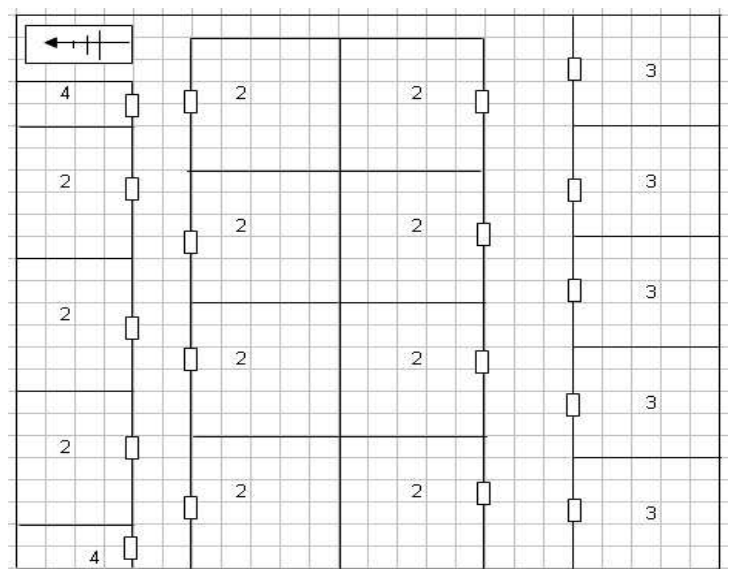
15. The new man who has the combat training school was a great soldier in a far off city. (true)
16. There are a number of ancient ruins in the Lonely Wood and Forgotten Hills. (true)
17. The ruins that Minter wants people to explore are full of dark creatures. (true)
18. *Things live in the pond in the park, and if you swim in it they may pull you under.*
19. The elf who owns the Weary traveler wants to compete with Korec's potion business and will pay good coin for potions. (true)
20. *The park is haunted and at night the spirits come out in search of blood.*

#1 Wayfarers Place Inn & Tavern

Tavern Level 1



Tavern Level 2



Key

1 – Kitchen

2 – Common room: each of these has 4 small cots room cost is 8 sp/night.

3 – Private room: each of these rooms has a comfortable double bed and wash basin, these rooms run 1 gp/night.

4– Cleaning Closet.

Service	Cost
Common Room (4 cots)	8 sp/night
Private Room	1 gp
Pint of Wine (Common)	1 sp
Pint of Wine (Fine)	1. gp
Pint of Ale	1 sp
Pint of Beer	5 cp
Pint of Mead	5 sp
Full Meal	1 gp
Soup	2 sp
Harold Healing Potion	300 gp

While not extravagant the Inn is clean and comfortable with a nice atmosphere. The bartender is the Inn owner Korec the half-orc, he is a gruff individual who will generally answer questions in the least possible amount of words. He is a former adventurer who put all of his money into building Wayfarers Place.

There is a small kitchen through the door behind the bar, players can get a drink, or food, or a room for the night. The cook is an older local woman referred to as Widow Peters. Her specialty is a ham and bean soup which is made fresh everyday. All of the meals here are of good quality, taste good, and are filling.

The potions sold here are *Harolds Healing Potions*. The potions are popular with all the new adventurers in town and Harold can't seem to make them fast enough. There will generally only be 1-3 potions in stock (1d6/2). Wayfarers Place is the favorite stop for locals as well as many travelers, it is a comfortable laid back atmosphere, the bard is Cedric who is the house bard and knows all of the most common ballads.

Jasmin Nightbird can be found at the inn most nights; she passes herself off as a teamster looking for work. However in truth she is a member of Janos Fetaherwind's thief network.

Many sell swords come to the inn looking for work as caravan guards or mercenaries.

When he is in town Harold stays here and visits with his old friend Korec and brings him the latest supply of potions he has made.

Key NPC's: Korec, Cedric, Jasmin Nightbird, Harold, Wilbur, Genevieve Lindros, Logan Vissar

#1A Stables

Wayfarers Place also has stables next door, and anyone renting a room will get free stable service. Stable service is only for customers.

#2 Jord's Forge

This is the blacksmith shop run by Jord Hammerlin; Jord is a local whose father ran the shop before him. The two boys are his apprentices; he has recently brought them on because of the increase in business.

Jord will always know at least 2 rumors from the table above if the characters engage him in conversation about the area.

Characters can purchase goods here; Jord sells typical items that would be made by a blacksmith. Jord is also a weaponsmith and can repair damaged normal weapons.

#3 Minter's Marvelous Maps and Things

Minter fancies himself a sage and librarian. In truth he is a Magic user who has read extensively about travel and different parts of the world. He is also a historian and can act as a sage on matters of local history.

He has many maps some of the local area with towns, villages, and roads. He has other maps as well of far away places. He has lots of books on mundane subjects such as anatomy and flora and fauna, and if asked he has 2 magic scrolls for sale.

1 burning hands (300 gp)

1 comprehend languages (300 gp)

1 Levitate (800 gp)

1 Knock (800 gp)

He also has an abundance of leather and bone scroll/map cases.

Minter will also offer to identify if any items the characters have found are magical in nature for 25 gp/item.

He does this with a pair of magical glasses that tells him if an item he is looking at is magical.

When identifying items he will not do so in front of the characters, instead insisting he must take the items alone into the backroom so his "spell" will not be interrupted.

He does this to hide the fact that his glasses are magical from everyone, and will not try to steal any items.

Minter will purchase most miscellaneous magic items at 85% of book value. He has a portable hole he keeps hidden and his goods are stored in it.

Key NPC's: Minter

#4 Sheriffs Station

The sheriff is Talon, a large clean cut man with a small scar on his right cheek. The Sheriffs station also serves as a local jail until trial and has been recently rebuilt to allow more room for both prisoners, and Talons 5 new deputies. The station has 10 jail cells each can hold 4 people.

Key NPC's: Talon

#5 Silo's General Store

Silo is a pleasant man eager to help the party spend their coin in his shop. He has stock in the following equipment tables from the Players handbook (clothing, Misc equipment and supplies, provisions, and tack and harness)

Silo likes to gossip and will share the gossip about others in town without much prodding from the PC's.

Silo knows everyone and town and has nothing but good things to say about all the locals; however he is not as keen on any of the new business owners who are from out of town.

#6 Allister's Arms

Allister Rodgers is the owner of this shop. He is a huge muscular bald man with a long scar running across the top of his head. He is a former mercenary who was passing through town and saw there was no weapons shop in this place that was starting to boom. He has hired a local, Pele, to assist him.

The shop stocks many common weapons. Allister will purchase weapons if they are in good shape and can be resold, he will pay half of what he sales them for.

Item	Price
Arrow, Single	4 sp
Arrow, Dozen	2 gp
Axe, Battle	5 gp
Axe, Hand	1 gp
Bolt, Light Single	2 sp
Bolt, Light Dozen	1 gp
Bow, Long	80 gp
Bow, Short	20 gp
Crossbow, Light	12 gp
Dagger and Scabbard	3 gp
Dart	10 sp
Halberd	9 gp
Hammer, Lucern	7 gp
Hammer	1 gp
Mace, Footman's	8 gp
Morning Star	5 gp
Sling and Dozen Bullets	1 gp
Spear	1 gp
Sword, Broad and Scabbard	10 gp
Sword, Long and Scabbard	17 gp
Sword, Short and Scabbard	8 gp
Sword, Two Handed	35 gp

Key NPC's: Allister Rodgers

#7 Temple of Mielikki

In front of this dark wooden building is a statue of a beautiful woman wearing a tunic and wielding a bow. It is surrounded by a grove of elm trees, and there are birds and squirrels twittering happily. The temple was formally

run by a minor priest named Cariwin, however because of the influx of people his superior Stephen Farlund has recently arrived to take over operations. He has brought with him an acolyte named James.

The majority of locals are followers of Mielikki and the priests have a interest in keeping it that way. The newly arrived priests of Odin have been attempting to sway the locals to their god and this has caused some strife between the two churches.

For a tithe (75 gp) the priests will cast cure light wounds.

Key NPC's: Stephen Farlund, Cariwin

#8 Caleb's Combat Training Center

This small building serves as the office and training center for Caleb Clem a former high ranking officer in the guard of a large city far from here. He left after his family was killed in an accident and settled here in Rashtan. He decided to start a business doing what he knows best training men to fight.

A small room in back serves as his bedroom, and behind the building is a fenced off area used for training.

Caleb is a 7th level fighter and can train characters up to 7th level at standard DMG training costs.

Key NPC's: Caleb Clem

#9 City Hall

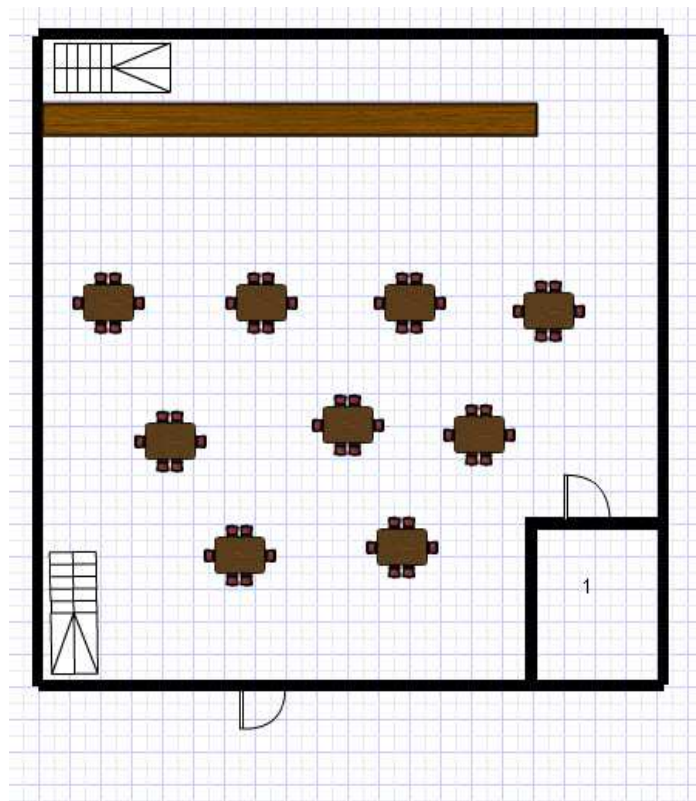
The city hall is a large white two story wooden building, there is a stone plaque out front reading "Village of Rashtan City Hall". This building serves as the meeting place for the town council, it also is the home to the mayors (Jameson Caldwell) office, and is used as a courtroom when the magistrate is in town. Jameson Caldwell's family was one of the first to settle the area and is held in high regard. Until recently there was no official mayor of the small hamlet, but as it has grown the people felt leadership was needed. Caldwell's candidacy was backed by the wealthy Winston Willrock and he was elected easily.

One weekend a month a magistrate travels in from the nearest city to make rulings on those who have been arrested. In the case of major crimes such as murder (which is rare) the offender is shipped to the city to stand trial.

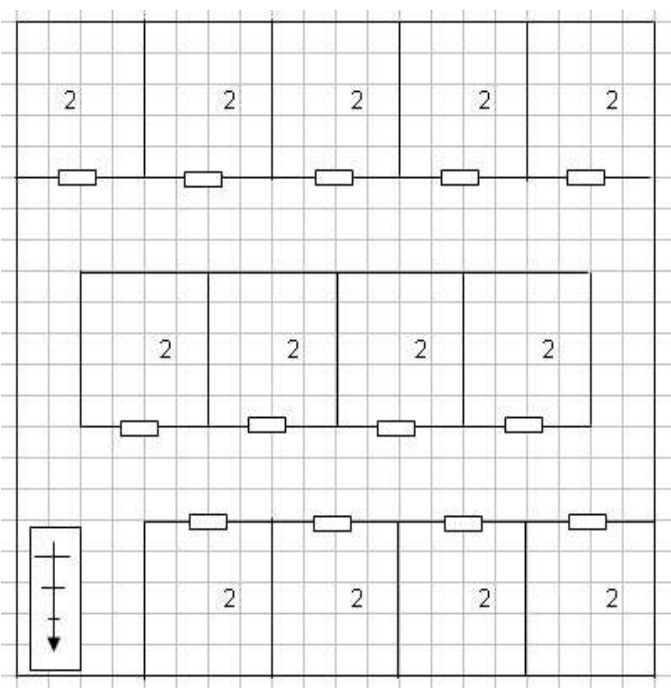
Key NPC's: Jameson Caldwell

#10 Weary Traveler Inn & Tavern

Level 1



Level 2



Key
1 – Kitchen
2 – Common Room

Service	Cost
Common Room (4 cots)	4 sp/night
Pint of Wine (Common)	1 sp.
Pint of Ale	1 sp
Pint of Beer	5 cp
Pint of Mead	5 sp
Standard Meal	10 sp

The inn was recently built by Janos Featherwind an elf who arrived in town two months ago. Janos has come to town to set up a underground thief’s network. He also acts as a fence and will purchase any magic items for sale at 60% of the book value. He has a specific interest in potions as he wants to be able to match the Wayfarers Place in potion sales so for those he will pay 90% of book value.

The Weary Traveler is not as comfortable and doesn’t have as calm an atmosphere as Wayfarers Place, the common rooms have 4 cots and run 4 sp/night. The Inn does have a house bard Christian Marlow a half-elf who is an acquaintance of Janos. However, Christian is a bit unpredictable and will often show up late and sometimes not at all.

Day to day operations are ran by Chiltan Shimrod a gruff dwarf that came to town with Janos. Jasmin Nightbird also works for Janos although this is a secret as she is used as a spy on rival businesses. All three of these individuals are part of the thief’s network Janos is building.

Recently Janos has turned his cellar into a gambling room with card and dice games. This has increased his business and caused further tension between him and Korec as they compete for customers. The gambling room is overseen by Runkgar a massive half orc who serves as both Janos’s bodyguard and strong arm for debt collections.

Key NPC’s: Janos Featherwind, Christian Marlow, Chiltan Shimrod, Runkgar, Morgan Four-Fingers, Pillman, Haster the Magnificent, Philand

#10A Stables

The Weary Traveler stable service is around back of the inn, and runs 5 cp per mount per day.

#11 Temple of Odin

This is a newly constructed stone building has the likeness of Odin carved into columns on each side of the thick wooden double doors that lead into the church. The head priest is Winslow Valkon, he has established the church with the help of his 3 acolytes. They will welcome visitors and speak of Odin’s virtues, for a fee (75 gp) they will cast cure light wounds on injured visitors. If the injured party is a follower of Odin then there will be no charge.

Key NPC’s: Winslow Valkon, Sigfreid Stromson

#12 Estate of Winston Willrock

Winstom Willrock is an extremely wealthy individual who moved to Rashtan when he heard that a mine had been found. He had the money and resources to reopen the mine and has profited greatly. He has supported Jameson Caldwell as Mayor and curries favor from the town council. Winston is well liked by the locals, even though he is very wealthy and an outsider he has invested a lot of money into the area and employs a large number of locals in his mine, as drivers, and as workers on his estate.

His head of security is a large hairy man named Marko who most refer to as The Club. He also serves as Winston's bodyguard.

Key NPC's: Winston Willrock, Marko The Club

#13 Common Well

While many of the older businesses such as Wayfarers Place and the larger of the newer businesses like the Weary Traveler have their own well. The smaller businesses and many if the villagers use this communal well. It was built before the boom and is over 60 feet deep. Many say that the well tapped into a large underground river, but that has never been established.

#14 Pottery Palace

One of the new shops in town, Jennifer Harbough is the owner and is skilled at pottery and can fashion any normal item on request.

#15 Tori's Threads

One of the new shops in town, Tori Dusky is the owner of this tailor shop. She can spin and dye thread, and create shirts, pants, and cloaks on request. Normal shirts and cloaks of any common color may be purchased here.

Winston Willrock helped finance the opening of this shop and is a 50% owner.

#16 The Shoe Box

One of the new shops in town, Harlin Ellis runs this shop and is a skilled cobbler. Being able to repair and make all common sorts of shoes.

#17 Glabels Grand Jewellery

One of the new shops in town, Glabel Glindergold is an expert Jeweler and Gem Cutter. He has jewelry and gems for sale that are locked in a steel safe in the room in back where he sleeps. He will also purchase gems and jewelry at 60% of their actual worth. During store hours he will have several lower priced pieces of jewelry and small gems in a lockbox to show customers.

Though not a member of Janos's network Glabel knows him and pays a percent of his profit so that Janos will not try to undercut his business by offering more gold to people selling gems and jewelry. It also serves as protection from robbery by any of Janos's people.

Key NPC's: Glabel Glindergold

#18 Two Sisters Bakery

One of the new shops in town, the Buxton sisters Maddy and Mary are the owner operators of the bakery. They are well known for there silver piece cakes; small, moist, sweet cakes that sell for 1 sp each. They sell all sort of fresh baked goods.

#19 Rolling Wheels Carts

One of the new shops in town, this is the cart and wheelwright business of Sara and Bill Hodge they can build any sort of wagon requested, they also repair carts and wheels. There will be a couple of small normal carts built and available.

Winston Willrock helped finance the opening of this shop and is a 50% owner.

#20 The Solid Stone Construction Company

Jack Hughes is the owner of the Solid Stone Construction Company, they do stone masonry and carpentry. With the recent boom there has been a lot of business and Jack now employs 16 people separated into 3 construction crews of 5 each and a secretary who takes visitors and customers in the office.

#21 Holland Leathers

The shop of leatherworker Holland Maris and his apprentice Stanley, he can fashion any general leather good including leather and studded leather armor.

Winston Willrock helped finance the opening of this shop and is a 50% owner.

#22 The Sink Hole

The Sink hole is a dive bar. There are no rooms for rent and no food to serve. The bar is owned by Boris One-ear (one of his ears has been torn off). The tavern serves two types of liquor, a cheap rot gut whiskey for 1 cp per glass and a watered down ale for 4 cp a glass. The Sink Hole is frequented by the lowlifes passing through or living in the area.

Boris received his financing to open The Sink Hole from Janos and Janos receives 60% of the profit from the venture. Boris brews the whiskey in a bathtub in the basement, and purchases kegs of ale which he then waters down nearly 50%.

#23 Park

Description: Within this grove of beautiful elm trees is a small pond.

DM Note: This area is used as a park by locals. It is believed the pond is filled with water from the same underground spring that the well uses. The pond is clean and has fish in it, the locals make sure that it stays stocked.

NPC's

Korec

Half-orc

Fighter

level: 3

HP: 23

AC: 10

Alignment: Lawful Neutral

Str: 16

Int: 13

Wis: 11

Dex: 14

Con: 15

Chr: 7

Description: Korec has crooked teeth and a long scar running across his face.

Equipment: +1 club

Korec is a bit surly and is very self conscious about his heritage, he takes offense at anyone referring to him as an orc. His inn is the most popular spot in town and has great food and atmosphere. There is tension between Korec and Janos as Korec doesn't trust the smooth tongued elf and believes he is up to something.

Harold

Human

Magic-User

Level: 6

AC: 5

HP: 17

Align: Chaotic Good

St: 12

Int: 17

Wis: 13

Dex: 15

Con: 13

Chr: 12

Description: Harold is an older man who is slightly balding and has a long handlebar mustache. His hair has

turned white with age, and he has a friendly disarming smile.

Equipment: Bracers of defense AC: 6, Wand of Magic Missiles.

Spells

1st – Identify, Read Magic, Magic Missile, Detect Magic, Friends, Feather Fall, Shield, Unseen Servant, Tenser's Floating Disk

2nd – Locate Object, Web, Continual Light, Mirror Image

3rd – Lightning Bolt, Dispel Magic, Hold Person

Harold is a friendly man, but he enjoys his solitude, that's why he moved to cottage in the forest. He has a great love of potions and enjoys trying to create his own. So far his healing potion has been his only success and he is very proud of it. When in town he visits his old friend Korec at Wayfarers Place, and drops off his newest batch of potions.

Wilbur

Human

Fighter

Lvl: 2

HP: 17

AC: 4

Align: Lawful Neutral

ST:16

Int:10

Wis:9

Dex:13

Con:14

Chm: 10

Description: A large bearded man missing several teeth.

Equipment: chain mail, shield, spear, dagger

Wilbur is a former caravan guard who was captured by hobgoblins. He was freed by a group of adventurers who found him while searching for the infamous Istan. He decided to settle in Rashtan and now hires himself out as a guard or mercenary. He spends much of his free time at Wayfarers Place and will join the party on their adventure for an equal share of loot.

Genevieve Lindros

Half Elf

Ranger

Level: 4

HP: 38

AC: 1

Align: Chaotic Good

ST: 14

Int: 13

Wis: 14

Dex: 17

Con: 15

Chm: 15

Description: Beautiful black haired, green eyed half elf.

Equipment: Short Bow, Short Sword +1, 12 Arrows +1, Chain Mail, Shield

Genevieve spends most of her time in the Lonely Wood, but from time to time will come to town for supplies. When she does she will normally stay at Wayfarers Place. She is short tempered and isn't one for small talk. Her interests run mainly towards the outdoors, hunting, and fighting humanoids.

Logan Visser

Elf

Fighter/Magic User

Level: 2/2

HP: 12

AC: 0

Align: Chaotic Good

ST: 14

Int: 16

Wis: 10

Dex: 17

Con: 12

Chm: 14

Description: Silver haired brown eyed elf.

Equipment: chain mail, shield, long sword, short bow, 12 arrows +1, ring of free action

Spells

1st – Burning Hands, Sleep, Message, light

Logan has recently moved to Rashtan, and frequents Wayfarers Place mainly looking for mages who wish to sell or trade spells. Logan carries 2 spell scrolls one with burning hands, and one with light, that he will trade or sell. For a equal share of treasure he will join a party of adventurers for a short time.

Jasmin Nightbird

Human

Thief

level: 3

HP: 13

AC: 8

Alignment: Neutral Evil

Str: 12

Int: 14

Wis: 13

Dex: 16

Con: 12

Chr: 16

Description: attractive woman with black curly hair and blue eyes.

Equipment: +1 dagger

Jasmin's cover in town is that of a teamster looking for work. However she actually works for Janos and keeps an eye on the business around town and what they are up to. Wayfarers place is her top priority at the moment and she is there almost every night. She is trying to seduce the house bard Cedric to get as much information from him as she can.

Cedric

Human

Bard

level: (5,6) 2

HP: 42

AC: 8

Alignment: Neutral

Str: 15

Int: 15

Wis: 15

Dex: 15

Con: 15

Chr: 15

Description: A handsome man with short blonde hair, green eyes, and a trim beard.

Equipment: broad sword +2, ring of protection +1

Cedric is a new comer and has only been in town a few weeks. He is a wandering minstrel and has taken on a job at Wayfarers Place as the house bard for now. He isn't sure how long he will remain in town, but rarely stays in one place to long.

Minter

Human

Magic User (Sage)

Level: 3

HP: 9

AC: 8

Align: Neutral Good

ST: 9

Int: 18

Wis: 15

Dex: 15

Con: 10

Chm: 11

Description: Long brown hair and a long thin mustache.

Equipment: Magical Glasses, portable hole

Spells

1st - Comprehend Languages, Burning Hands, Magic Missile, Unseen Servant

2nd – Levitate, Invisibility, Knock, Wizard Lock

Minter is the owner of Minters Marvelous Maps and Things. He is a magic-user and expert in local history.

Sheriff Talon

Human

Fighter

level: 4

HP: 32

AC: 5

Alignment: Lawful Good

Str: 16

Int: 11

Wis: 12

Dex: 13

Con: 15

Chr: 14

Description: Talon is a large handsome man with short brown hair and brown eyes.

Equipment: Studded Leather +1, Long sword, dagger, wooden shield

Talon is friendly to everyone he meets, but is very much a stickler for law and order and takes his job seriously.

Allister Rodgers

Human

Fighter

level: 2

HP: 19

AC: 10

Alignment: Lawful Neutral

Str: 18 32%

Int: 10

Wis: 12

Dex: 13

Con: 15

Chr: 12

Description: Large muscular bald man with a scar running across the top of his head.

Equipment: Any normal weapon or armor.

Allister is a former mercenary, who is experienced in the use of many common weapons. He is a calm and collected individual who rarely loses his temper.

Cariwin

Human

Cleric

level: 3

HP: 19

AC: 8

Alignment: Neutral Good

Str: 12

Int: 13

Wis: 16

Dex: 15

Con: 12

Chr: 15

Description: Short and slender man normally wearing green robes.

Equipment: Robes, Staff.

Cariwin is a priest of Mielikki who once ran the temple in Rashtan. With the influx of people his superiors believed that a more experienced priest needed to be in place however. Cariwin is very friendly and will willing chat away although his primary topics will be Mielikki and nature.

Stephen Farlund

Human
Cleric
level: 6
HP: 43
AC: 9
Alignment: Neutral Good

Str: 14
Int: 12
Wis: 18
Dex: 13
Con: 15
Chr: 15

Description: Husky man with a bushy brown beard and a big smile.

Equipment: Robes, Staff

Stephen is a friendly good natured man in his 40's. He has been sent to take over operations of the temple in Rashtan because of the economic boom. The higher ranking clergy decided someone with more experience than Cariwin was needed.

Caleb Clem

Human
Fighter
level: 7
HP: 51
AC: 2
Alignment: Lawful Neutral

Str: 17
Int: 12
Wis: 12
Dex: 15
Con: 15
Chr: 14

Description: dark skin and long black hair pulled tight in a braid.

Equipment: chain mail +1, shield, spear +1

Caleb is the former captain of the guard of a large city. He moved to Rashtan to get away after his family was killed by the assassin's guild. He opened his training academy because of the demand for caravan guards, hirelings, and adventurers that have been flooding into the area.

Jameson Caldwell

Human
Mayor
level: 0
HP: 3
AC: 10
Alignment: Lawful Neutral

Str: 13
Int: 14
Wis: 12
Dex: 10
Con: 10
Chr: 14

Description: Six foot tall and broad shouldered Jameson is a handsome man with a neatly trimmed mustache.

The Caldwell's were some of the first settlers in the area and the family owns a large amount of land. The family is generally well respected and when the call came from the villagers that a mayor was needed Jameson seemed a natural choice. With Winston Willrock backing his campaign financially Jameson won the job easily. He can be seen every Wednesday morning at the temple of Mielikki for worship and lives on a large farm just outside of town, and comes in each day and works from his office in city hall. Jameson means well for the people of Rashtan and tries to do what is best for them, however at times he conflicts with the council, and at others times he has been swayed by Winston Willrock to make what may not be the best decisions.

Winslow Valkon

Human
Cleric
level: 5
HP: 37
AC: 4
Alignment: Lawful Neutral

Str: 16
Int: 12
Wis: 17
Dex: 14
Con: 16
Chr: 14

Description: thirty years old, Six foot two, and two hundred and twenty pounds Winslow is an intimidating figure with long blonde hair and piercing blue eyes.

Equipment: chain mail, shield, mace of disruption

Like most priests of Odin Winslow started his career as a traveling warrior priest cutting his teeth in combat. He has been sent to Rashtan when Winston Willrock, whose family have been devout worshipers of Odin for several generations, asked the clergy to establish a temple, which he would pay for.

Winslow wears his shiny chain mail and has his mace hanging from his belt at all times. He is not unfriendly, but is often quick and to the point when speaking.

Sigfreid Stromson

Human
Cleric
Level: 4
HP: 27
AC: 2
Alignment: Lawful Neutral

Str: 14
Int: 11
Wis: 16
Dex: 16
Con: 13
Chm: 12

Description: Tall with a bushy brown beard and hair.

Equipment: hammer +1, shield, chain mail, potion of healing

Sigfreid is a traveling priest of Odin who comes through town time to time. He will join the party as long as he believes the cause is just, and he receives an equal share of the loot.

Janos Featherwind

Elf
Fighter/Thief
level: 6/7
HP: 39
AC: 4
Alignment: Neutral Evil

Str: 13
Int: 14
Wis: 15
Dex: 18
Con: 13
Chr: 14

Description: Tall for an elf yet still very lean Janos has brown hair and green eyes. He has a small scar just below his bottom lip.

Equipment: ring of protection +2, dagger, short sword +1/+3 vs regenerating creatures, Amulet of proof against detection and location, dust of disappearance (4 pinches)

Janos never fit in with other elves, at a young age he left the village he was born in and traveled into the world of men where he fit right in. He has spent 100 years practicing the art of deception, thievery, and intimidation. He was the second in command of a large thief's guild in a city and after a failed coup attempt escaped and ended up in Rashtan. Several of his loyal followers joined him when he fled and now they are looking to take advantage of the booming economy by starting a thief's network of their own. In combat he uses both his short sword and dagger to deadly effect, but prefers to simply outsmart or intimidate his opponents rather than get his hands dirty.

Christian Marlow

Half Elf
Fighter/Thief/Magic User
level: 1/1/1
HP: 6
AC: 9
Alignment: Chaotic Neutral

Str: 13
Int: 14
Wis: 9
Dex: 15
Con: 12
Chr: 16

Description: Handsome and witty Christian knows how to play the lyre and has an excellent singing voice.

Equipment: dagger, lyre

Spells

1st- Charm Person, Shield, Jump

Christian followed Janos to Rashtan, while not a true thief he can be devious at times. Janos will not give Christian much responsibility because he can't be trusted to show up on time or do what he is supposed to do, because of this he has been relegated to the simple position of house bard at the weary traveler. While Christian would never tell any of Janos's secrets, he will often disappear on a whim.

Chilten Shimrod

Dwarf
Thief
level: 4
HP: 27
AC: 7
Alignment: Lawful Evil

Str: 14
Int: 12
Wis: 12
Dex: 15
Con: 16
Chr: 10

Description: Short even for a dwarf Chilten still sports the long beard favored by his people.

Equipment: Leather Armor, dagger +1

Chilten is Janos's right hand man, and unlike Christian he is organized and can be trusted to carry out orders. He runs the day to day operations of the inn and assists Janos in all his other endeavors. Unlike many dwarves he is not very foul tempered and is normally in good humor.

Runkgar

Half Orc

Fighter

level: 4

HP: 44

AC: 6

Alignment: Lawful Evil

Str: 18 54%

Int: 13

Wis: 13

Dex: 13

Con: 17

Chr: 7

Description: Large, hairy, mean, and ugly with pointed teeth.

Equipment: studded leather +1, morning star +1

Runkgar is Janos's muscle, he acts as his body guard and if Janos needs something collected he sends Runkgar to do the dirty work. The half orc runs the gambling business and is smarter than he looks. He makes sure no one tries to scam his boss, and knows how to use his size and strength to intimidate.

Morgan Four Fingers

Human

Fighter

level: 5

HP: 54

AC: 4

Alignment: Lawful Neutral

Str: 16

Int: 10

Wis: 12

Dex: 14

Con: 17

Chr: 12

Description: Average size and build Morgan is clean shaven and is missing the pinky finger on each hand.

Equipment: chain mail, shield, mace +2, sling & 20 bullets

Morgan is a grizzled veteran adventurer who bought a small house just outside of town. He lost both his pinky fingers in a fight with a troll, but that doesn't hinder him in combat in any way. Morgan is mostly retired, but could be swayed to join a group of adventurers for a equal split of the treasure plus 200 gp/day fee.

Pillman

Human

Fighter

level: 1

HP: 11

AC: 6

Alignment: Neutral Good

Str: 16

Int: 10

Wis: 9

Dex: 12

Con: 15

Chr: 12

Description: Young and energetic, brown hair with a bowl cut and brown eyes.

Equipment: studded leather, shield, spear, dagger

The eighteen year old Pillman is a local whose parents died when he was young leaving him an orphan. While working as a farmhand on a local farm he uncovered the buried skeleton of an orc. Along with the skeleton was a sack with a few pieces of gold. With dreams of heroic adventures in his eyes Pillman spent the gold he found to buy some basic equipment. He now spends time at the Weary Traveler looking for the adventure he craves. He will pester any group that he believes may be adventurers to let him join them. He will join a group for as little as a 1/4 a share of the treasure.

Haster the Magnificent

Human

Illusionist

level: 3

HP: 10

AC: 7

Alignment: Neutral Evil

Str: 12

Int: 17

Wis: 13

Dex: 16

Con: 12

Chr: 7

Description: Tall, slender and with a pointy nose Haster is not the most attractive individual

Equipment: Robes, 12 darts

Spells1st – Dancing Lights, Change Self, Phantasmal Force2nd - Blur

Haster is a traveling magician who stops town to town to put on his show using his illusionist magic. He travels in a brightly colored wagon and puts on his show each afternoon in the town square looking for donations. In reality this is a cover, Haster will scope out the town looking for a juicy target to try and rob before he leaves. He spends his evenings at the Weary Traveler looking for a good target.

Philand

Human (were-rat)

Thief

Level: 3

HP: 19

AC: 6

Alignment: Lawful Evil

Str: 14

Int: 13

Wis: 12

Dex: 16

Con: 13

Chm: 10

Description: average height and weight with greasy stringy black hair and an upturned nose.

Equipment: hand axe, leather armor

Philand passes himself off as a trapper who lives in the Lonely Wood. In reality he is a member of a small were-rat clan who lives There. The were-rats work with a small group of ogres and ambush groups of travelers. Philand stays in town and frequents Wayferers Place, The Weary Traveler, and The Sink Hole looking for small groups that look to have god wealth that will be traveling through the Lonely Wood. He will then ride ahead to inform his clan so they can lay an ambush.

Winston Willrock

Human

Merchant

level: 0

HP: 3

AC: 10

Alignment: Neutral

Str: 10

Int: 14

Wis: 12

Dex: 11

Con: 10

Chr: 14

Description: Five foot ten with black hair and brown eyes.

Equipment: Amulet of Life Protection

Winston is a wealthy merchant who made a lot of money importing exotic cloth to large cities. He sold his business to a rival and was looking for a new challenge when he heard of the discovery of an old abandoned mine. He came to Rashtan and invested in the man power and equipment needed to begin operations in the mine once again, and his gamble paid off. In addition to the mine he has also invested in many of the local businesses, some operated by locals, and some by new comers. He saw the potential of the booming economy and took advantage. He would have liked to run for the mayor's seat himself, but knew a outsider would never be

elected so instead he put his support behind Jameson Caldwell and uses his influence with him to have laws that favor his business passed. He has a dozen men at arms that guard his estate, and they are overseen by Marko the Club.

Marko the Club

Human

Fighter

level: 5

HP: 46

AC: 4

Alignment: Lawful Evil

Str: 18 47%

Int: 10

Wis: 10

Dex: 13

Con: 15

Chr: 9

Description: Six foot and covered with hair Marko is missing both his front teeth.

Equipment: club +1, chain mail, shield

Marko has been with Winston for 5 years and is extremely loyal to him. He is also a surly man who enjoys yelling at underlings and inflicting a little pain now and then. He would never do anything that he believed would make his boss look bad, but does not take it easy on any possible intruders or anyone who would try to lay a hand on his employer.

Glabe Glindergold

Gnome

Thief

level: 1

HP: 5

AC: 9

Alignment: Neutral

Str: 12

Int: 12

Wis: 13

Dex: 15

Con: 11

Chr: 10

Description: Short with a bulbous nose and a long thin mustache that he waxes so it sticks out to the sides.

Equipment: dagger

Glabe is an expert jeweler and gem cutter. He came to Rashtan when he heard of the lost mine and ruins. He set up shop and is looking to make a profit exchanging gold for gems and jewelry. He has an extensive networks of gem and jewelry buyers in all of the nearest cities and is confident he can turn a profit on any piece.