

# The Village of Hillsborough

Name:	Hillsborough
Type:	Village
Location:	Inland
Population:	874
Sheriff	Highest Level Warrior
Full Time Guards:	9
Community Wealth:	11,754
Gold Piece Limit:	269
Avail for Conscript:	44
Power Center:	Nonstandard, Chaotic neutral
Power Center:	
Power Center:	
Power Center:	

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Business Type	Quality	Gender	Age	Race	Business Name	Character Traits	Honesty Level	Bluff	Sense Motive
Trading Post	Good	Female	Mature	Human		Charming	Opportunistic	3	4
Tavern	Poor	Male	Old	Human	The Ambushed Chicken	Hyperactive	Dishonest	3	5
Tavern	Good	Male	Adult	Human	The Giant Baby	Open-Minded	Dishonest	4	6
Sword Shop	Very Good	Male	Adult	Human		Cynical	Opportunistic	4	7
Tinker	Fair	Female	Very Old	Human		Ornery	Honest	4	4
Dairy	Poor	Male	Very Old	Human		Insane	Opportunistic	5	4
Inn	Poor	Female	Mature	Dwarf	The Scrying Stick	Rambunctious	Opportunistic	5	5
Bathhouse	Poor	Male	Young	Human		Modest	Opportunistic	5	4
Dagger Shop	Fair	Male	Mature	Human		Light-hearted	Irreproachable	3	8
Tailor	Poor	Female	Adult	Human		Humble	Opportunistic	5	7
Armorer	Poor	Female	Mature	Human			Opportunistic	4	7
Bordello	Excellent	Male	Young	Human	The Casting Wheel	Extrovert	Honest	4	6
Furrier	Good	Male	Old	Human		Conservative	Honest	6	5
Trading Post	Poor	Male	Adult	Human		Lazy	Opportunistic	4	6
Tavern	Poor	Female	Old	Human	The Sneezing Cane	Wily	Honest	3	5
Furrier	Fair	Male	Mature	Half-Elf		Courteous	Honest	3	5
Mill	Poor	Male	Young	Human		Flippant	Honest	6	5
Bathhouse	Fair	Male	Very Old	Human		Wily	Honest	4	6

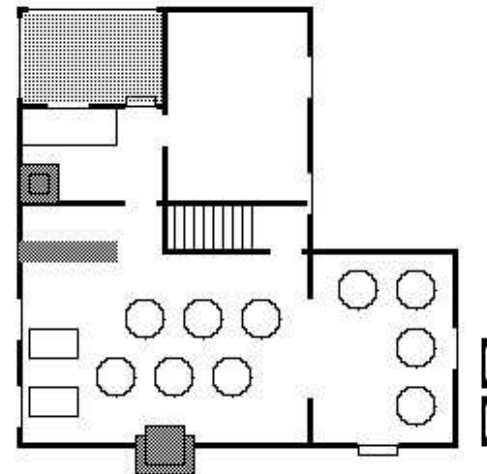
### The Ambushed Chicken:

**Accommodations:** Occupied by owner and employees

#### Today's Menu:

- *Breakfast:* Fried perch, Chicken eggs, Sharp cheese, Peach, Oatmeal (cost 1cp).
- *Lunch:* Lamb stew, Soft cheese, Broad beans, Blackberries (cost 2cp).
- *Supper:* Pork liver, Potato, Corn, Millet, Pecan pie (cost 2cp).
- *Snack:* Chicken eggs, Pear, Rice (cost 1cp)

The main entrance to The Amushed Chicken is to the right; you can tie your horses on the right side of the building. There are 2 tables in the front room. The tap room is to the left. The tap room has 10 tables where patrons eat and drink and warm themselves by the fireplace. Stairs lead to rooms on the second floor. There is another entrance through the kitchen porch in the back. The proprietor of the establishment, Edward Longfingers, is edging into his



fifties and is rumored to be preparing to turn the business over to his two daughters, Arnora and Tiffany, both in their early twenties. However, despite his plans for retirement, he doesn't show any signs of slowing down – he is a capable and strong man. In fact, he has won the local strongman competitions for as long as they have existed, and once lifted a fallen portion of a sawmill off a young laborer. He's not much for endurance, though, and is often coming down with some kind of mild sickness. His youngest daughter, Arnora, follows after him in the Alebrewing profession – though she is not as strong as her sister, Tosti, who follows her father's business mainly because he is her father. She has studied the Longsword with the town guard, and is rumored to have some secret business on “adventures”. The tavern got its name for the first chicken that was cooked in this establishment – it was a wily beast that actually had to be ambushed in the kitchen for it to be caught and cooked.

**Edward Longfingers, male human Com9:** CR 8; Size M (5 ft., 5 in. tall); HD 9d4-9; hp 18; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Attack +8 melee, or +7 ranged; SV Fort +2, Ref +8, Will +6; AL NG; Str 19, Dex 16, Con 8, Int 16, Wis 16, Cha 12.

*Languages Spoken:* Common, Halfling

*Skill points:* Com 72

*Skills and feats:* Climb +16, Craft (Armorsmithing) +11, Craft (Blacksmithing) +14, Craft (Sculpting) +11, Craft (Shipmaking) +13, Craft (Woodworking) +5, Hide +3, Listen +17, Move Silently +3, Ride +14, Spot +5; Alertness, Improved Initiative, Lightning Reflexes, Point Blank Shot, Skill Focus (Craft (Sculpting)).

*Possessions:* 60 gp in gear.

**Arnora, female human Com3:** CR 2; Size M (5 ft., 7 in. tall); HD 3d4; hp 13; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +2 ranged; SV Fort +1, Ref +2, Will +2; AL N; Str 14, Dex 13, Con 11, Int 11, Wis 13, Cha 9.

*Languages Spoken:* Common.

*Skill points:* Com 18

*Skills and feats:* Craft (Sculpting) +6, Craft (Alebrewing) +4, Hide +1, Listen +4, Move Silently +1, Open Lock +4, Spot +1; Power Attack, Skill Focus (Craft (Alebrewing)), Toughness.

*Possessions:* 12 gp in gear.

**Tosti female human Com3:** CR 2; Size M (5 ft., 11 in. tall); HD 3d4-6; hp 4; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex) Attack +5 melee, or +3 ranged; SV Fort +1, Ref +3, Will +2; AL LE; Str 18, Dex 15, Con 7, Int 8, Wis 12, Cha 7.

*Languages Spoken:* Common.

*Skill points:* Com 12

*Skills and feats:* Craft (Painting) +5, Craft (Alebrewing) +1, Hide +2, Listen +1, Move Silently +2, Ride +8, Spot +1; Great Fortitude, Martial Weapon Proficiency (longsword), Skill Focus (Ride).

*Possessions:* 12 gp in gear.

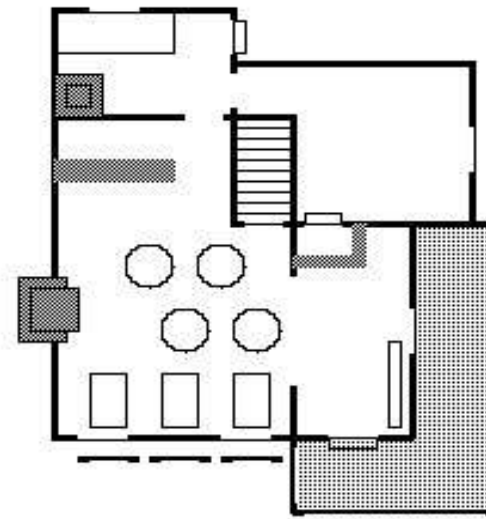
## The Giant Baby:

**Accommodations:** Good (a small private room with one bed, some amenities and a covered chamber pot) for 5 sp/day – currently unavailable

### Today's Menu:

- *Breakfast:* Meatballs, Curds, Dragon turtle omelet, Peach, Mush (cost 6cp).
- *Lunch:* Sausage, Soft cheese, Spinach, Apple (cost 3cp).
- *Supper:* Pork liver, Broad beans, Leeks, Flatbread, Custard (cost 1sp).
- *Snack:* Gnomes yogurt, Raspberries, Flatbread (cost 4cp)

The front porch of The Giant Baby offers shelter from the weather and sun. The main entrance to The Giant Baby is to the right; you can tie your horses on the left. The bar has a comfortable lobby where you can wait for friends to join you before leaving or as you arrive. The tap room is to the left and the barkeepers' desk is straight ahead on your left. The tap room has 7 tables where patrons eat and drink and warm themselves by the fireplace. Stairs lead to rooms on the second floor, which are occupied by Svein and his son-in-law Isleif.. There is another entrance through the kitchen in the back.



Svein, the proprietor, is the only person who has been in town long enough to remember when the large Clocktower in the center of town actually still worked. He is pushing his 65<sup>th</sup> birthday this year, and is planning to work his bar until he dies. He has his son-in-law, Isleif, help him around the tavern. Isleif is the obvious heir-apparent to Svein's sizable inheritance (sizable for a tavern owner, anyhow). Isleif's wife, Svein's daughter, died of a rare disease two years ago. She is buried in the cemetery east of town, on one of the many sunny hilltops.

Svein actually has a history as somewhat of an adventurer, but he doesn't have any adventurer levels. He was a sailor in the Royal Navy for many years before settling down and becoming a woodworker, then later a barkeeper. He is not an alebrewer like his competitor Edward Longfingers, just a barkeeper. However likable Svein may be, he's not the brightest of men, leading him to be entirely too trusting at times. This is another area in which Isleif can help his father-in-law; he helps keep his fortune intact.

Nobody remembers how the inn got its name. Something to do with a huge ostrich creature.

**Svein, male human Com20:** CR 19; Size M (5 ft., 9 in. tall); HD 20d4-20; hp 33; Init +0; Spd 30 ft.; AC 10; Attack +13/+8 melee, or +10/+5 ranged; SV Fort +7, Ref +6, Will +10; AL NG; Str 16, Dex 10, Con 9, Int 8, Wis 14, Cha 12.

*Languages Spoken:* Common.

*Skill points:* Com 46

*Skills and feats:* Craft (Shipmaking) +17, Craft (Woodworking) +7, Hide +0, Listen +25, Move Silently +0, Spot +2; Great Fortitude, Iron Will, Leadership, Skill Focus (Listen), Skill Focus (Craft (Shipmaking)), Skill Focus (Craft (Woodworking)), Toughness.

*Possessions:* 1,100 gp in gear.

**Isleif, male human Com3:** CR 2; Size M (5 ft., 2 in. tall); HD 3d4+6; hp 15; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +2 ranged; SV Fort +3, Ref +2, Will +2; AL CG; Str 16, Dex 13, Con 14, Int 17, Wis 13, Cha 13.

*Languages Spoken:* Auran, Common, Elven, Terran.

*Skill points:* Com 36

*Skills and feats:* Craft (Alchemy) +8, Craft (Weaponsmithing) +9, Disable Device +5, Handle Animal +7, Hide +1, Knowledge (Nobility and Royalty) +4, Listen +6, Move Silently +1, Perform (Oratory) +2, Spot +1, Swim +9; Combat Expertise, Run, Simple Weapon Proficiency (dagger, punching).

*Possessions:* 12 gp in gear.

## The Sneezing Cane:

**Accommodations:** None

### Today's Menus:

- *Breakfast:*

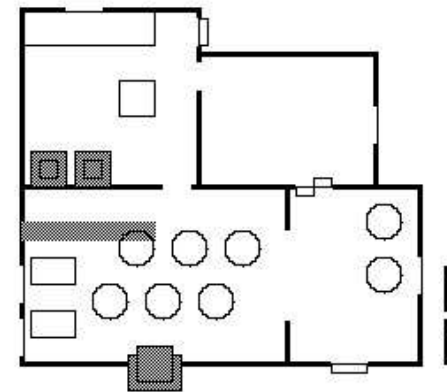
- Beef steak, Sharp cheese, Goose eggs, Blueberries, Corn pone (cost 1cp).
- Monkey brain, Goose eggs, Curds, Blackberries, Corn pone (cost 1cp)
- Ham, Soft cheese, Curds, Melon, Rice (cost 1cp).

- *Lunch:*

- Owlbear chop, Sharp cheese, Broad beans, Dates (cost 1cp).
- Pork chop, Soft cheese, Chick peas, Dates (cost 1cp).
- Pork chop, Goose eggs, Lentils, Blueberries (cost 1cp).

- *Supper:*

- Cat cutlet, Corn, Leeks, Goblin bannock, Applesauce (cost 2cp).
- Pork liver, Spinach, Yams, Centaur rye, Rice pudding (cost 2cp).



- Broiled catfish, Collard greens, Taro, Corn pone, Applesauce (cost 2cp).
- *Snack:*
  - Quail eggs, Blueberries, Rice (cost 1cp)
  - Duck eggs, Pear, Coarse rye bread (cost 1cp)
  - Soft cheese, Pear, Millet (cost 1cp)

The main entrance to The Sneezing Cane is to the right; you can tie your horses on the right side of the building. The tavern has a comfortable lobby where you can wait for friends to join you before leaving or as you arrive. The tap room is to the left. The tap room has 10 tables where patrons eat and drink and warm themselves by the fireplace. The long bar promises quick delivery of all kinds of drinks. The tavern's kitchen has 2 ovens and provides a large menu every day. There is another entrance through the kitchen in the back.

Erika's tavern is the most recent addition to the city, having been here for less than a year. However, it is quickly becoming a success with its wide variety of foods (thanks to its two ovens), and its quick-witted and beautiful owner. She is a bit frail – which makes her even more attractive to many men – but quite amply endowed in all of the areas that matter. She is young, unmarried, and quickly becoming wealthy. She lives in a small house on the south side of town, choosing not to live in her establishment, like so many business owners. She was able to do this because she comes from a semi-wealthy family in a large city, and brought enough money with her to build a home and a business. It was almost entirely exhausted while doing so.

The tavern got its name from the rare flowers that skirt the front of the tavern, which grow on long canes and end in beautiful red flowers with huge petals, that caused Erika to sneeze constantly until she got used to the climate.

**Erika, female human Com10:** CR 9; Size M (5 ft., 4 in. tall); HD 10d4-20; hp 14; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +8 melee, or +4 ranged; SV Fort +1, Ref +2, Will +6; AL LN; Str 16, Dex 10, Con 9, Int 13, Wis 13, Cha 16.

*Languages Spoken:* Common.

*Skill points:* Com 26

*Skills and feats:* Climb +16, Handle Animal +8, Hide -1, Knowledge (Geography) +4, Knowledge (Local) +1, Listen +3, Move Silently -1, Spot +3; Alertness, Iron Will, Skill Focus (Climb), Skill Focus (Knowledge (Local)), Skill Focus (Handle Animal).

*Possessions:* 80 gp in gear.

## The Annex:

The Annex is a weapon/armory smithy run by Bella and Ynvar, her husband of fifteen years. Both are in their early thirties, and they're the best smiths in this region. Bella does all the armor work, and Ynvar performs all of the weapon work. They share the blacksmith work. All their goods sell for the prices listed in the Player's Handbook, but they sell to the town guard for a 10% discount (because they buy in bulk). They will do masterwork weapons, with an 8 month delay for the crafting of the weapon. The couple has lived here their whole lives, and have had two children, Otkel and Eyvind. Both are lieutenants in the Town Guard.

Bella is well mannered, polite, and still good looking despite her profession and advancing years. She wears simple blacksmith clothing at work, but in her off hours she tends to dress as elaborately as is practical, especially when going to any sort of social function. She doesn't gossip like a true Belle, though, which suits her and her husband just fine. Ynvar is fascinated by magic, and has always wanted to be able to do it himself; but not necessarily like a regular wizard, he has just wanted to be able to imbue his weapons with magical ability. However, he never had the requisite intelligence or wisdom to master any sort of spellcasting abilities. He is also getting to be hard of hearing, which would make spells with verbal components difficult to follow.

**Bella, female human Com6:** CR 5; Size M (5 ft., 7 in. tall); HD 6d4; hp 15; Init +0; Spd 30 ft.; AC 10; Attack +4 melee, or +3 ranged; SV Fort +4, Ref +2, Will +2; AL N; Str 12, Dex 11, Con 10, Int 10, Wis 10, Cha 11.

*Languages Spoken:* Common.

*Skill points:* Com 27

*Skills and feats:* Craft (Armorsmithing) +7, Craft (Blacksmithing) +8, Craft (Stonemasonry) +7, Hide +0, Listen +2, Move Silently +0, Profession (Miner) +7, Spot +2; Alertness, Great Fortitude, Martial Weapon Proficiency (falchion), Skill Focus (Craft (Blacksmithing)).

*Possessions:* 28 gp in gear.

**Ynvar, male human Com12:** CR 11; Size M (5 ft., 2 in. tall); HD 12d4; hp 29; Init +0; Spd 30 ft.; AC 10; Attack +8/+3 melee, or +6/+1 ranged; SV Fort +6, Ref +4, Will +4; AL CN; Str 14, Dex 11, Con 10, Int 10, Wis 11, Cha 10.

*Languages Spoken:* Common.

*Skill points:* Com 45

*Skills and feats:* Climb +18, Craft (Blacksmithing) +13, Craft (Weaponsmithing) +8, Hide +0, Listen +2, Move Silently +0, Spot +14; Alertness, Great Fortitude, Quick Draw, Skill Focus (Craft (Weaponsmithing)), Skill Focus (Climb), Skill Focus (Craft (Blacksmithing)).

*Possessions:* 135 gp in gear.

**Otkel, male human War2:** CR 1; Size M (6 ft., 3 in. tall); HD 2d8; hp 14; Init +0; Spd 30 ft.; AC 10; Attack +2 melee, or +2 ranged; SV Fort +3, Ref +0, Will +0; AL N; Str 10, Dex 10, Con 11, Int 11, Wis 11, Cha 11.

*Languages Spoken:* Aquan, Common, Halfling.

*Skill points:* War 15

*Skills and feats:* Decipher Script +0.5, Handle Animal +2, Hide +0, Knowledge (Weapons and Armor) +0.5, Listen +0, Move Silently +0, Ride +4, Speak Language +2, Spot +1.5; Blind-Fight, Weapon Focus (battleaxe).

*Possessions:* 2,000 gp in gear.

**Eyvind, male human War2:** CR 1; Size M (5 ft., 10 in. tall); HD 2d8; hp 9; Init +0; Spd 30 ft.; AC 10; Attack +2 melee, or +2 ranged; SV Fort +3, Ref +0, Will +0; AL N; Str 11, Dex 11, Con 10, Int 10, Wis 10, Cha 10.

*Languages Spoken:* Common.

*Skill points:* War 15

*Skills and feats:* Climb +5, Hide +0, Intimidate +5, Listen +0, Move Silently +0, Spot +0, Survival +2.5; Exotic Weapon Proficiency (crossbow, hand), Point Blank Shot.

*Possessions:* 2,000 gp in gear.

### **Master Gerbo's House of Contraptions and Contrivances:**

This is the local Tinker, owned and operated by Master Gerbo, an 11<sup>th</sup> level expert (and also secretly a 5<sup>th</sup> level gnomish artificer that I haven't yet fleshed out). For a small fee, he will fix most manners of device – wagon wheels, tongues, faucets, cranks, etc. For a reasonable fee, he will create new machines. For a much larger fee, he will operate his unadvertised services as an Artificer, creating entirely new pseudo-magical devices.

The shop from which he operates is a stone building, fifty by fifty feet on the outside. The lobby where he receives customers, however, is just barely fifty by twenty. He keeps ready stock in the back room, and does his actual work below ground, which he enters and leaves through a trapdoor behind his desk, only when he is alone. The shop is windowless, being lit by oil lamps on the inside; the only indication to its purpose is the large glyphs carved into the stone above the door. When the shop is closed, a large locking mechanism drives 4 3” diameter steel pins through the door and wall, making it essentially impossible to open (Strength check DC 30). Even if you were to break in, the total value of things in the back might total 100 gold; the truly valuable items are below ground, underneath the well-hidden trap door located underneath Gerbo's desk, which will sprout wheels and roll to the side, exposing the door, when a button is pressed. Until the button is pressed, a mechanism similar to the door keeps the desk secured to the floor.

Gerbo is somewhat lazy unless a particular project REALLY grabs his attention. Most simple jobs will take the normal amount of time; mundane creations will take 150% the normal time to complete. However, when working in the task of artificer creating magical (or unique non-magical) devices, he will finish them in ½ the estimated time. Gerbo is easygoing, but quick to take vengeance – he keeps a shotgun of his own design underneath his desk, and will not hesitate to use it.



**Gerbo, male gnome Exp11:** CR 10; Size S (3 ft., 8 in. tall); HD 11d6+22; hp 50; Init +4 (+4 Dex); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Attack +10/+5 melee, or +13/+8 ranged; SV Fort +5, Ref +7, Will +11; AL LN; Str 12, Dex 18, Con 14, Int 19, Wis 18, Cha 12.

*Languages Spoken:* Common, Dwarven, Elven, Gnome, Orc.

*Skill points:* Exp 134

*Skills and feats:* Craft (Alchemy) +30, Craft (Trapmaking) +14, Diplomacy +14, Hide +8, Jump +4.5, Knowledge (Architecture and Engineering) +17, Knowledge (Arcana) +8, Knowledge (Religion) +17, Listen +15.5, Move Silently +4, Craft (Mechanical) +27, Knowledge (Rare items) +6, Spot +6, Use Rope +17; Alertness, Dodge, Skill Focus (Listen), Weapon Focus (shotgun).

*Possessions:* 21,000 gp in gear.

**Gerbo's Scattergun:** 2D10, +5 to hit, 16-20/x3 (threat range decreases by 1 for every 20 feet away from the muzzle – beyond 100 feet, this weapon has no effect other than to frighten and make lots of noise), holds 2 rounds in a break-open design. Hidden underneath his cloak. He carries 10 spare rounds. Both barrels may be fired in a single round even if the character has only one attack, if all other actions that round are forfeited. Reloading this weapon is a full-round action.

### **The Scrying Stick:**

The Scrying Stick is a recent addition to the village, having only come in the past year. It was a welcome addition, however, as the slight population boom of the Orc Bounty has caused the very small amount of room space in the local taverns to be exhausted by the influx of adventurers on their way to the frontier. So The Scrying Stick is doing good business, although they think they may have built it too big – the second and third floors are almost entirely unoccupied, unless someone specifically requests an elevated room. Although, Anaphia has been able to compensate for the loss of occupants by using those rooms to run her own bordello in the Scrying Stick. The girls are all pretty, running the gamut from slim and boyish, to curvy and busty, to slightly pudgy and average. The cost for a girl is 1 gold piece per visit (one “visit” being defined as you getting off, or one hour), a full 5cp of which goes to the girl. The girls that work here work here because the money is good, not because they're slaves, and Anaphia heatedly defends herself against those who say otherwise (as do the girls).

The Scrying Stick is an elaborate affair compared to the rest of the village. It is a three story affair, with ten rooms per floor. The main entrance is in the center of the building's face, and opens to the registration desk, manned by Anaphia, the innkeeper. Her desk is on the left, and on the right there is a small table with complimentary juice and pastries for the occupants, as well as a few chairs when waiting for the rest of your party to arrive. The hallway straight ahead will take you to the first floor of rooms (1A, 1B, etc), opposing each other all the way down the hallway. At the end of the hall is an elevator (with the words “Grebo's Raise-O-Matic Five Thousand” elegantly written above the control mechanism), manned by a

nondescript bellhop named “Finnigan”. It is large enough for ten people, or four people wearing full adventuring gear.

As for the rooms themselves, they are nice, but nothing to write home about. They all have a window that looks out on the surrounding village (the windows open to allow fresh air), covered by plain purple curtains. There is a wash basin, and a bathtub into which you may have a bath drawn (though it takes almost an hour to prepare). A simple mirror stands above a basic three-drawer dresser, one of which contains a copy of the local map, and a map of the local outlying area. For 5sp, the inn will take your armor and weapons to the local smiths for cleaning, and return them to your room, adding the smith's bill to your tab – so you won't have to worry yourself with leaving the inn if you just want to kick back and relax. Check-out time is 11 am sharp every day, and if you miss check in you will be charged another day, no exceptions. A one-night stay at The Scrying Stick is 7sp – clearly targeted at adventuring types with more money than bills. You can get a discount stay at the Inn by the week, however, for only 4 gp. The one week stay includes one complimentary visit from your choice of girl.

As for Anaphia herself, the Inn's slightly pudgy innkeeper, she is a truthful and to-the-point person, while still polite and womanly. She is most definitely showing her elven heritage, in her dress and mannerisms – such as her insistence on wearing the best perfumes she can buy at all times. Most of them smell like Violets, or Roses. She also has the odd talent of sculpting, which she uses to make small clay figurines that are elegantly painted, and sold at the counter like a gift shop. They are figurines of trolls, goblins, heroes, etc. Most of them sell for about 5cp.

The Scrying Stick got its name from the method with which its site was selected – Anaphia took a pair of dowsing rods along the road, and purchased the lot at the point where they crossed. (There are also jokes around about how her girls will “Scry your Stick”, but those aren't the basis of the name.)

**Anaphia, female half-elf Com4:** CR 3; Size M (5 ft., 7 in. tall); HD 4d4; hp 13; Init +0; Spd 30 ft.; AC 10; Attack +3 melee, or +2 ranged; SV Fort +1, Ref +1, Will +1; AL N; Str 12, Dex 11, Con 11, Int 11, Wis 11, Cha 11.

*Languages Spoken:* Common, Elven.

*Skill points:* Com 14

*Skills and feats:* Craft (Sculpting) +6, Diplomacy +2, Gather Information +2, Hide +0, Jump +2, Listen +1, Move Silently +0, Search +1, Spellcraft +3, Spot +1, Swim +2, Use Magic Device +1; Combat Reflexes, Skill Focus (Craft (Sculpting)).

*Possessions:* 16 gp in gear.

### **Hoskuld's Stablehouse:**

The stables used to be located on the north end of town, but they have since been relocated directly across from the Scrying Stick, to make better business. Hoskuld, the orcish owner of this establishment, settled here right before the start of the push to the frontier; he had adventured for many years, and simply got tired of it. He found that the rewards didn't match the risks on the open frontier – especially not with the new cults popping up out there, worshipping Dragons and all. Too much

danger for this Orc. Besides, he already had more money than he ever wanted or knew what to do with, and had counted on countless enemies. It was a good life for a barbarian to have led. So he settled down and started a hostler, where he is making a happy living, occasionally lending his services to the town guard to assist in training their militia, and helping to quell disturbances that occasionally flux into town from the Frontier. The hostler is setup to handle as many as ten horses in the “guest” stables, as well as an additional ten horses that he keeps for buying/selling (and, it is rumored, eating). He also has room enough in his stables for two full sized carriages, and keeps a wagon for use or for loaning on a by-the-day basis.

As for Hoskuld himself, he is covered almost entirely by strange warrior tattoos, and goes about wearing only britches and boots – never a shirt, no matter how cold it is. His hair is tied back into one long ponytail, and his body is entirely shaved otherwise. He is an extremely overbearing individual, and for this reason (as if there needs to be a reason) Grebo has officially declared him an “unwashed heathen”. This is not entirely true – Hoskuld makes it a point to bathe at least once a year, during one of the many occasions when he takes his horses down to the river; though it usually consists of him diving in after some bit of live meat or an escaping horse and becoming drenched in the process. Soap is almost never involved. Hoskuld generally regards Grebo as little more than a large mouse which he would gleefully crush, if it weren't for the town guard's tank of a leader, Alexei. So they keep quiet, but it is widely known that they constantly play pranks on one another.

**Hoskuld, male orc Bbn13:** CR 13; Size M (5 ft., 9 in. tall); HD 13d12; hp 90; Init +0; Spd 40 ft.; AC 10; Attack +16/+11/+6 melee, or +13/+8/+3 ranged; SV Fort +8, Ref +4, Will +6; AL N; Str 16, Dex 10, Con 10, Int 9, Wis 10, Cha 10.

*Languages Spoken:* Common, Orc.

*Skill points:* Bbn 48

*Skills and feats:* Climb +17, Handle Animal +15, Hide +0, Intimidate +11, Listen +0, Move Silently +0, Search +3.5, Spot +0; Combat Reflexes, Endurance, Iron Will, Self Sufficient.

*Possessions:* 35,000 gp in gear

### **Milo's Warez:**

Milo is another remnant of the early push to the frontier – he went dungeoneering for a few years, and collected a few items, and generally had a good time. But he quickly learned he could make more money if he stayed here in the village, selling and buying (and occasionally pilfering) from the other shopkeepers and passing merchants. So he setup shop here in an old house, where he sells various goods to adventurers and commoners; equipment, mostly, but some household items to the local residents. It is your standard variety goods store. There is a sign above the counter that says “Iron rations – It's what's for dinner”.

Milo himself is, besides being a generally roguish character, a passionate lover of all forms of art. He collects (and

compulsively steals) good artworks whenever he finds them, and will pay exorbitant prices to add them to his collection. Similarly, when he has art for sale in his store, he prices it ridiculously, generally so he can keep it for himself. He is also a jokester and a prankster, often being recruited by Hoskuld to play pranks on Gerbo for him (Hoskuld isn't terribly bright, and he knows it – nor is he terribly stealthy). He genuinely enjoys his pranks, and has yet to be caught for them – which is a point of pride for Milo.

**Milo, male halfling Rog5:** CR 5; Size S (3 ft., 3 in. tall); HD 5d6+5; hp 24; Init +4 (+4 Dex); Spd 20 ft.; AC 15 (+4 Dex, +1 Size); Attack +4 melee, or +8 ranged; SV Fort +3, Ref +9, Will +6; AL CN; Str 10, Dex 19, Con 12, Int 18, Wis 18, Cha 12.

*Languages Spoken:* Common, Elven, Gnome, Goblin, Halfling, Orc.

*Skill points:* Rog 96

*Skills and feats:* Bluff +9, Climb +2, Decipher Script +12, Disable Device +12, Escape Artist +10, Gather Information +8, Hide +15, Jump +2, Listen +8, Move Silently +11, Open Lock +12, Search +12, Sleight of Hand +12, Spot +14, Tumble +12, Use Magic Device +8; Alertness, [Evasion], Weapon Finesse.

*Possessions:* 4,300 gp in gear.

## **Government:**

The government of Hillsburrough is conventional and of a neutral nature, which is pretty good for just about everyone. The town has an elected Mayor, and a village council. The mayor is elected and serves for no more than two years before the next election, but the same mayor has been in power for more than 8 years because nobody has cared to run against him. The village council is made up of 10 members, chosen from the various portions of the city – there are merchants, farmers, adventuring guild representatives, and many types of other people on the council (as well as the current head of the town guard). Council members are selected by the mayor, unless the citizenry objects to his selection, and serve for a period of one year as well. Here again, the same council members have generally served and will continue to serve, because nobody really has a problem with how they're working out. The laws in the area are typical of midevil fantasy settings – don't kill, steal, or rape. Most small offenses will land you in the clink for a small time, but executions can and have been performed for serious crimes. And given that Hillsburrough is an independent city on the Frontier, there is no higher court to appeal to. The legal process is somewhat similar to here in America – two lawyers jaw at each other in front of a jury of 12 people, and they come back with a verdict. There are no trials without a jury, by order of the town charter – even something as small as stealing bread, if it goes to trial, goes to trial before a jury. The current village council consists of the mayor, Master Gerbo, Svein, Edward Longfingers, Gilbert and Marigold (halfling sheepherders from the outskirts of the village), Godfred (a shipmaker that lives on the river above town), Camelia (a halfling rabbit farmer), Balnal (a dwarven hunter who hunts in the foothills), and Camelia

and Boddyknock, human dairy farmers.

**Mayor Hafgrim, male human Nob9:** CR 8; Size M (6 ft., 2 in. tall); HD 9d8-18; hp 28; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +6/+1 melee, or +7/+2 ranged; SV Fort +1, Ref +4, Will +8; AL LG; Str 11, Dex 13, Con 6, Int 10, Wis 14, Cha 12.

*Languages Spoken:* Common.

*Skill points:* Nob 60

*Skills and feats:* Diplomacy +12, Gather Information +11, Handle Animal +12, Hide +1, Knowledge (Dungeoneering) +13, Knowledge (Nobility and Royalty) +11, Listen +2, Move Silently +1, Perform (Oratory) +3, Sleight of Hand +3, Spot +2; Leadership, Point Blank Shot, Skill Focus (Diplomacy), Skill Focus (Knowledge (Dungeoneering)), Weapon Focus (rapier).

*Possessions:* 12,000 gp in gear.

**Gilbert, male halfling Com5:** CR 4; Size S (2 ft., 10 in. tall); HD 5d4; hp 12; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +5 melee, or +5 ranged; SV Fort +2, Ref +4, Will +3; AL NG; Str 14, Dex 15, Con 11, Int 8, Wis 12, Cha 8.

*Languages Spoken:* Common, Halfling.

*Skill points:* Com 8

*Skills and feats:* Climb +4, Craft (Leatherworking) +3, Hide +6, Jump +4, Listen +10, Move Silently +4, Spot +1; Skill Focus (Listen), Skill Focus (Craft (Leatherworking)).

*Possessions:* 21 gp in gear.

**Marigold, female halfling Com1:** CR 1; Size S (3 ft., 0 in. tall); HD 1d4-3; hp 1; Init +0; Spd 20 ft.; AC 11 (+1 Size); Attack -1 melee, or +1 ranged; SV Fort -2, Ref +1, Will -1; AL NE; Str 7, Dex 11, Con 5, Int 7, Wis 7, Cha 9.

*Languages Spoken:* Common, Halfling.

*Skill points:* Com 4

*Skills and feats:* Climb +0, Hide +4, Jump +0, Knowledge (The Planes) +0, Listen +0, Move Silently +2, Spot -2; Track.

*Possessions:* 4 gp in gear.

**Godfred, male human Com2:** CR 1; Size M (5 ft., 6 in. tall); HD 2d4-2; hp 5; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +3 ranged; SV Fort -1, Ref +2, Will +3; AL NG; Str 15, Dex 15, Con 9, Int 10, Wis 13, Cha 8.

*Languages Spoken:* Common.

*Skill points:* Com 15

*Skills and feats:* Climb +7, Craft (Carpentry) +3, Craft (Painting) +2, Craft (Shipmaking) +5, Hide +2, Listen +1, Move Silently +2, Spot +1; Combat Reflexes, Iron Will.

*Possessions:* 10 gp in gear.

**Balnai, female dwarf Com5:** CR 4; Size M (3 ft., 11 in. tall); HD 5d4; hp 11; Init +0; Spd 20 ft.; AC 10; Attack +3 melee, or +2 ranged; SV Fort +1, Ref +1, Will +1; AL N; Str 12, Dex 11, Con 10, Int 10, Wis 11, Cha 8.

*Languages Spoken:* Common, Dwarven.

*Skill points:* Com 16

*Skills and feats:* Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Stonemasonry) +2, Craft (Trapmaking) +2, Craft (Weaponsmithing) +2, Craft (Woodworking) +7, Hide +0, Listen +0, Move Silently +0, Open Lock +1.5, Profession (Hunter) +8, Spot +0; Skill Focus (Profession (Hunter)), Skill Focus (Craft (Woodworking)).

*Possessions:* 21 gp in gear.

**Camelia, female halfling Com1:** CR 1; Size S (2 ft., 9 in. tall); HD 1d4-1; hp 3; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +1 melee, or +3 ranged; SV Fort +0, Ref +3, Will +2; AL N; Str 11, Dex 15, Con 8, Int 13, Wis 13, Cha 9.

*Languages Spoken:* Common, Gnome, Halfling.

*Skill points:* Com 12

*Skills and feats:* Climb +6, Profession (Dairy farming) +4, Craft (Trapmaking) +5, Hide +6, Jump +2, Listen +3, Move Silently +4, Spot +1, Swim +2; Armor Proficiency (Light).

*Possessions:* 4 gp in gear.

**Boddynock, male gnome Com5:** CR 4; Size S (3 ft., 4 in. tall); HD 5d4-10; hp 7; Init -2 (-2 Dex); Spd 20 ft.; AC 9 (-2 Dex, +1 Size); Attack +3 melee, or +1 ranged; SV Fort -1, Ref -1, Will +2; AL NG; Str 10, Dex 6, Con 7, Int 7, Wis 13, Cha 9.

*Languages Spoken:* Common, Gnome.

*Skill points:* Com 8

*Skills and feats:* Craft (Alchemy) +0, Profession (Dairy farming) +7, Hide +2, Listen +3, Move Silently -2, Spot +1; Skill Focus (Profession (Dairy farming)).

*Possessions:* 21 gp in gear.

The town guard consists of maybe 30 people, only about 5 of which are on duty at any given time, who are all under the direct command of Alexei “The Tank”, the Commander of the Guard. He is an extremely strong but intelligent and wise leader, loved by the Mayor, his Men, and the townsfolk alike. He has amicable relations with everyone in town, which often is the reason for Hoskuld and Grebo not getting into an all-out war over their pranks. The rest of the guardsmen can be considered 1<sup>st</sup> level fighters.

**Alexei, male human Ftr20:** CR 20; Size M (5 ft., 7 in. tall); HD 20d10+80; hp 198; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +26/+21/+16/+11 melee, or +23/+18/+13/+8 ranged; SV Fort +16, Ref +9, Will +7; AL LG; Str 22, Dex 16, Con 19, Int 17, Wis 12, Cha 12.

*Languages Spoken:* Common, Elven, Gnome, Halfling.

*Skill points:* Ftr 138

*Skills and feats:* Climb +29, Concentration +6.5, Craft (Stonemasonry) +14, Gather Information +2, Handle Animal +23, Hide +3, Intimidate +22, Jump +27, Listen +3, Move Silently +3, Ride +12, Spot +3, Swim +26, Tumble +6; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Far Shot, Great Cleave, Improved Bull Rush, Improved Sunder, Leadership, Point Blank Shot, Power Attack, Quick Draw, Rapid Shot, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

*Possessions:* 220,000 gp in gear.

Aside from the Town Guard, Hillsburrough subscribes to a Militia system – one day a week, all able bodied men are required to gather in town and train to fight off roving monster bands, and groups of bandits, etc. They also train in flood response, putting out fires, etc. These events are something the whole town get into (even Grebo and Hoskuld act peacably during these events), and it's a big way that the town stays cohesive and tight-knit. Strong friendships are built in the training, and as a result the entire citizenry is able bodied and determined. This is one of the reasons for their independence – Alexei, Grebo and Hoskuld aside, you would have a hard time occupying Hillsburrough.