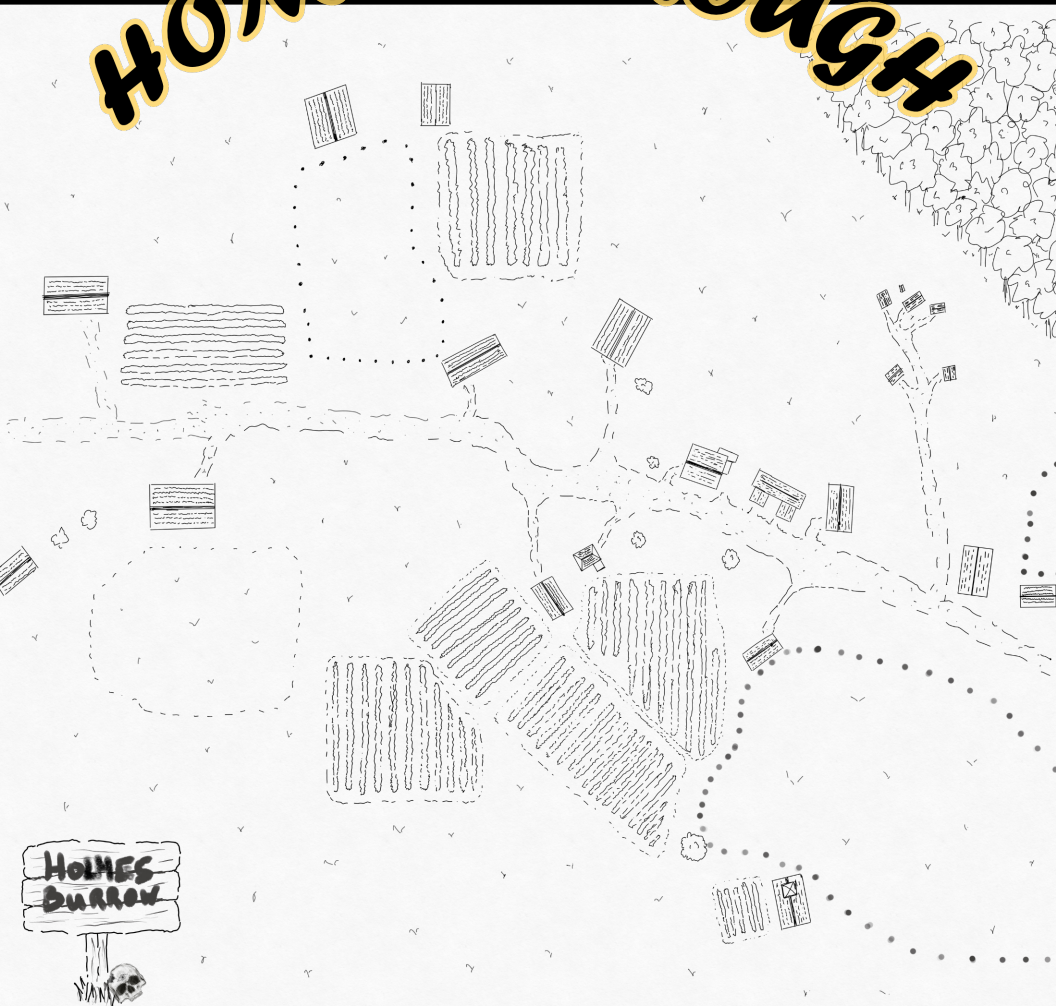


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HOMESBOROUGH

A SUPPLEMENT FOR THE VALLEY OUT OF TIME

CREDITS

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Thanks to: the jungle, Francis Ford Coppola's Apocalypse Now, Frank Frazetta art, Roy Krenkel art, movies with giant bugs, lizards, and snakes, huge inhuman humanoids, stop-motion animation, rotoscoping, Sinbad movies, E.R. Burroughs, R.E. Howard, H.P. Lovecraft, TJT Green, EAK Green, the Herculoids, Jack Kirby, comic books, specific energy drinks I won't mention because they're Monster-ous, and classic toys of the 70's.

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HOMESBOROUGH

VILLAGE INFORMATION

HOMESBOROUGH

(ALSO “**HOLMES BURROW**”; HOMZ-BUROW)

Lawful village

Government mayoral

Population 263 (197 humans; 47 dwarves; 16 elves; 3 others)

NOTABLE NPCs

Rhead (RAY-add; Mayor, male human)

Sodon the Black (SO-don; male human)

Beauregard (BOW-ruh-gaard; Sodon's valet, efreet)

Amat (AH-met; Shepherd – goats/sheep, female human)

Hekaziah Munro (HEH-kuh-ZAI-aah MUHN-row; Militia captain, horse breeder/trainer, female human)

Obedra Gilman (oh-BED-ruh GILL-men; Inn owner/stabler, female human)

Hooper Gein (HOO-pur GEEN; Blacksmith/hog rancher, male human)

Dolly Earl (DOLL-ee URL; Carpenter/chicken rancher, female human)

THE COMMUNITY

Homesborough is an example of a stereotypical village starting point for the PCs that can be dropped easily into any campaign as needed. The village is stocked with NPCs to interact with, some vendors with basic resources available, and enough stability for the PCs to start their adventuring careers. The village is not all-inclusive – magic shops and powerful wizards are not selling trinkets on every street – but there is enough space for such additions if it fits the campaign. Homesborough is the village supporting the “you meet in a tavern” beginnings to game sessions.

Homesborough is a well-run village with responsibilities and personal freedoms finding an equitable mix. Most of the rules of the village are the inhabitant's own morals and principles: codified laws do not exist. Every occupant lives here for similar reasons; they want a nice, calm place to live, raise families, and enjoy their lives. They work together – arguments and disagreements notwithstanding – and help their neighbors when needed. The community mindset keeps most problems out of the village's day-to-day concerns.

This is not to suggest that Homesborough is a wild and rugged, lawless frontier settlement (unless the campaign calls for it). Homesborough's mayor, **Rhead**, frequently canvases the settlement to get the current feelings towards all manner of subjects that affect the town. He then gathers the community monthly or speaks to inhabitants individually if he must. When there are disputes or when a decision that affects the entire community is needed, Rhead meets with relevant parties and renders a decision. So far, the community has been quite happy with the mayor's methods and results.

When situations do escalate to potential violence between villagers and must be sorted out, **Hekaziah Munro**, the village's de facto “sheriff,” handles business. Zia – as she is known around the village – is a laid back, even-handed authority figure, preferring to talk a problem



through rather than allowing it to get physical. She does not typically carry weapons or armor, as her daily horse training requires mobility. She is a seasoned warrior and brawler, commanding the respect of the locals when called to militia training. All able-bodied folks in the village train to defend themselves, and children often mimic the exercises in their play.

THE ECONOMY

The village is situated along a modest trade route, not considered a main rest stop but large enough to support several farms and tradespeople. The village's only inn is named "The Burrow Inn," a jest **Obedra Gilman** once thought was cute, but is mostly referred to by villagers as "the Inn". Unless there is a caravan in town, a dozen or more rooms are available. The Inn is clean, warm, and well-kept, serving large, hot meals for a fair price and possesses a stable that quarters up to 20 animals. The Inn's main floor is a small tavern with benches and seats for 30 people before standing-room-only rules apply, and some type of food and drink are available at any hour. The tavern is an excellent place to pick up information, rumors, town gossip, or conversations of that nature.

Homesborough does not have a central trading post or general store, as caravan stops are too infrequent to support one. Instead, individual families tend to their crops, livestock, and trades, engaging in a barter system between themselves. Overages in farming or trade production are stored for lean times in the Community Storage building (10). While many of the families have a cache of some coins secreted on their farms or in their workshops, the need to use coins in such a small, tightly knit community is rare at best, usually only done when gambling is involved or trading with the caravans.

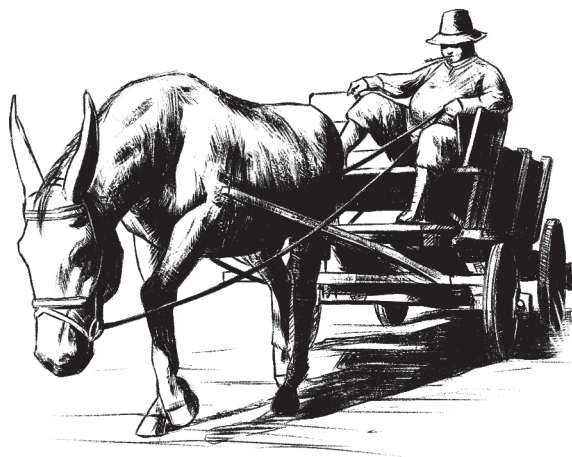
The village farmsteads are situated along the perimeter of the village, allowing them ample space to expand and contract as needed by crops. There is an accepted practice among the farm families that no one has a deeded or specified property line around their farms. Each of the families is respectful of the others and such formalities are unnecessary.

Grains, corn, and a wide array of vegetables, as well as goats, sheep, pigs, chickens, and

the occasional cow are all raised by villagers. Zia's horse breeding ranch produces some magnificent animals, and she is astute enough to sell these to caravans with the promise that they mention her ranch to others. The village is self-sustaining, with timber stands and stone quarries within reasonable distance, and a wide, deep stream close by as well.

Some of the trades available in Homesborough include a capable blacksmith – **Hooper Gein** – who is an amateur stonemason and part-time hog farmer; **Dolly Earl** the carpenter is a fine

woodworker and often travels out to the forest to find pieces to carve and sell. She also tends to a few-score chickens, so fresh eggs are typical in the Inn; and Amat, the village shepherd, lives in the gully leading towards the quarry, using the natural declivity to help keep her adventurous animals in check.



THE VILLAGERS

There are 263 villagers in Homesborough, with humans being the largest portion. An extended dwarven family resides here, working the quarry and farming “dirt eggs” – their specific strain of potato. A small conclave of elves inhabits the edge of the forest and their presence in town often draw stares from the human children. A few other humanoids reside in town as well (that fit in the campaign). None of the citizens of Homesborough are concerned with differences between races; everyone has adopted a live-and-let-live attitude of community.

There is no unified, formal town religion or belief system. This also falls into the village's live-and-let-live mentality. Individuals follow their beliefs privately and do not interfere with others' faith. Many of the farmers have spirits they ask favors of and leave offerings for, but this is closer to superstition than an organized faith practice. Exceptions to this are Amat the Shepherd who is considered a witch by most of the town, and Obedra Gilman, a sly “cultist” with some odd habits and practices (see **Notable Inhabitants**). Occasionally, a pilgrim of one faith or another comes to the village, whether for the pastoral tranquility or just on their way to another location, and their services may be available.

Of the total population 113 are adults or elders with the remainder children. The mix changes most frequently during spring and fall, as these things often do. The village relies heavily on Amat's aid with childbirth and the witch has helped make Homesborough a healthy and safe place to build a family.

NOTABLE INHABITANTS

The following information is commonly known around town.

- **Sodon the Black.** Sodon is a male human that came to the village 2 decades ago and lives in a shack out in the forest. He is laid back, sarcastic, and casual to a fault. He dresses very utilitarian and understated, preferring boots, durable pants, and loose shirt to wizard's robes. Oddly, he never seems to age.
- **Beauregard.** Beauregard – he prefers the use of his full name – is Sodon's butler, valet, and trusted companion. He looks like a young boy of 10 years but has characteristics and habits that bely his youthful appearance.
- **Amat.** Amat looks like a stereotypical haggard witch. She cares for the supernatural (and superstitious) needs around the village as well as attending a rough garden and manages the village's sheep and goats. She rarely leaves the gulley, tending to her own affairs and minding her own business.
- **Hooper Gein.** This bull of a man stands taller and much wider than most of the other townsfolk. He has a quiet, intimidating presence. “Hoop,” as he is known around town, is a gentle soul that enjoys pretty things and leaves confrontive situations rather than fighting. He typically keeps a rusty hammer tucked into his wide belt. It is not a tool he uses at the forge.
- **Hekaziah Munro.** Zia came to Homesborough as a teen, barely of age. She is a natural on horseback and spends most of her time tending to her ranch but is available quickly if trouble brews.
- **Rhead.** Before Rhead “retired” in Homesborough he was an officer in the military. At the end of his career, he left his post a beloved and highly respected leader with the support of a legion. His gruff yet kind nature inspires others to follow him. No one in town has a bad word to say about their mayor.

HOMESBOROUGH DWELLINGS

1. Mayor's Home

This is a 2-story cobblestone structure with a solid wood roof. The interior is spacious, with the 1st floor used as a meeting area for the mayor. The current mayor, Rhead, has decorations of local history and pieces of art made by local artisans. The home's 3 bedrooms are on the 2nd floor. There are 6 windows on each of the front and back walls.

There is a dirt basement under the house used for storing fresh water, food, and other sundry supplies, enough for a dozen humans for a month. An additional secret subbasement is accessed from one corner of the cramped room. This contains a cache of Rhead's weapons and personal treasures (mementos, trophies, etc.; of little value to others).

2. Sodon's Villa

Sodon's home in the forest is incongruous with the rest of the village. The oddly shaped dwelling is an octagonal, single-story residence sided in strange overlapping plates that resemble scales. It has an ornately styled roof and is surrounded by spindly pickets set in a wide perimeter around the house. There is a single boarded-up window on one of the house's sides.

If any PCs approach Sodon's home they are greeted at the door by Beauregard, Sodon's aide. The boy is cordial and polite but does not allow the characters to bully or push him around; he has many ways to defend himself. Unless invited in, the characters do not gain entrance to Sodon's abode without a fight.

3. Amat's Shack

The gully home of Homesborough's resident witch, Amat's shack looks like it is in shambles. The 20 ft. diameter hut is covered in mismatched siding and roofing with various jutting objects, haphazard patches, and other bizarre items affixed to the exterior. A thin metal tube acts as a sickly chimney, spitting and sputtering acrid smoke. The surrounding grounds are a robust garden, overflowing with weeds, brambles, and crabgrass as well as vegetables and even some fruit trees. Dozens of sheep, goats, and alpacas roam freely in the immediate area, uninterestedly watching any approaching visitors.

The gulley leads to the stone quarry several hundred yards away. The dwarven mining clan frequently leaves gifts in Amat's garden, bits of unusual stone found in the mines and the quarry. Her garden is littered with chunks of rock, fancy carved quartz, oddly shaped soapstone, and many other bits.

4. Munro's Ranch

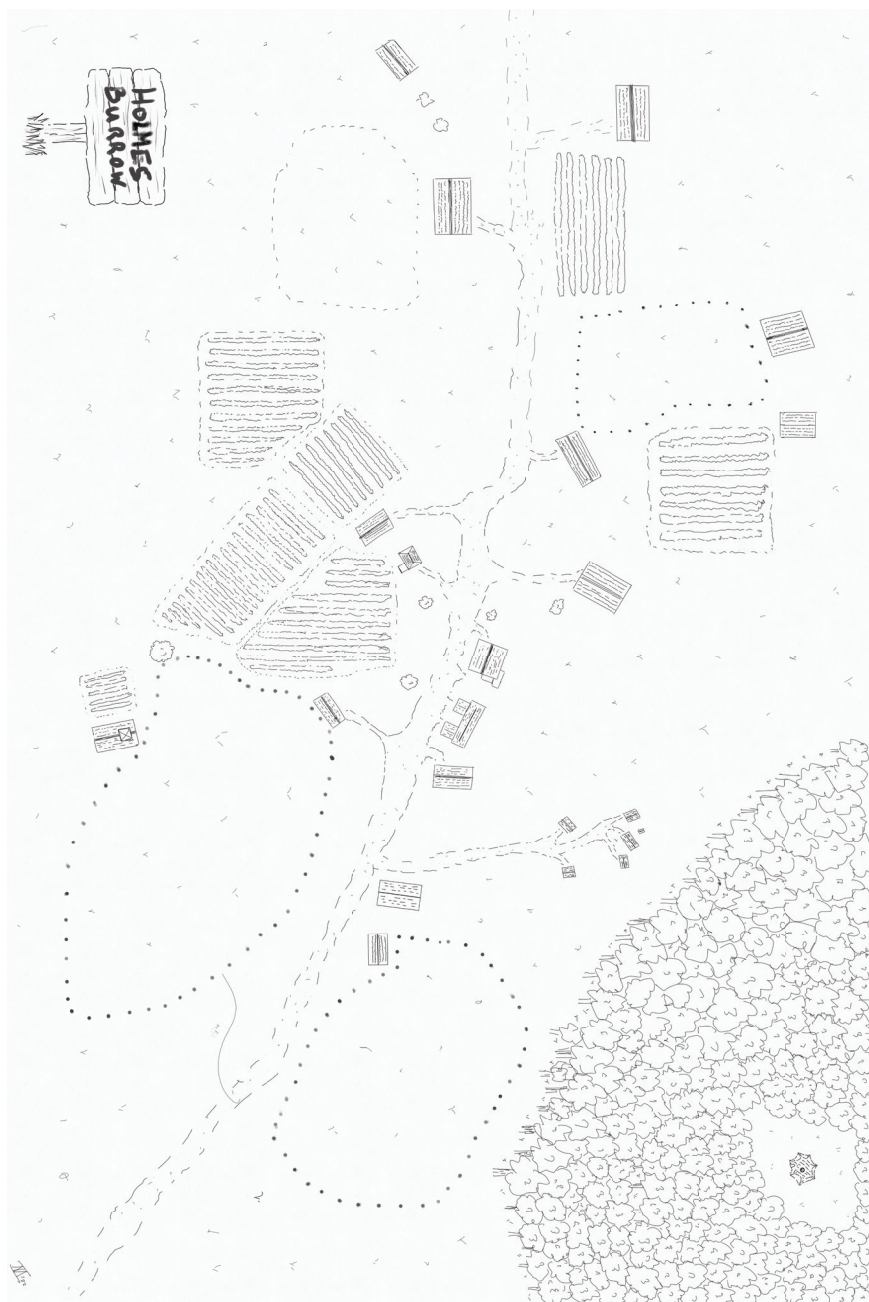
Run by Hekaziah Munro, this ranch maintains between a dozen and 2 dozen horses at any time, with 1d4 of them preparing to foal soon. Zia's skill in horse training makes her animals sought after along the trade roads. She is very diligent in maintaining good conditions on the ranch, and if anything goes awry, she is quick to consult with Amat on what to do to remedy the problem.

Zia lives in the loft of the enormous barn. With spaces for up to 40 animals, the barn also serves as overflow lodging when large caravans come through. The loft is a tactical fortress; Zia has bows, crossbows, and hundreds of arrows and quarrels stored away. The loft walls are reinforced, and short of siege weaponry, normal weapons do insignificant damage if she hunkers down.

In the rare situations when someone must be detained, Zia uses one or more of her stalls to restrain parties until they are able to calm down. Homesborough's residents tend to solve their own arguments when Zia shows up, so there is seldom a need for "a trip to Zia's barn."

5. The Burrow Inn ("The Inn")

Currently owned by Obedra Gilman, the Inn has been in the Gilman family for generations. One of the first families to settle in the area, the Gilmans originally built the Inn



as a bunkhouse, well before the trade road existed. Due to their reputation as good hosts providing safe accommodations, the village has grown with the trade route.

The Inn is the tallest building in Homesborough, a 3-story stone building with an overlapping stone roof (all mined from the local quarry many years ago). There are 10 private rooms on the 2nd and 3rd floors, with half or more of the rooms typically available whenever a caravan is not in town. The first floor offers a tavern that seats 30 but can accommodate double that for special standing room only occasions. Food and drink are available at all hours, and Obedra's staff are young townfolk helping after their own chores are complete.

It provides a friendly, homey atmosphere free from boisterous activity and unruly drunks (most of the time). When caravans come in most of the younger help stays out, allowing the older children and adults to deal with travelers.



6. Blacksmith

Hooper Gein is the village blacksmith, and his shop is directly on the trade road for ease of access. Spending most of his days mending horseshoes or fixing farming equipment, Hooper enjoys the occasional foray out to the gulley to look for stone shards or to enjoy time with the dwarf clan. He is available at any time for repairs, although he only works his forge during the day, so the noise does not annoy any of his neighbors.



Hooper's workshop is an open-walled structure, more a series of covered stalls than a cohesive building. There are spaces with a forge, an anvil, and a few others for storage of raw materials. The shop is not locked or secured, as no locals would steal from Hoop. Gein charges a fair wage for any work, and frequently trades services in lieu of cash payment (he has a weakness for fabrics, and often trades for new samples). Hooper's favorite bits of rock and some other jumbled trinkets adorn the space.

7. Hog Ranch

Hooper Gein's home is behind the blacksmith's shop. A modest 1-story building, the back opens into a large, penned field where his hogs roam. Gein has 1d4 x 10 hogs on hand throughout the year. There are several shelters around the pen, and the hogs are well-kept. There is a slaughtering area in the back of the house that Hooper keeps locked up, more because of the smell and the horrifying remnants than for anything of value.

8. Carpenter's Shop

Situated off the main path through town, Dolly's carpentry is busy year-round. Whether repairing carts or wagons for caravans, mending tools for the villagers, or making improvements or remodeling the village homes, Dolly is always coming or going. The shop is a 2-story building, with stores on the 2nd floor and a small milling operation on the 1st.

Dolly is an artisan, although her attention to detail sometimes extends the waiting time for getting a job completed. There is little of value around the shop besides her tools and lumber stock. Dolly is particular about her tools and notices if anything is out of place.

9. Chicken Ranch

The ranch/farm behind Doll's carpentry shop contains her livestock, and extensive chicken ranch. Fenced around the perimeter and wound with reeds and grasses, the yard does an adequate job of containing the mass of birds. Occasionally, some of the fowl escape and village children take joy in rounding up the venturesome birds and bringing them back.

Because of the number of chickens, the Inn always has hot eggs available, often with a side of bacon or ham.

10. Community Storage

This 2-story, flat roofed structure is where community-owned tools are stored, and village stores kept in case of disaster. When Dolly and Hooper have free time, they craft additional tools and farming implements for the village. Occasionally these extras are sold to caravans, but more frequently they are stockpiled for emergency.

There are several basements and subbasements below the storehouse, excellent for storing perishable items (some of the spaces are unnaturally cold). In all, Homesborough boasts enough supplies for the entire village to last a full year. The food supplies are rotated yearly so all items are usable, and any excess is consumed during village celebrations or sold to caravans for resupply.

11. Private Homes

A series of individual homes, these represent some of the common folks of the village. These are typically 1-story wood and stone residences, occupied by extended families.

APPENDIX A

ADVENTURE SEEDS AND HOOKS

Amat

- She is here because an ancient natural ley line runs directly under the village. She intends to protect the power from those who attempt to exploit it. She has had conflict with Sodon over the line, although the spat may be rooted in “professional jealousy”. (Partially true)
- The “Gulley Witch” is the name villagers give caravan travelers about Amat. Usually, this keeps people away and lets her be. (True)
- Amat once imprisoned a demon and now that being’s followers seek revenge. (True)

Dolly Earl

- Dolly may have other “businesses” than just ranching and carpentry she is involved in. She does a brisk business in the underground economy. (This is untrue but a pervasive rumor)
- She has contacts throughout the trade roads and can help people move between cities incognito. (Partially true; Dolly has the contacts, but does not offer this as a service)

Hooper Gein

- Hooper is a psychotic murderer and fled to the village to escape capture from distant authorities. (This is technically false; Hoop is not psychotic and did not flee to Homesborough)
- Hoop even sleeps with that hammer. (Untrue, but it’s never far away)
- Hooper and Zia have a tense relationship and cannot stand each other’s presence. (Untrue, they are fond of each other, but coincidence keeps them apart)

Obedra Gilman

- The Gilman family is unnatural and any that stay in her inn are cursed. (False; not everyone that stays in the inn is cursed)
- Cattle in Obedra’s presence for more than a day produce spoiled milk. (False, although it did happen twice, for no known reason)

Rhead

- Rhead is more than he seems. (This is both true and false)
- The mayor offers a reward for clearing out a humanoid raiding party (standard creatures: orcs, goblins, kobolds, etc. depending on the campaign needs). (True)

Sodon

- The villagers tell tales that a “dark wizard” resides in the woods, and he eats intruders or puts nefarious curses on travelers. (False. This is a ruse; Sodon is a researcher who studies odd and exotic magical mysteries in the sublime conditions of the village)
- There is something odd about the boy, Beauregard, but no villager can provide a specific example why they think so. (True. The “boy” is an efreet noble)
- Consaine, Sodon’s apprentice, led a group of explorers and adventurers on a quest to find some rare item the magic user needed for research. The expedition has not been heard from in 2 months. (True, and the original playtest reason to get the PCs involved in *The Valley Out of Time* series from **SGP**)

Zia

- Before she came to Homesborough as a young woman, she killed her commanding officer in the army. It was accidental, but Zia is reluctant to use violence to solve any more problems. There may be members of her old unit still looking for her. (Partially true; Zia killed the man in self-defense, but no one is currently looking for her)

The Gulley

- Some who enter the gulley never return. (True; there are passages that lead to other realms in UnderLand)
- There is a diamond mine in the gulley somewhere, but only one person has ever found it. They came back with a diamond the size of a fist! (True, the explorer found a path to the **Nua Mine** in **Part 5** of *The Valley Out of Time* by SGP).

The Forest

- Strange and wonderous beings inhabit the forest, and sometimes even the plants themselves move and speak. Sodon is “cultivating” relationships with the plant creatures. (True, although many of the wonderous beings exist because of Sodon. The moving plants allude to a group of plantients [if using the *Mutant Crawl Classic RPG*], a stand of young treants [if using the *Swords & Wizardry RPG*], or a caster bean plant [if using the *Dungeon Crawl Classics RPG*; caster bean plant found in *Cryptocodex* by SGP].)

APPENDIX B

SODON'S REQUEST:

THE VALLEY OUT OF TIME

Once the sorcerer hears the PCs are in town, he approaches them to determine if they are available and interested in employment. If yes, he invites the group to a meeting at his villa in the woods in a few days' time. When the PCs arrive, Sodon is outside in his yard, strolling around the inside perimeter of his fence. He waves cordially to the PCs and motions them over to an outdoor table and benches. At no time does he invite them inside his residence.

Once seated, Sodon reveals his dilemma. Several months ago, a henchman—Consaine—was sent with a group of adventurers and explorers to find an extremely rare component for his research. The henchman was supposed to stay in contact, and now it's been 2 months since the last scheduled communication. While inevitable setbacks are a part of adventuring, this lengthy delay is troublesome to Sodon because Consaine was specifically equipped with the means to maintain regular communication. He does not go into what those means were, deferring to another subject if pressed by the PCs.

Sodon offers all the information he has, which may not satisfy the PCs' curiosity:

- One year ago, Sodon discovered the possible location of a vast diamond mine.
- The local miners obtain—and craft—incredible items from the diamonds, from perfectly spherical orbs to mundane tools and equipment.
- The mine is in a dense jungle along the base of a high ridge.
- The miners are an insular, xenophobic people. Trade with outsiders is rare.
- Six months ago, armed with a rough map, Consaine led an expedition to the valley jungle where the mine was located. Sodon only had very vague directions to start the journey off, but Consaine is a capable, experienced traveler and skilled negotiator, with an affinity for languages and culture.
- Four months ago, Consaine communicated that the company had made extensive progress. They had constructed a map from local guides and scouts and were closing in on where they thought the mine was located.
- Additional spotty communication mentioned huge lizards and devolved creatures of all sorts, primitive in comparison to more standard examples. An abundance of beastmen, saurians, and gigantic insects always punctuated the messages.

SODON'S REQUEST: *UNDERLAND*

When the sorcerer hears the PCs are in town, he sends his butler, Beauregard, to approach them to determine if they are available and interested in employment. If yes, the group is invited to a meeting at Sodon's villa in the woods in a few days' time. When the PCs arrive, Sodon is outside in the yard, strolling around the inside perimeter of a rickety fence. He waves cordially to the PCs and motions them over to an outdoor table and benches. At no time does he invite them inside his residence.

Once seated, Sodon reveals his dilemma. Several months ago, a henchman—Consaine—was sent with a group of adventurers and explorers to find an extremely rare component for his research. The henchman was supposed to stay in contact, and now it's been 2 months since the last scheduled communication. While inevitable setbacks are a part of adventuring, this lengthy delay is troublesome to Sodon because Consaine was specifically equipped

with the means to maintain regular communication. He does not go into what those means were, deferring to another subject if pressed by the PCs.

Sodon offers all the information he has, which may not satisfy the PCs' curiosity:

- One year ago, Sodon discovered the possible location of a vast diamond mine.
- The local miners obtain – and craft – incredible items from the diamonds, from perfectly spherical orbs to mundane tools and equipment.
- The mine is in a deep, underground vault, approachable only through a maze of tunnels and caverns.
- The miners are an insular, xenophobic people. Trade with outsiders is rare.
- Six months ago, armed with a rough map, Consaine led an expedition underground to where the mine was possibly located. Sodon only had very vague directions to start the journey off, but Consaine is a capable, experienced traveler and skilled negotiator, with an affinity for languages and culture.
- Four months ago, Consaine communicated that the company had made extensive progress. They had constructed a rough map from native guides and scouts and were closing in on where they thought the mine was located.
- Additional spotty communication mentioned bizarre spider-like beings, amorphous horrors, and devolved creatures of all sorts, primitive in comparison to more standard examples. An abundance of unique descriptions, terrible sketches, and fearful perseverance always punctuated the messages.

If the characters are interested in taking on Sodon's commission, he offers them numerous benefits. The primary benefit offered is Sodon's ongoing patronage. This includes funding for any excursions specifically linked to Sodon's goals (if the PCs "go off on their own" during an expedition, that's on their sp), clarified prior to the character's start. Expenses such as food, lodging, reasonable transportation, etc., are reimbursed by Sodon when the PCs successfully return. Additional benefits are access to spell libraries (Sodon's personal library is large, and he has access to other ally's books as well, GM's discretion), verifiable information and leads to powerful magic items, artifacts, and other unique devices, general information (Sodon's network of sage's, experts, and researchers is vast), and any other resources of a similar, informational nature.

If the characters undertake a mission for Sodon, it is assumed that any unique items are brought to him first for documentation and research, then if the PCs are interested in an item, they can bid for or request its use in future endeavors. Additional rewards and resources can be added to fit each specific campaign.

APPENDIX C

NPC STATS

AMAT

(AH-met; Shepherd, female human)

Amat is secretly a member of the Hierophant's Cabal, a loose organization of powerful spellcasters seeking a return to more rudimentary civilization (against technological progress, return to more subsistence-level living and farming, etc.).

In *Swords & Wizardry* –

Amat (Drd11): HP 37; AC 9[11]; Atk staff (1d6); Move 9; Save 5; AL N; CL/XP 11/1,700; Special: +2 on saves vs. fire, determine pure water, identify normal plants, move through undergrowth, immune to fey charm, secret language (Druidic), stronghold, magical powers (1/day—charm person, protection from evil, read languages, sleep, ESP, locate object, clairvoyance), shape change (3/day), spells (5/3/3/3/2/1).

Spells: 1st—faerie fire (x3), locate animals, predict weather; 2nd—cure light wounds, locate plants, speak with animals; 3rd—cure disease, hold animal, neutralize poison; 4th—control temperature 10ft radius, plant doorway, speak with plants; 5th—commune with nature (x2); 6th—transport via plants. See the *Swords & Wizardry* Core Rulebook for more information.

In *Dungeon Crawl Classics* –

Amat (Cleric of Ildavir): Init +1; Atk staff +4 (1d4); AC 11; HD 6d8; MV 30'; Act 1d20+1d14; SP cleric abilities ([+9 spell check]: *divine aid*, *lay on hands*, *turn unholy*), spellcasting: Spells [Cleric] (+9 spell check; 7/5/3) (1st) *blessing*, *detect magic*, *food of the gods*, *holy sanctuary*, *protection from evil*, *second sight*, *word of command*; (2nd) *binding*, *curse*, *lotus stare*, *neutralize poison or disease*, *restore vitality*; (3rd) *exorcise*, *remove curse*, *speak with the dead*; Spells [Wizard] (+4 spell check): (1st) *animal summoning*, *comprehend languages*, *invoke patron* [Yddgrl; 1/day, +1 to spell check], *patron bond*, *read magic*; (2nd) *ESP*, *locate object*; SV Fort +3, Ref +3, Will +8; AL N; Crit III/d12. See *Dungeon Crawl Classics* by Goodman Games for more information.

In *Mutant Crawl Classics* –

Amat (Shaman of GAEA): Init +1; Atk staff +4 (1d4); AC 11; HD 6d4; MV 30'; Act 1d20+1d16; SP artifact check (+8), AI recognition (+2), Wetware Level (3): *invoke patron AI* (3/day, +1 to wetware check), *patron AI bond* (GAEA; wetware check result 28), *elemental shield*, *corrosion*, *chain lightning*; SV Fort +3, Ref +3, Will +8; AL The Clan of Cog; Crit I/d10. See *Mutant Crawl Classics* by Goodman Games for more information.



BEAUREGARD

(BOW-ruh-gaard; Sodon's valet, efreet)

The "boy" is actually an efreet noble, travelling through the planes and documenting its adventures for a "universal atlas."

In *Swords & Wizardry* –

Beauregard (Efreet Royalty): HD 12; HP 71; AC 2[17]; Atk fist (2d8+3) or flaming sword (2d8+5); Move 9/24 (flying); Save 3; AL Chaos; CL/XP 15/2,900; Special: carry 1,000lbs weight, magical abilities (3/day – *heat metal*, *protection from fire*, *pyrotechnics*, *wall of fire*; 1/day – *fireball* [12hd]), grant 3 wishes. See *Monstrosities* by **Fire God Games** for more information.

In *Dungeon Crawl Classics* –

Beauregard (Efreet Royalty): Init +6; Atk burning touch +12 melee (3d6 plus catch fire) or flaming bolt +8 missile fire (2d6, range 40'); AC 17; HD 12d8; hp 71; MV 20'; fly 50'; Act 2d20; SP catch fire (DC 16 Ref save or suffer 1d6 damage per round until the fire is extinguished by putting out for entire round ending with another DC 16 Ref save [+4 if "stop, drop, and roll", +2 if aided by allies], vulnerable to cold and water (double damage), immune to heat and fire, elemental traits (impervious to non-magical attacks and can be controlled by a wizard casting the proper spell [see "Elementals" in the *Dungeon Crawl Classics RPG Core Rulebook*]); SV Fort +8, Ref +8, Will +8; AL C; Crit M/d20. See *Dungeon Crawl Classics* by **Goodman Games** for more information.

In *Mutant Crawl Classics* –

Beauregard (Efreet Royalty): Init +6; Atk burning touch +12 melee (3d6 plus catch fire) or flaming bolt +8 missile fire (2d6, range 40'); AC 17; HD 12d8; hp 71; MV 20' or 50' (flight); Act 2d20; SP burning touch (DC 16 Ref save or suffer 1d6 damage per round until the fire is extinguished by putting out for entire round ending with another DC 16 Ref save [+4 if "stop, drop, and roll", +2 if aided by allies], vulnerable to cold and water (double damage), immune to heat, fire, and radiation, passive mutation – *anaerobic* (does not require any gasses or atmospheric pressure to live, being able to survive indefinitely in a complete vacuum if necessary), *eidetic memory* (savant-like abilities and can remember even the smallest detail of past events [judge's discretion]). With a successful DC 15 Intelligence check, can make leaps of deduction based on otherwise mundane information [such as knowing a target's home village by the color of mud on their feet]. Additionally, they gain +5 on all artifact checks), mutation check +10 – cognitive immortality, mutation check +15 – pyrokinesis; SV Fort +8, Ref +8, Will +8; Crit M/d20. See *Mutant Crawl Classics* by **Goodman Games** for more information.



DOLLY EARL

(DOLL-ee URL; Carpenter/chicken rancher, female human)

Dolly is an enigma in Homesborough. Many of the locals have known the carpenter for years, but don't really have any details to share. Dolly is warm and open with conversation, but wily and evasive when personal details are asked. She appears to be a rough-and-tumble woman on the edge of advancing years, but still capable and whip smart.

In *Swords & Wizardry* –

Dolly Earl (Thf4): HP 11; AC 8[11]; Atk dagger (1d4); Move 12; Save 12 (+1, ring); AL Neutrality; CL/XP 4/120; Special: backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 88%, Tasks/Traps 30%, Hear 4 in 6, Hide 25%, Silent 35%, Locks 25%.

In *Dungeon Crawl Classics* –

Dolly Earl (Thief): Init +2; Atk fist +3 melee (1d3); AC 12; HD 4d6; hp 11; MV 30'; Act 1d20; SP thief skills (backstab +3, sneak silently +10, hide in shadows +9, pick pocket +11, climb sheer surfaces +10, pick lock +9, find trap +7, disable trap +9, forge document +10, disguise self +2, read languages +3, handle poison +2, cast spell from scroll d14); SV Fort +4, Ref +4, Will +2; AL N; Crit ll/d16. See *Dungeon Crawl Classics* by **Goodman Games** for more information.

In *Mutant Crawl Classics* –

Dolly Earl (Rover): Init +2; Atk fist +2 melee (1d3); AC 12; HD 4d6; hp 11; MV 30'; Act 1d20; SP artifact check (+5), doors/security systems, remain hidden (+9), AI recognition (+2); SV Fort +4, Ref +4, Will +2; AL The Clan of Cog; Crit ll/d16. See *Mutant Crawl Classics* by **Goodman Games** for more information.



HEKAZIAH MUNRO

(HEH-kuh-ZAI-aah MUHN-row; Militia captain, horse breeder/trainer, female human)

Hekaziah is a classically attractive woman in her late 20s. She has a very no-nonsense attitude, and calls out falsehoods almost immediately. She is a skilled negotiator, level-headed, and an excellent judge of character.

She is not-so-secretly interested in Hooper Gein, but whether for romantic interests or to uncover his past is unknown (possibly to Zia herself)!

In *Swords & Wizardry* –

Hekaziah Munro (Ftr6): HP 38; AC 8[11]; Atk club (1d4+1); Move 12; Save 9; AL Neutrality; CL/XP 6/400; Special: +1 to hit and damage Strength bonus, multiple attacks (6) vs. creatures with 1 or fewer HD.

In *Dungeon Crawl Classics* –

Hekaziah Munro (Warrior): Init +5; Atk club +2+deed die melee (1d4+2+deed die); AC 12; HD 3d12+6; hp 32; MV 30'; Act 1d20; SP Mighty Deed of Arms, deed die (+d5); SV Fort +3, Ref +3, Will +2; AL N; Crit 19-20 IV/d16. See *Dungeon Crawl Classics* by Goodman Games for more information.

In *Mutant Crawl Classics* –

Hekaziah Munro (Sentinel): Init +5; Atk club +5 melee (1d4+2); AC 12; HD 3d12; hp 32; MV 30'; Act 1d20; SP artifact check (+4), artifact bonus die w/weapons & armor (1d5); SV Fort +3, Ref +3, Will +2; AL The Clan of Cog; Crit IV/d16. See *Mutant Crawl Classics* by Goodman Games for more information.



HOOPER GEIN

(HOO-pur GEEN; Blacksmith/hog rancher, male human)

"Hoop" is a large, thickly built man of frightening size but soft attitude. Hooper appears to be a gentle soul, more of a dreamer than anything else. The reality is that Hooper is an efficient killing machine, and the few people in town that know about his previous career never speak of it. He is loathe to enter conflict, but if forced into a confrontation or fight he is frighteningly effective.



In *Swords & Wizardry* –

Hooper Gein (Asn3): HP 13; AC 9[10]; Atk hammer (1d4+1); Move 12; Save 13; AL Neutrality; CL/XP 3/60; Special: disguise, poison, backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

In *Dungeon Crawl Classics* –

Hooper Gein (Thief): Init +1; Atk warhammer +3 melee (1d8+2); AC 11; HD 2d6+2; hp 13; MV 30'; Act 1d20; SP thief skills (backstab +2, sneak silently +6, hide in shadows +4, pick pocket +6, climb sheer surfaces +6, pick lock +4, find trap +4, disable trap +4, forge document +6, disguise self +0, read languages +2, handle poison +0, cast spell from scroll d12+1); SV Fort +3, Ref +2, Will +0; AL N; Crit II/d12. See *Dungeon Crawl Classics* by Goodman Games for more information.

In *Mutant Crawl Classics* –

Hooper Gein (Rover): Init +1; Atk stone axe +2 melee (1d7); AC 11; HD 2d6+2; hp 13; MV 30'; Act 1d20; SP artifact check (+4), doors/security systems, remain hidden (+3), AI recognition (+2); SV Fort +4, Ref +2, Will +1; AL The Clan of Cog; Crit II/d12. See *Mutant Crawl Classics* by Goodman Games for more information.

OBEDRA GILMAN

(oh-BED-ruh GILL-men; Inn owner/stabler, female human)

The Gilman family has been around Homesborough since its inception, and the Gilman “reputation” has been pervasive since shortly after that. Aged rumors and local gossip swear there is “something wrong” with the Gilman lineage, and that they are descended from other worldly beings.

The truth of the matter is that Eamil Gilman, the first homesteader, found this land due to the draw of the ley lines. Shortly after his arrival, a bizarre “hag” also moved in, first to observe, then to aid Eamil; thus, the Gilman family and Amat have been friends ever since.



In *Swords & Wizardry* –

Obedra Gilman (Clr6): HP 28; AC 9[10]; Atk club (1d4); Move 12; Save 10; AL Law; CL/XP 6/400; Special: +2 on saves vs. paralysis and poison, banish undead, spells (2/2/1/1).

Spells: 1st—*cure light wounds, purify food and drink*; 2nd—*bless, hold person*; 3rd—*cure disease*; 4th—*neutralize poison*. See the ***Swords & Wizardry Core Rulebook*** for more information.

In *Dungeon Crawl Classics* –

Obedra Gilman (Cleric of Ulesh): Init +0; Atk club +2 (1d4); AC 10; HD 3d8; MV 30'; Act 1d20; SP cleric abilities ([+9 spell check]: divine aid, lay on hands, turn unholy), spellcasting (+5 spell check; 5/3): Spells [Cleric] (1st) *blessing, food of the gods, holy sanctuary, paralysis, resist cold or heat*; (2nd) *cure paralysis, neutralize poison or disease, restore vitality*; SV Fort +1, Ref +1, Will +4; AL L; Crit III/d10. See ***Dungeon Crawl Classics*** by **Goodman Games** for more information.

In *Mutant Crawl Classics* –

Obedra Gilman (Healer): Init +0; Atk club +2 (1d4); AC 10; HD 3d8; MV 30'; Act 1d20; SP artifact check (+4), medical artifacts (+1d), naturopathy (1d5 [x6]); SV Fort +1, Ref +1, Will +4; AL The Clan of Cog; Crit III/d10. See ***Mutant Crawl Classics*** by **Goodman Games** for more information.

RHEAD

(RAY-add; Mayor, male human)

Rhead is a leader, a patriarch, and a great person. He looks after the well-being of Homesborough and its inhabitants, a fatherly figure always willing to lend a hand. He was an excellent soldier and officer, and takes the same pride in a smoothy-running village as he did as in his military service.

In *Swords & Wizardry* –

Rhead (Ftr4): HP 24; AC 9[10]; Atk club (1d4+1); Move 12; Save 11; AL Law; CL/XP 4/120; Special: +1 to hit and damage Strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

In *Dungeon Crawl Classics* –

Rhead (Warrior): Init +5; Atk club +1+deed die melee (1d4+1+deed die); AC 11; HD 4d12+4; hp 36; MV 30'; Act 1d20; SP Mighty Deed of Arms, deed die (+d6); SV Fort +3, Ref +3, Will +3; AL L; Crit 19-20 IV/d20. See *Dungeon Crawl Classics* by Goodman Games for more information.

In *Mutant Crawl Classics* –

Rhead (Sentinel): Init +5; Atk club +4 melee (1d4); AC 11; HD 4d12+4; hp 36; MV 30'; Act 1d20; SP artifact check (+5), artifact bonus die w/weapons & armor (1d6); SV Fort +5, Ref +3, Will +3; AL The Clan of Cog; Crit IV/d20. See *Mutant Crawl Classics* by Goodman Games for more information.



SODON THE BLACK

(SO-don; male human)

Sodon is the “dark wizard” the locals speak about to outsiders, but in reality, they have no issues with the reclusive researcher. Sodon generally stays in his forest villa or is found roaming the deeper wood. He is a loose conversationalist, and always seems to have an interesting, if not absurd, story relating to any subject the PCs bring up.

Sodon's backstory should be a grand as the campaign requires. His villa is a magical hut, once owned by a powerful hag. He won it in a dice game and gets to keep it for 5 years. Many years ago, the dark wizard flew to the moon on a chariot pulled by cats. By planting special beans in the soil of the forest, Sodon caused the vegetation to come alive, and they serve him. He is really a servitor of the gods, sent here to protect the village from the entrance to UnderLand. Fun stuff like that.

If PCs discover Beauregard's secret, Sodon offers them patronage, assuming they bring him maps or unique artifacts.



In *Swords & Wizardry* –

Sodon the Black (MU10): HP 26; AC 8[11] or 2[17] (missile) and 4[15] (melee) from shield spell; Atk dagger (1d4); Move 12; Save 6; AL Neutrality; CL/XP 6/400; Special: +2 save (spells, wands, staffs), spells (4/4/3/2/2).

Spells: 1st–*detect magic, read languages, read magic, shield*; 2nd–*continual light, knock, locate object, wizard lock*; 3rd–*clairvoyance, dispel magic, explosive runes*; 4th–*dimension door, wizard eye*; 5th–*contact other plane, magic jar*.

In *Dungeon Crawl Classics* –

Sodon the Black (Wizard): Init +2; Atk staff +2 (1d4); AC 12; HD 6d4; MV 30'; Act 1d20+1d16; SP spellcasting (+9 spell check, 11 known spells, 5th-level max): Spells (1st) *cantrip, comprehend languages, detect magic, invoke patron* [Sezrekan; 1/day, +1 to spell check], *patron bond, read magic*; (2nd) *knock, locate object*; (3rd) *binding, dispel magic, phylactery of the soul, planar step*; SV Fort +2, Ref +4, Will +6; AL N; Crit III/d10. See *Dungeon Crawl Classics* by Goodman Games for more information.

In *Mutant Crawl Classics* –

Sodon the Black (Shaman of TETRAPLEX): Init +2; Atk staff +2 (1d4); AC 12; HD 6d4; MV 30'; Act 1d20+1d16; SP artifact check (+11), AI recognition (+2), Wetware Level (3): *invoke patron AI* (3/day, +1 to wetware check), *patron AI bond* (TETRAPLEX; wetware check result 28), *query, memory worm, attune with artifact*; SV Fort +2, Ref +2, Will +6; AL The Clan of Cog; Crit I/d10. See *Mutant Crawl Classics* by Goodman Games for more information.

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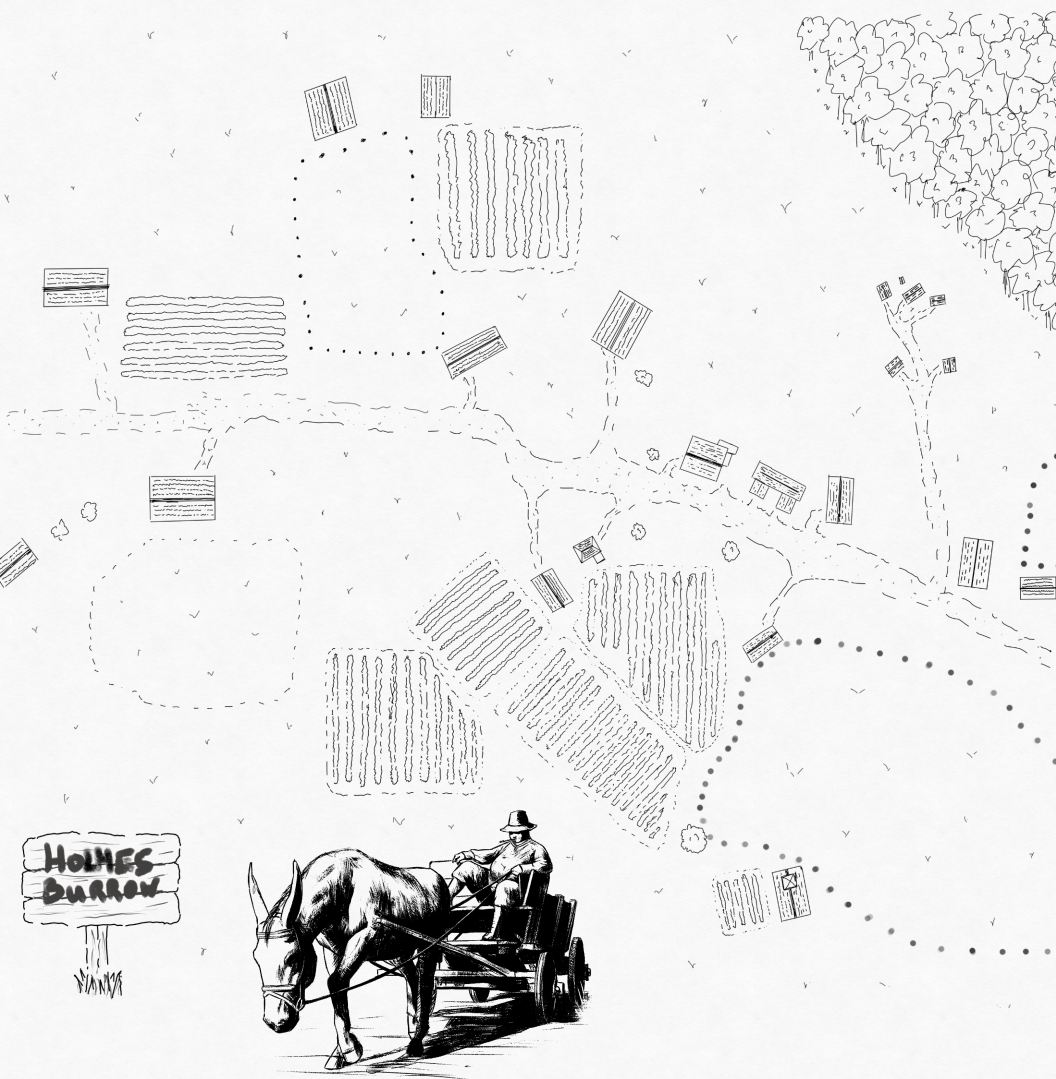
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C'mon back now, y'hear?



Homesborough is a 12-page village supplement to help start your characters off right! Included within is a map of the village, descriptions of local NPCs and places of interest, with hooks, rumors and suggestions to have re-usability for many campaigns to come! From SGP!