

Runcibor Village

History

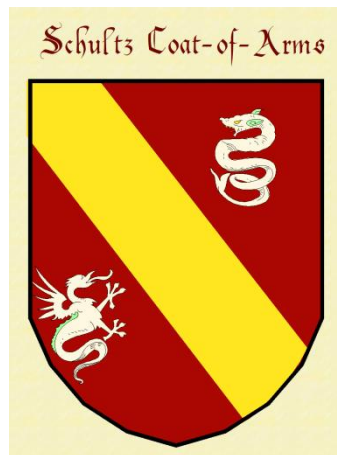
Runcibor has had a spectacular recent history for such a small place. 74 years ago, a wandering group of monks settled here and built a great monastery – the now infamous monks of Holy Spiros. Over time, they became more demanding, and executed any dissenters by tying them to a wheel which was turned, via a horse team, till the victim suffered fatal internal injuries. Eventually the village revolted when they executed the lovely daughter of the innkeeper, Grimhold Volsung. Led by Grimhold, they stormed the unsuspecting monks, buried the abbot under a tree – now the Dusk Tree (see 49) – and slaughtered the rest, casting them into the crypts and burning them alive, along with the hated execution Wheel. A dreadful wasting plague hit the village within weeks, and did not subside till the anniversary of the Abbot's death. The village was left bereft of much of its population, so to ensure their protection, they paid fealty to the Lords of Dunor, who then sent Lord Felix Schultz and Kapitan Walther Odimas to rule over the new Viscounty of Runcibor.

There has been a population explosion, resulting in a veritable horde of really lovely children, whom the whole village adores (see 48).

Two mysteries have occurred recently. A number of pilgrims have reported stolen items of value over the last few years (though this has stopped recently), and three grisly murders have occurred in the last few months – the villagers suspect the neighbouring werewolves known to inhabit the forest to the east – the reason why travellers use the road only in largish numbers, and at daytime, and NEVER at full moon. (see 2 and

Map Key

What follows is a rundown of the notables in Runcibor. Information in square brackets is for the DM only.



1 St Sigurd's Church

Priest: *Father Adien Halterdichter NN*

[Father Adien is actually a werewolf, a spy for the werewolves of Loupe-Zu in the eastern forest. He is also careful to keep his change time away from the villagers, by taking a monthly sojourn to the forest 'to pray and meditate'. He also knows the nature of Lord Schultz's vampirism, and holds it over him to ensure the safety of his people. In fact, he and Lord Schultz have become respectful 'friends']

2 Viscount Felix Schultz's Manor

Viscount *Felix Schultz*

Level 9 Fighter LG

Kindly and fair, cares about his villagers' welfare

[Lord Schultz is really a Vampire, being hunted by a cousin of the infamous Baron Doggetage because of a deadly insult Felix offered them. He was previously known as the Vampire Victor, but has changed his appearance and

dress somewhat. Generally Felix is able to control his urges, and indeed is a just lord with the interests of his people foremost. He had the Church of St Sigurd and the Fort erected within the first 2 years of him taking up suzerainty of the new fief. However, recently he has been unable to contain himself, and has drained dry three foreigners – pilgrims on their way to Skorra. Their bodies were found by a local farmer when Felix had to flee the scene because of imminent exposure. Luckily for him, the villagers blame the local werewolves known to infest the eastern forests. Unluckily for him, he has to try to protect the werewolves from attack, because of the ‘relationship’ he has with Father Adien – see above]

3 **Market Square**

4 **Town Hall & Taxes**

Town Clerk: Herr Adien Achturcken

Level 1 Cleric LG

Thoughtless

5 **Barber & Chirurgeon**

Shultzültz 's Barbershop and Surgery

Proprietor: Herr Freidhard Shultzültz

Level 1 Ranger LN

Jealous

6 **Smithy**

Vogelkupp's Forge

Proprietor: Frau Trudea Vogelkupp

Level 1 Expert LG

Accented voice

7 **General Store**

Schafaaz 's General Store

Proprietor: Herr Rudien Schafaaz

Level 7 Ranger CG

Honest

8 **Shady Bull Inn**

Innkeeper: Herr Khristolph Ostaugerkupp.

Level 2 Expert LN

Cynical

Assisted by serving girl, his eldest daughter, Annabel

9 **Weaponsmith**

Shultzeitz 's Swords & Spears

Proprietor: Fraulein Thorra Shultzeitz

Level 6 Commoner LG

Attentive and fixates on one PC, whom he tries to impress at the rest of the party's expense

10 **Courthouse & Gaol**

Magistrate: Herr Erik Ermaam

Commoner NN

Cheerful

Constable: Officer Tanil Steinaal

Level 2 Expert NG

Trusting to a degree

11 **Haberdashery**

Auseltz , Linen and Seamstress

Proprietor: Frau Johanna Auseltz

Level 1 Thief NN

Conspiratorial

12 **Bakehouse**

Ostammel , Baker and Cakemaker

Proprietor: Fraulein Hannchen Ostammel

Level 2 Expert LG

Uncultured

13 **Butcher**
Achützen's Abattoir and Meat Dresser
Proprietor: Herr Kierst Achützen
Level 1 Warrior NG
Whining

14 **St Brynhild's Hostel**
Matron: Frau Gretchen Markel
Level 1 Fighter NE
Blustering, argumentative.

[Very suspicious of the tattooist (see 41) when a number of pilgrims have reported stolen goods.]

15 **Cheesemaker**
Larbyr 's Fine Cheeses
Proprietor: Herr Gerhard Larbyr
Level 1 Warrior CE
Deceitful

16 **Miss Zuzanna (Brothel)**
Miss Zuzanna's Friendly House
Fraulein Zuzanna Anzelörck
Level 3 Thief CN
Suspicious but outwardly friendly, very seductive and beautiful
Cost: 1 schilling/half hour

[She is a spy for the Doggetage clan, who suspect their foe, the Vampire Victor, is actually somewhere in the Runcilbor region. She initially suspected Father Adien (see 1), but has found out he is a werewolf, about which she could care less. She does not suspect Lord Schultz because of his fair and caring nature, which would be amazing for a vampire to have – or so she thinks, blinkered by the predominant vampiophobic bigotry of the general populace.]

17 **Carpenter**
Oepplerck 's Carpentry to Order
Proprietor: Herr Adolf Oepplerck
Level 1 Thief CG
Trusting

18 **Stables & Saddlery**
Schriftoltz 's Excellent Stables
Proprietor: Herr Herhardt Schriftoltz
Level 5 Ranger CN
Abrasive

19 **Storehouses**
Achtommel 's Secure Storage
Proprietor: Fraulein Amilia Achtommel
Commoner NN
Personality: Avaricious
Cost: 2 pfennig/day per standard container)

20 **Roofer & Thatcher**
Meinzirk, Roofer
Proprietor: Herr Luis Meinzirk
Level 2 Expert LG
Cautious, talkative

21 **Wolfhead Tavern**
*Host: **Fraulein Tani Scheicheinn** who is initially Indifferent*
7th-level bard
Alignment: Neutral Good
Harried and late for an important appointment, wants to get rid of the PC's as quickly as possible.

[She is trying to compose an epic poem of Runcibor's rebellion, to regain favour at the court of Dunor, from which she was exiled for having sex with the wrong men! She is generally helpful, but she has little patience with those who choose to flirt, and makes excuses, just to get away. She actually hates tavernwork, but 'won' it in a bet with the now dead previous owner, whom she truly accidentally killed. She has recently become suspicious of Fraulein Zuzanna (see 16) and is spending more and more time spying on her.]

22 Apothecary

Ausaugerbund, Apothecary

Proprietor: Frau Lotte Ausaugerbund

Level 1 Alchemist CN

Courteous

23 Potter

Ostämen's Pottery

Proprietor: Herr Franz Ostämen

Level 1 Bard CG

Sick and suffers from a chronic malady and anxiously shares details of his symptoms

24 Fencer & Post Digger

Platzultz's Barrel Works

Proprietor: Herr Thanrer Platzultz

Level 2 Expert NE

Whispery

25 Clerk of the Court

Clerk: Fraulein Thudina Ausoepfelkopf

Level 1 Fighter NN

Skeptical and disbelieves anything remotely questionable anyone says

26 Fletcher & Bowyer

Scheicher's Fine Archery

Proprietor: Fraulein Thani Scheicher

Level 1 Monk CG

Flippant

27 Jeweller

Rhoni's Jewellery

Proprietor: Fraulein Rhoni Rommel

Level 3 Expert NN

Talkative

28 Mayor

Town Clerk: Herr Otto Ostöltz

Level 3 Expert NN

Energetic, Flirtatious and wants to test his charm on a PC of the opposite sex with a high Charisma

[A good man, but addicted to sex, and often engages in most inappropriate behaviour. He has also 'borrowed' funds from the town treasury to pay off his latest victim, and is desperate to find some way to repay it before he is found out. He thinks he knows something fishy about Father Adien (see 1), but not sure what yet. He looks upon this as a possible blackmail prospect to help repay his debt.]

29 Brewery

Dragagann's Brewery

Proprietor: Herr Karl Dragagann

Level 1 Expert CE

Sarcastic

30 Cobbler

Steineimmel's Shoes & Sandals

Proprietor: Herr Thanin Steineimmel

Commoner LG

Stuttering

31 Arcanist & Sage

Shultzemmel's Research Services & Sage

Herr Mathäus Shultzemmel

Level 2 Monk CE

Frightened of his own shadow, tries to win favour from the PC's through blatant begging.

[He is a total fraud, and fugitive from the former Monastery of Holy Spiros. He knows much about them, but is terrified others will find out about his association with the deposed (und supposedly dead) monks of holy Spiros.]

32 **Presbytery**

Housekeeper: *Fraulein Lenore Verlang*

Level 2 Cleric CN

Nervous

33 **Gamekeeper**

Gamekeeper: *Herr Freidhardt Fekteurck*

Level 1 Fighter CN

Helpful

34 **Farmhouse**

Herr Herrich Platzaad

Level 3 Rogue CE

Arrogant

35 **Gatekeeper**

Porter: *Herr Uwe Ostoeppelmund*

Level 3 Rogue NN

Overbearing

36 **Fort Runcibor**

Commandant: *Kapitan Walther Odimas*

Level 4 Fighter LE

Sadistic

[The Commandant was appointed by the political enemies of those who appointed Lord Schultz to the newly formed Viscounty of Runcibor. Unfortunately he is quite the martinet, and sadistically so. His men (15 in number) hate him, but the last deserter was brought back and impaled in the central square of the fort. Lord Schultz is prohibited from intervening in military matters, but he gnashes his teeth (fangs) and contemplates whether it would be safe to regard Kapitan Odimas as his next dinner.]

37 **Tollhouse**

Tollkeeper: *Herr Thoran Geldäs*

Level 2 Fighter CN

Sex-crazed, Lecherous

38 **Farmhouse**

Farmer: *Rhonda Loenköter*

Level 1 Warrior LN

Insensitive

39 **Chandler & Lampmaker**

Vollerck 's Candles

Proprietor: Herr Kar Vollerck

Commoner CG

High-pitched voice

40 **Ropemaker**

Klopierck 's Magnificent Ropes & Cordage

Proprietor: Herr Steffreid Klopierck

Level 1 Fighter CG

Honest

41 **Tattooist (fence)**

Most Excellent Tattoos by Schrifteitz

Proprietor: Herr Leonrich Schrifteitz

Level 4 Thief CN

Accented voice

[It is this weasel like man who was responsible for the thefts of pilgrims' belongings while they were staying at the Hostel (see 14). Recently he has stopped this, both because of the suspicions of the matron, and because he has new supply of goods. He is in charge of fencing the goods which Lord Schultz so thoughtfully removes from the

victims. He suspects, but is not certain, that his 'patron' is none other than Father Adein, whom he has seen transform into a wold in the forest. He is certainly not foolish enough to expose Father Adien, both because he is the source of good business (or so he thinks) and is also not keen to test the outcome of a werewolf's revenge. He himself has a past history of an escaped felon from Dunor Prison – convicted for theft of course – and has managed to cover up the tell-tale tattoo on his cheek given to all prisoners, with a fancy tattoo pattern all over his face (like Maoris in the fictional world of Earth).]

42 **Leatherworker**

Grafimmelen, Most Fine Tanner

Proprietor: Herr Thud Grafimmelen

Level 1 Fighter CN

Avaricious

43 **Tollhouse**

Tollkeeper: Fraulein Tana Kaltiess

Level 1 Fighter CG

Overbearing, hard as nails, ugly

44 **Mill**

Mill (Ausroeltz, proprietor)

Proprietor: Herr Thudein Ausroeltz

Level 3 Expert LN

Humble outwardly in Uriah Heep way

45 **Fishery**

Ostaal's Fresh Fish

Proprietor: Fraulein Tani Ostaal

Level 1 Thief CE

Pleasant

46 **Wheelwright**

Achtammel's Carts & Wheels

Proprietor: Herr Ruprecht Achtammel

Level 2 Commoner CG

Sarcastic

47 **Smokehouse**

Krausultzen's Smokehouse

Proprietor: Herr Heinz Krausultzen

Level 1 Commoner CG

Aggressive

48 **Dawn Tree**

[Planted over the corpse of Grimhold Volsung, the hero of the rebellion. It is always pleasant under its eaves, and is a favourite spot for lovers – and many children result from those nights spent there. The children are especially loved by the whole village – even the nasty villagers – and are growing up as sterling citizens.]

49 **Dusk Tree**

[Planted over the mangled remains of the Abbot of the ruined monastery. Strange and rather unpleasant events can happen here if anyone is caught out under its branches on the anniversary of the abbot's death. Needless to say, the villagers now steer clear at that time, after a few nasty occurrences. A pity, for it is a truly glorious tree.]

50 **Cemetery**

The revered dead of the rebellion have been given special memorials here.

51 **Ruined Monastery of Holy Spiros**

[This will be further detailed with the complex beneath the hill on which the ruins stand. Suffice it to say, those awful monks have not completely been dealt with – bwahaha]

52 **Pagan Shrine**

[Actually the resting site of a druid and his dryad lover. His distraught followers built the structure over his howe. Their long distant descendants are now the folk of Runcibor. The druid and his lover are said to appear every seven years at Midsummer's Night, though none now know who the ghosts originally were. The 'ghosts' are also protective of the village, and have recently become aware of the nature of Lord Scultz and Father Adien, but are unable to do anything about it for another seven years.]

53 **Howling Swamp**

[A justly feared place, and home of a dreadful marsh creature, Remial, (similar to Grendel in the epic Beowulf from the fictional world of 'Earth'). So far Lord Schultz has managed to keep the creature from venturing out of the swamp.]