

SLAVE PITS OF THE UNDERCITY



Far from the capital of Morien, from the king's eye, where the patrols don't reach and no lord rules, there is a festering sore in the kingdom. Slavers have grown in wealth and power, building an empire on misery and flesh, selling their fellow man to any buyer for the right price. Captured from homesteads and caravans, stolen from homes and towns, slaves are carted south along the caravan road to the Barbaric wastes and the wilderness, or over seas to Lengoth Ytame - particularly the women and children.

This is a full Fantasy Hero conversion of an old AD&D adventure module A1, and while it has been altered significantly, I want to give full credit to the original creator David Cook and artist David S LaForce.

Here is the original text from the front of the module's text booklet:

It is time to put a stop to the marauders! For years the coastal towns have been burned and looted by the forces of evil. You and your fellow adventurers have been recruited to root out and destroy the source of these raids. But beware, hundreds of good men and women have been taken by the slavers and have never been heard from again!

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The Slave Lords series starts with the Slave Pens, an introduction to the underbelly of Morien. Although slavery as a legal punishment or payment of debts is not rare in Morien, slaves are treated with respect and given freedom after a certain, defined time. Slaves have basic human rights and may not be killed or harmed without just cause any more than anyone else. However, there is a darker side to slavery that exists, a kind that is evil and hateful, kept to the frontier at the fringes of civilization

These adventures deal with that kind of slavery, where folk are captured and turned into subhuman life-long slaves with no rights or protection, often doing the worst kind of labor until they die after a short career. Some more intelligent monsters even buy slaves for food, other races buy slaves for entertainment and companionship. These slaves are provided by Slave Lords, powerful merchants that control the slave trade in this part of the world. Enormous sums of money are to be made on slaves of this sort, and while the risk of wrath from the king or his nobles is real, it is remote in this part of the world.

This particular adventure begins with the characters first investigating this part of their culture, possibly in a very intimate way. From their introduction, they are led through the ruined town of Highport, where they learn of a slave clearing house in town and infiltrate it, discovering the system and how extensive this process is. A Slave Lord is destroyed, one slave market demolished, and slaves freed, the party is ready to move further along this trail to discover more about the Slave Lords.

This adventure takes place several day's journey south of Dornica along the coast, almost to the border of Wrenland. In this area, the King's Highway does not reach, nor do patrols. There is no lord over this area, it is the King's land, but He does not have much power in this frontier region. Here at the edges of Morien, things get a little rough. Here the adventure is waiting around every corner - but help is not.

This module has everything the GM needs to run this particular adventure. Any item listed in *italics* is detailed in the Treasure section on page 44 after the adventure its self. Any special NPCs are also given in the NPC section on page y.

Any section of text inside a box is given for the GM to read or use to describe an area or conversation. These boxed areas tend to be for encounter areas. At the end of the adventure is a section of Handouts designed for the GM to be able to cut out and give to the players at given points of the adventure, detailing specific things such as documents, conversations, or maps.

Getting the PCs involved in this particular scenario can be quite simple. The most obvious and direct way is for them to be taken slaves, which has its own concerns and troubles (see below) but which makes collecting the party together and motivating them quite direct. This method is limited in its appeal, however for once the party is free and has had some revenge, they have little motivation to continue the adventure to the next scenario.

Another manner of introducing the characters to this adventure is to have someone dear to them, someone they care about captured. A DNPC, a family member, a trainer, someone they will care for is grabbed and the party must track them down. This will tend to keep the players interested in the adventure each step of the way. They might even pose as slaves to get into the system, allowing themselves to be deliberately captured.

Possibly the characters are hired by someone who has family or someone dear to *them* captured by the slavers, or a noble who needs this dealt with but does not have the manpower (or, at least, expendable manpower) to do so. They would be paid for their efforts, plus what they can collect (taxable, of course).

Maybe the characters simply have found their way to Highport in their travels and find the slave market something they cannot abide. Such an approach would require at least players, if not characters, who would take affront at slavery and want to take action to deal with it.

One of the most hated fates a character can endure is to be captured and disarmed. The character might take a long term view and think of this as an adventure, but the *player* tends to view this as abject failure. Being defeated in combat at least has the glory of fighting, being tricked always holds the possibility of revenge. Losing your gear is the loss of months, even years of effort, and being captured means the player is powerless.

Role Playing Games are about how you interact with a fantastic world, and if your character is incapable of taking action, you lose this ability to interact so from a strictly gaming perspective it is frustrating and seems pointless. Further, for many, RPGs represent a break from life where you are a hero who conquers the enemy, whatever real life has been handing you. Being defeated, stripped, and captured pulls the hero down, reminds the player of real life's failures and difficulties and can be very upsetting to the player.

That is not to say that capture should never be on the menu for a GM, it simply needs to be approached cautiously and reluctantly.

For GMs starting a campaign, one of the challenges of the game is to bring the characters together in a manner that is plausible without being hackneyed and overdone. Sure, anyone can start out as a family or old friends, and the bar brawl is an old classic, but they start to get a bit dusty after a while.

This is where this module comes in, bringing these two themes together. A campaign that starts with catastrophe that the characters must overcome can set a tone the GM will be able to use later - overcoming adversity to greater triumph and glory - as well as a reasonable way to introduce the various characters.

A1 introduced the characters in its original setting as slaves, stripped of all their gear. They were lower level characters played at a gaming convention, trying to outwit the GM and survive. Throwing different people together who had never met before was a basic requirement, and this adventure did the job admirably. A GM who needs a starter adventure can do little better than the A series.

The characters all wake up aboard a slave galley. Each of them has been stripped to a pair of pants and a ragged shirt (not their own) and is chained at the wrist and ankle by manacles. Any caster has been gagged as well. A huge bare-chested overseer stands over them, holding a coiled whip and a ring of keys. They have been wakened from their unconscious imprisonment and driven onto the deck. The sky is clear, but land is not visible on any horizon. The galley is well-run and orderly, with clean decks and a sail controlling the movement of the ship to parts unknown. Rows of oars on either side are manned by humans and other races, heads down, trying to avoid notice.

How the characters were captured is up to the GM based on the story of each adventurer, but the details are largely irrelevant to the story (unless the GM wants to set up some tale of treachery and revenge or use a character's complications in some way). All that matters is they are all new slaves aboard The Ghoul. None of the characters - barring some unusual ability - knows how long they have been on the ship, where they are, or who these people are beyond brutal slavers.

The characters are dragged to the captain, an elf and his four bodyguards. Behind them stands a figure that is clearly a mage. The captain sneers at them to kneel; any character that hesitates will be accosted by the overseer from behind (they are half DCV due to being in a daze and the shackles), wrapping the handle of the whip around their throat and kicking them in the back of the knees. Unless a character is inhumanly strong, they will be dropped by this trick (it is a 28 STR grab and throw maneuver, the GM can roll if he wants to, but should always put the PC down, for now). The overseer grinds the PC's face into the planks, exerting 18 STR on the character for one phase of damage, which might stun or even knock out an especially weak or feeble PC such as a caster.

Even characters who kneel do not escape brutal treatment. Once on their knees they are forced face down on the deck, with a foot on the back of their necks. All are held in this position while the captain speaks.

Right now I could kill you. It would be easy. It would be merciful. You are helpless in my power, there is no place to escape. Yet sadly for you, I am not merciful. You will pull the oars in The Ghoul, you will row until you are so exhausted you will wish to die. Perhaps some of you will die, you would hardly be the first. No one misses you. No one knows where you are. There is no escape. You will row until you rot at your oars, or if you try to escape or rise up against me, if you will die. You will not resist or disobey orders or you will be tied to the mast and lashed until your bones show. I have no mercy, I have no pity, I have no patience. You will serve me until the day you die, alone, unpitied, unmourned.

At this point, the captain snaps his fingers and the overseers unhook a slave from his oar and tie him to the mast. He is lashed dozens of times without mercy, pausing only for the man with the whip to be changed because their arm is tired. The man is horribly mangled, his back torn to pieces by the lash. How graphic you want this to be is up to you and the tone of the campaign, but he is killed by this whipping, screaming until he passes out and hangs loosely on the ropes, his blood pooling in the bottom of the rower's sections. The whipping will tear the back of this unfortunate slave to chunks, revealing bones and organs, ripping them up as he dies horribly, and is thrown overboard.

Then the ship is washed and the blood and water pumped over the side, revealing a shark trail. Players at this point will become aware of the reek of the ship. It looks clean but it stinks incredibly of men chained to oars for weeks and months. The stench of unwashed bodies and their filth is overpowering and washes downwind off The Ghoul.

Once this is done, the captain turns away from the PCs with a bored wave of dismissal, as if he has done this a hundred times before. The overseers yank the characters to their rowing benches.

RESERVED SEATING

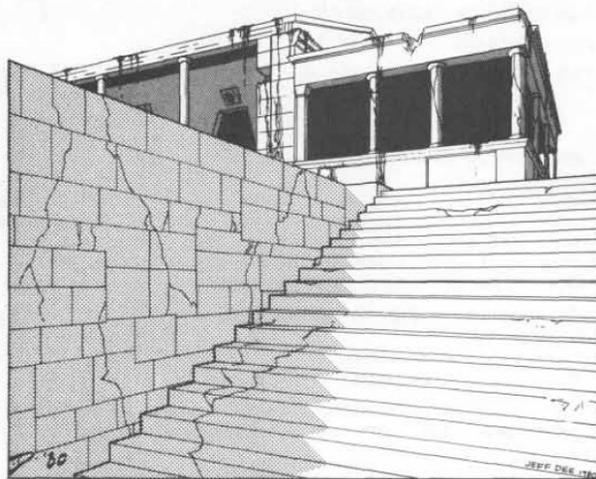
The Ghoul is a large galley with two decks. The PCs are taken to the underdecks, out of the direct elements until they can get used to rowing, and out of sight of the area surrounding the ship. The air is stifling and foul, rows of hard wood benches and oars fill the hold.

There are fifteen oars on each side, each worked by two men for a total of 60 slaves in the hold. At the head of the hold is a steep ladder leading to the deck. Directly overhead is the upper bank of oars, also 15 to a side. The center section between the two banks is open and the deck above covers everything. At the front of the hold on a platform is the pacesetter - a burly man who rhythmically pounds a large drum in front of him. The oars are worked according to the pace he sets with this drumming. Anyone who clearly is out of rhythm is set upon with whipping and is shown hatred by his rowing mate who wants to avoid whipping and has to work harder if the oar is out of pace.

Behind the pacesetter is a door. The PCs do not know this, but it leads to the crew quarters. In the aft (back of the ship) is a door leading to the armory and the crew quarters. A steep ladder leads from the hold to the upper deck. Beneath the crew quarters in the aft is the armory, beneath the quarters in the fore is the cargo hold. The aft is the better part of the ship: it is usually the place the wind hits first, pushing the stench of the ship forward as it moves against the sail.

Each character is assigned a bench to row at and this is their seat for the rest of their voyage. The PCs will be seated close together, but only one per oar. The slave they are seated next to is an older one that knows the drill and has been at this before the characters arrived.

When the characters are seated, each time it follows an exact pattern. As each other character waits, carefully watched and shackled, one is unbound and a chain is ran through a sliding sleeve on the oar handle, connected to manacles. A large wooden block is hammered onto the end of the oar to keep this sleeve from sliding off which takes a blow from a maul to remove (or 5 body of strength exertion; a slave sitting at the oar cannot get the leverage to use more than half their normal strength). The manacles are closed around the characters wrists, and a smith comes up with a portable brazier and anvil. Reaching into the brazier, he plucks out a cherry red rivet with tongs and hammers it through the manacle clamp. Sparks and hot metal fly from the hammer, doing 1 body damage to the character's hands. A bucket of cold water is dumped on the rivet when he is done, instantly cooling and setting the rivet.



These manacles damage the character's wrists enough that by the time they leave the ship, they are forever marked with "slave's hands," a scar around the wrist that is known to be from this work. Since most ordinary galley slaves are convicted criminals of worse sort, this is a shameful brand.

Although there is a heavy metal staple in the floor, the feet of the characters are not shackled to it at this time. Casters will remain gagged - the slavers know which characters are casters and are not, thanks to the helpful mage that is also the first mate of The Ghoul.

Once the characters are fastened to their oars, they are expected to row, even though the sail is up. The sail is not enough to move The Ghoul very rapidly, and the oars are always used (as it turns out, this is an easy day: the sea is fairly calm and the wind is helping them, hard days have rough seas and no or even contrary winds so the sail is down). Any character who does not immediately start to row will not only receive the anger and hate of their fellow oar slave, but the lash of the overseer (1/2d6 KA penetrating physical damage).

After the overseers move on, each character has a chance to talk to their fellow slaves. They can only speak to the slave above, in front, in the rear, and immediately on their oar. Any speech louder than that will get an answer of the overseer's lash, and the other slaves will not respond. How the slaves respond varies. PC slaves who are on nearby oars can respond as they desire (they should be set in the immediate area). Others respond based on their personality. If the GM wants help, he can choose or roll for a slave type off the table below:

ROLL	RESULT
2	Completely broken, does not even respond when spoken to. Almost a total automaton.
3	Exhausted and spirit broken, speaks only of defeat and hopelessness when he actually responds.
4	Sullen and resentful, always talking of what he would do when he escapes, but never makes the attempt.
5	Sad but quite calm, seems eager to escape, but always finds flaws with any plan; has inwardly surrendered to his fate.
6	Sullen and angry, outwardly hostile to anyone, but quite willing to join any escape effort, no matter how hopeless.
7	Pleasant an almost annoyingly cheerful maintaining a strong front to buoy the spirits of himself and others.
8	A trouble-maker, always mouthing back to the overseers, trying to get others in trouble or divert blame on others. A skilled mimic.
9	A sniveling wretch with no backbone or morals who would love to learn of an escape attempt simply so he can betray the plotters and gain some possible reward. Clever and sneaky, will not reveal his nature.
10	A strong-willed survivor who saves his energy and says little, while he patiently awaits the chance to escape.
11	A deranged slave who cares little for what has happened to him or what he will do next. Utterly insane, only content to row and do what he is told.
12	A hapless but good-hearted person not overly imaginative, but willing to try hard in any escape plan. He cannot think for any himself, of course.

None of the slaves has any equipment, most have weak legs but very powerful arms and back. They move at a -1m running penalty but have 15 STR.

Life as a galley slave aboard the Ghoul is simple, with few surprises. You row with all your might all day, enjoy a bowl of thin gruel, sleep on your bench all night. At least if you follow the rules.

MORNING

At this time, 3 overseers come, unlock the shackles of 10 slaves, leaving their oars unmanned. These slaves are shackled hand and foot with short chains and set to work cleaning the deck, pumping out the bilge, and throwing dead slaves overboard. There is an 11-chance that one slave will be dead each morning. The first should be a slave the PCs know of and have come to like.

THE REST OF THE DAY

The slaves row. The pace of rowing varies by situation through the day, and it is exhausting work. There is an 8- chance each day that a slave collapses and dies from their treatment. If one dies, roll again, checking until no additional slave dies.

All through the day, the slaves are watched by four guards: two at each end of the hold. These guards are not paid so much to watch the activities of the slaves as to put down revolt. They are armed with swords but wear no armor. They are bored and not very perceptive (10- perception roll).

A greater problem for any escape attempt are the two overseers, one for each bank, who patrol the length of the hold. These vicious taskmasters maintain order and discipline within the hold and clearly enjoy their work to a perverse degree. They use the lash or a fist on anyone who speaks too loudly or too much, breaks the rules, does not row, or clearly is trying to escape. These men are more perceptive, with an 11- roll, and they are on the lookout for things like a missing slave or missing manacles.

Halfway through the day, an old slave walks up and down the row to serve food and stale water from a cup to each slave. He is unable to revolt or escape due to his age and condition, but is a trustworthy message bearer between slaves and is a good source of gossip and information.

EVENING

Food is served once more, and water. Each slave is chained by their legs to the staple in the deck. The ones who serve the food this time are sniveling sycophants who are most favored and least dangerous. They will have favorites that get more food and those they hate (the PCs) who will get less food. These scum will deliver any messages they get to the overseers, with a sneer.

NIGHT TIME

The slaves sleep, still manacled to the oars. During the night there is the same 8- cascading chance for slaves to die as in the morning. One guard is stationed on each platform for the night, and is so bored there is an 11- chance that he will go to sleep and he only has a 9- perception roll. There is even an 8- chance that this guard

leaves the hold and goes up on deck for d3 hours, where it is cooler and less stinking.

WEEKLY EXERCISE

Any slave that has not been trouble during the week is allowed an hour to exercise one day a week. These slaves are taken out from alternating oars, never leaving two oars unattended at a time. They can walk the deck and wash themselves with sea water or even wash out their rowing section.

STORMS

If there is a storm that requires pumping, 2d6 slaves (again, never from adjacent oars) are unhooked and chained to the pump, where they can stand and work the pump while the storm rages. Roll a d6. That is how many d6 the GM should roll, the result being the number of hours the storm lasts. During this time, there is an 8- chance each hour a slave dies, but only roll once. The conditions below are miserable, with each character suffering a 1d6 CON drain that recovers per week from exhaustion, exposure, cold, and damp.

THE PRICE

Rowing constantly like this is exhausting, and even though it builds muscle, the characters are underfed and under-exercised other than rowing. Thus, each day they suffer a 1d6 drain to CON and Body which recovers an amount equal to the character's recovery per day. Most characters will regain these points fairly easily, but an unlucky or particularly feeble one will not.

Life as a slave on the Ghoul has a strict set of rules. Punishment is meted out by the overseers, or sometimes a slave.

Speaking: Those who talk too loudly, or talk at all in the presence of an overseer (even when spoken too: all questions are rhetorical) receive D3 lashes from the whip.

Fighting: Slaves who fight among themselves are dragged to the sail and flogged. They receive 8+2d6 lashes from a whip (1/2d6 KA, penetrating vs PD). Slaves who survive are chained back on the oar without their wounds being cleaned. They must make a CON roll or become infected, suffering a 1/2d6 drain to CON and BOD each day for d6 days, recovering per week.

Attacking an Overseer: if the slave attacks an overseer but does no real damage, they are flogged 10+3d6 times with the whip. This will almost certainly kill nearly any character.

Injuring an Overseer: assuming the slave does not escape, they are killed, unless there are fewer than half of the rowers still alive due to injury or other malady. If this is the case, then 12+3d6 lashes

Attempted Escape: 10+3d6 lashes at the mast.

Other Offenses: Anything else that a slave does which could be construed as dangerous, offensive, or just not sufficiently obedient results in a lash or a day without food. Sometimes they are left to row alone, a task so exhausting it completely expends their long term endurance and the character suffers a 1d6 drain to all stats in addition to the usual day's exhaustion, recovered in the same way.

During their time in the hold, the characters can gather information. There are many facts or rumors that can be learned if the PCs bother to inquire. The GM should choose or roll randomly for what rumors the characters learn, or simply tell them all:

- 1) The Ghoul is a trader owned and operated by slave lords. It does not trade slaves, but trades other goods.
- 2) The ship's main ports of call are Highport and Elredd. Here most cargo is unloaded, new slaves for oars are taken aboard, and new cargoes are added. There are other ports but they are odd, foreign lands that the slaves do not know much about.
- 3) Sometimes the ship lays off the shore of some city at night, loading and unloading goods. At these times the flag changes from the trade flag to one of a given country.
- 4) There are supposed to be 20 slave lords who meet as a council and decide all issues of the organization. Only they know who the others are.
- 5) The slave lords must be somewhere inland because goods are prepared for shipment overland
- 6) The slave lords are massively wealthy, having built a city for themselves and their followers. They have an effective private kingdom in (the story varies here: Morien, Treich, Wrenland, Dwarn, Moskend, etc).

7) One of the slaves managed to smuggle a message to his family. He knows his cousin is in Highport looking for him. If anyone escapes, they should carry a message to him. His name is Feodor.

8) The slave lords are not really in charge, they are controlled by a demon lord.

9) Highport is the place to go if you are looking for slave lords. They operate out of a false temple there (this particular piece of information Salman Klim, their slave lord benefactor, wants them to gain).

10) This ship is going to be part of a fleet of pirates that the slave lords are forming, and will sail the seas taking treasure. Slaves who help may earn their freedom.

There are a total of 27 non-slaves crewing the Ghoul. The Captain is named Girana, his first mate is Vhole (a mage), he has 3 officers beneath Vhole and 16 sailors. There are 4 overseers in total. The Ghoul has two shifts, at which time there are two officers in charge of the deck and eight sailors, plus two overseers. One of the sailors runs the drums each day (a huge man), the rest run the ship. When a sailor is not in his twelve hour work shift, he spends his time eating, relaxing, and sleeping. The captain handles the day shift, the first mate with him and one officer. The other two officers handle the night shift, usually in their quarters gaming and drinking.

The Ghoul is a trading vessel, not a warship. It runs from trouble, and tries to stay peaceful and monotonous. The sailing pattern is well known and monster-free, and the pirates are well-paid to leave the Ghoul alone which works out best for everyone.

The Ghoul sails for two to eight days before it can reach any major port. Each day after the second, roll 3d6. Start at 8- and add 1 to the chance each day until you succeed: that day the Ghoul makes port. The ship stays d3 days at port for cargo, repairs, and restocking. Once a year, the Ghoul is dry docked and major repairs are done at Highport. The Ghoul sometimes will stop offshore a smaller town, but only for a few hours.

The slavers have every intention of keeping the PCs slaves until they die. Thus, it is up to the characters to find their way to freedom. There is no help, no sympathetic guard, no shipwreck, no other ship to rescue them. The captain will not take a liking to any of the PCs nor will anyone show mercy or even interest. The players must use initiative and creativity for the characters to escape their fate.

However, there is one small advantage to the favor of the PCs: one of the slavers wants them to escape. He has his time and place, of course, but should all else fail, the characters will be given a chance.

Until that point, the PCs have three month's sailing to escape in. They will after one month form enough of a bond with fellow slaves that they can begin to trade things between them, such as any small items they smuggled on board, services such as rowing so the other oar mate can rest, giving up exercise time for someone else, giving some food up to the other person, and so on. None of the slaves have money, so even information or stories told can be sufficient payment; a totally different system of barter develops in such a circumstance.

Getting free will be a challenge, to say the least, although a character that can feign death at night, be thrown over board, then hold the rudder and sneak back on board will be free and can overpower the one guard, for example. The exact circumstances and the situation will vary based on the abilities of the characters and the ingenuity of the players. It is very possible that they cannot escape the ship until the GM gives them a chance. They should be allowed to ponder and attempt anything the PCs want, but make sure they understand the consequences and their situation very well before implementing any plan. They are weaponless against strong foes in the middle of the ocean without a clue where they are.

Should an escape attempt fail, the GM has three choices:

- 1) kill the PCs, who almost certainly are the ring-leaders. This is less satisfying and ends the campaign.
- 2) Have the slavers identify other slaves as the leaders and kill them, beating the rest close to death and chaining them securely.

- 3) A crisis arises which requires everyone pitch in, such as a storm that rages so long too many slaves die to kill the PCs or the ship is attacked by pirates (or just a warship), barely escaping with again too many deaths.

Whatever the GM decides, whatever the PCs did to escape won't work twice in most cases. If the PCs leap overboard and swim for it they have two problems. First, there are sharks following the galley for a tasty meal, which might include the PCs. Second, they haven't the slightest idea where they are and land is not visible. That said, the GM should allow the characters swim their way eventually to safety, ending up roughly the same place as the escape puts them, at Highport below.

The Slave Lord who wants the PCs to escape is named Stalman Klim. For his own reasons (revealed later) he wants slaves to escape, and he makes sure through the captain that they are given a chance. As the slaves are off loaded and working cargo, the guards will be conveniently lax, not paying attention and distant from the slaves. If the players think quickly and boldly, their characters will be able to make a break for freedom and not be stopped by anyone.

The slavers will apparently not even look for them in the city, so wherever the PCs end up hiding, they will manage to stay safely. After a day or two, the Ghoul will sail away, and the PCs will find a bundle in their midst with a card reading "from a friend." The bundle contains ordinary clothing rather than the stinking rags they wear, components and a focus for the mage to be able to cast their main spells, and each PC with a skill level in a weapon will get one weapon (the GM should decide if they are skilled in more than one). There is no armor, yet, and no money.

The PCs, however they escape, will find themselves in Highport, ragged and weary bums marked as slaves. They will have no contacts (other than one possible contact from the rumors on page 7), no armor, no money, and very little gear. No matter how the characters escape, the bundle will show up soon in their midst, even if they have guards. Clever players may even have managed to get some money and lodging in short order. They are leagues from home and in a strange city, on the run from slavers. What next?

Highport is a coastal city on the west coast of Morien, south near the border with Wrenland. It was once the capital of a small human kingdom that stood just before the Edaincal war, and it grew rich on trade, although it was hardly a city by any standards. The elves sacked the city and by the time the war was over, it was no longer a power. Most recently, monsters from the unpatrolled mountains have swept out of the hills attacking the city. Five times they struck, and five times they repulsed the attackers with bloody losses. The sixth assault tore through the gates and knocked down the walls with shaman magic and orcish hate. Highport burned and its few remaining people were put to the sword.

Eventually, the chiefs of the tribes met in council. The wisest among them spoke, describing the great victory they had won with praise for the warriors of all the clans. But, he went on, their deeds would only bring temporary profit if all they did was sack and burn and kill and rape. Reopen the city, he proposed, let the menfolk return. It would be a place to trade and have men to trade with. Their strong steel weapons and hard armor could be for the tribes to wield, their power could be in the hands of the orcs. There was outrage and anger from some at the council, but in time the stronger and wiser heads prevailed.

This, then, is the Highport of today. Morien knows little of what happened; the city went quiet a few months, then started up again, telling a tale of a fight against orcs they finally won. Much of the city is in ruins, a legacy of the great conquest. Slowly, the city is being rebuilt and repopulated, but now it is run by a coalition of tribes split by factions and blood feuds. Over them all rule the slave lords, binding the tribes in fear. Humans have slowly returned, not the original settlers, but murderers, pirates, thieves, bandits, and scum. Men with evil reputations, men of death and destruction, lawless and pitiless. Justice is unknown beyond the strength of the arm and a sword, a dark alley becoming an execution ground.

Still the lure of trade and profit - without taxation or tariff - draws men here. Pirates trade their goods and repair in Highport, dark trade of hardship and misery. Highport is the slave capitol of Morien, which generally frowns on slavery. And all are under the protection and rule of the Slave Lords.

No overall map is provided for Highport. It is a jumble of ruins and haphazard rebuilding without planning or logic. The geomorphic city maps should be used to create any section of Highport where the PCs are currently adventuring. Thus the characters can visit any section of Highport without the need for you to create a complete city map.

Each geomorph is a square section of a typical city block. Each square has a number and each side of the square has a letter. There is no direction printed on the square, it can be oriented in any manner the GM desires. None of the geomorphs have areas of docks; no encounters are likely to occur in the docks (where it would be too easy to be recognized and captured).

If the GM wishes to create a larger city map, on a sheet of graph paper, write the number of the geomorph in a square. In four squares around it, write the letters of the sides, the top edge of the paper being north. In this way you can build a map out of the geomorphs that make up your version of Highport.

Since the geomorphs of Highport could be used for thousands of combinations and any part of the city, it is not possible to give them a numbered key. Instead different types of buildings have been shaded differently on the maps, giving you an indication of the kind of establishment found there. The descriptions below provide the detail you need to handle any events that happen in these areas.

Government: Armory, Barracks, Guild Hall, Keep, Offices, Stables, etc

This building is dingy and ill-cared for. It still shows damage from the Night of the Bloody Spear, when Highport fell to its new masters. Lounging around the main door are a few guards, looking bored and ill-tempered. All the windows are either boarded over or heavily barred. No one looks friendly or happy. Government buildings house the office of bureaucrats and the quarters of soldiers. There will always be 2D6 soldiers present (double this for barracks). In addition, offices have D6+1 petty officials and workers.

NPC Types: A, B, D, E

Jobs Available: Skilled (9-)

Information: A, B, D

Private: Granary, Home, Mill, Salting House, Shrine, Smokehouse, Storehouse, etc

The homes and businesses of Highport are of an unpleasantly squalid sort. Little attention is paid to sanitation or repair. Many of the houses are only half rebuilt, their exterior charred or broken. The ground floors of many are given over to workshops or businesses, with the upper living quarters. Windows open onto the street, the sills loaded with the goods of the workshop. Most of these are ordinary or sub-par craftsmanship. Most of the other buildings are warehouses near the docks or workhouses where those too poor to pay their way slave in terrible conditions. These exhibit a universal tendency toward stench and filth, a sickening thought considering many store stocks of food.

NPC Types: A, B, C, D

Jobs Available: Menial, 14-

Information: A, B C

Ruins: deserted, rubble

Much of Old Highport (as the city before the invasion is called) is now in desolate ruins. Much of the population fled or died during the siege and only a portion of the city has been reclaimed. The conquerors have little desire to rebuild Highport and the few traders and craftsmen who live here find it easy enough to occupy standing buildings.

Many of the buildings are still standing, more or less. They have not been burned to the ground or razed, but have been empty for a year or more. Neglect has made them unsound and unsafe. For each hour spent in a deserted building, the characters risk an 10- chance of a serious accident; a beam giving way, the ceiling collapsing, a wall caving in, etc. All characters in the area (there will always be at least one) must make a DEX roll to avoid the hazard. Those who fail suffer D6 in D6 (1-6D6) normal damage. These collapses are not uncommon and do not attract any attention even if the collapse endangers an unoccupied building.

Rubble is just that - the remains of the totally collapsed or burned buildings. While it is much safer to move about rubble, it does not provide shelter from the elements. There is only a 8- chance each hour that the characters cause masonry to fall or drop into a hidden cellar as detailed above.

NPC Types: A, C

Jobs Available: none

Information: A, C

Services: Inn, Shop, Stable, Tavern, etc

Mostly clustered near the waterfront are these clustered buildings. Day and night the inns are alive with the clatter and clank of trenchers and mugs. After Dark, the windows glow warmly while a rude and boisterous singing often rings into the street. Sometimes it is echoed by an agonizing cry or scream from a dark alley. The patrons of these inns and taverns are a hard and cruel lot. Pirates, brigands, mercenaries, thugs, and humanoid monsters rub elbows here from even foreign lands, profiting from the cruelty of the Slave Lords.

Mixed in with the inns and taverns are more quiet shops such as stables. Most are boarded up solidly at night, and the owners sensibly refuse to open their doors after dark. Too many unsavory things inhabit the streets to be safe.

What were once temples have been taken over, now foreboding and grim structures where darker forces are worshipped. On some nights, dark processions wind through the streets, disappearing into the back maw of a temple gate. No one stops or questions these processions. Some have been converted into arenas where battles are fought for cheering hordes, bloody fights to the death.

NPC Types: A, B, D

Jobs Available: Menial, 13-

Information: A, B

The codes used above in the area descriptions are detailed below in the NPC and Employment sections.

Highport is filled with thousands of people, more than can be detailed in a single adventure. Most are ordinary and dull, unworthy of specific detail. So, like the maps of Highport, a simple system is used for categorizing NPCs. The codes used above in the area descriptions refer to broad types of NPCs, and the GM can roll for the personality of the character in question on a table below.

TYPE A: Citizen. This is an ordinary person, with no special stats or abilities. They will be armed with a dagger and possibly a short sword, no armor. Each will have at most 1d6 copper. This is the menial worker, the shop keeper, the craftsman, etc. This is a normal human with no special stats.

TYPE B: Thug. This is a tough, a troublemaker. They are thieves, thugs, guards, bandits, and general rabble rousers who are the equivalent of a Mercenary Footsoldier from the Jolrhos Bestiary.

TYPE C: Soldier. This is a capable human, elf, dwarf or other folk, the equivalent of a Mercenary Captain from the Jolrhos Bestiary. They also can be Orc Warriors.

TYPE D: Official. These are tax collectors, city guards, captains of ships, bureaucrats, councilmen and so on. People of authority and power, marked by better clothing and bodyguards (type C). They are normal humans with ordinary stats but many useful urban skills for their jobs, and perks that make the locals leave them alone. Many are agents of the Slave Lords.

TYPE E: Mage or Priest. This is a wielder of power, magic usually. This is either the equivalent of a Goblin Shaman or a Mercenary Mage. They are given respect but are known to be weak, so they usually have bodyguards. Most will also be officials and wield political power.

ROLL	RESULT
3	Helpful and concerned
4	Honest and open
5	Cooperative, but unwilling to take risks
6	A wheeler-dealer, willing to help only for profit
7	Cringing and nervous, afraid of consequences
8	Moody and sad, fatalistic and lacking ambition
9	Petty and vain, impressed by his own power
10	Vengeful and quick-tempered
11	Dim witted, often brutal and thuggish
12	Officious and unadventurous, bureaucratic
13	Solitary, dislikes disturbances
14	Pent up, outwardly calm but inwardly raging
15	Dour, grim, a strong believer in discipline and hardship
16	Ill-tempered, cruel and vengeful
17	Unrefined and savage, but not stupid
18	Murderous, brutal, bloodthirsty, and wicked

It is likely that when the PCs first enter Highport, they will need money and equipment. The best way to get some legally is to get a job. The description of each building lists the general class of work available there (with the chance of finding employment). These are explained below with a sampling of jobs within that type along with the pay rate.

Menial Jobs: These are the worst type of work available, paying 1d6 iron pieces a day. As an inducement, some offer a place of sleep (the stables for example) and some poor quality food. Examples:

- Apprentice to a trade
- Common laborer
- Fish cleaner
- Gravedigger
- Laundry
- Rope Picker
- Stable boy
- Tanner
- Torchbearer
- Waterboy
- Woodchopper

Common Jobs: These are jobs which require no special training, but are better paying and less taxing than menial work. Some of these jobs carry special requirements or risks as well as payment of 1d6 copper a day. Any of these jobs require a Professional Skill roll show minimal qualification (the roll is unneeded, just the skill bought) Examples include:

Guardsman
Soldier
Tavern or Inn Help
Household Servant
Groom
Fisherman
Cook
Teamster
Bodyguard
Sailor

Skilled Jobs: These are jobs which require special training or knowledge to perform, and the character must not only have, but successfully make a professional skill roll to obtain one. Sometimes the skill is no more than the ability to read and write (literacy) or do math, or it may be jobs that someone of certain training (magic, combat, stealth) may be required. The pay varies significantly and must be negotiated, but will be at least a silver a day. Examples:

Any skilled craft such as blacksmithing
Officer of the guard
Scribe
Clerk
Navigator
Artist
Official bodyguard
Herald
Discreet messenger
Mage
Priest
Foreman
Artillery specialist
Ship's officer

While living in Highport, the PCs will certainly want to gain information about the Slave Lords and any prisoners passing through the city. Each building entry lists the kind of information the characters may be able to obtain there. This information may be rumors discussed, data obtained by conversation or persuasion (or even interrogation), materials picked up such as documents, and so on. The class and status of the person spoken to as well as their personality and the actions of the PCs will determine the availability of the information.

This information is divided in to types explained below. The exact wording is not given, only the bare facts so that the GM can tailor the way it is delivered based upon the setting and actions of the PCs.

A) The slaves are taken to a secret processing center somewhere in the city. This information is commonly known to any inhabitant of Highport. Basic names of the officials who handle processing at least at the public level and their location can be learned without much difficulty. Everyone knows that the city is under the control of the Slave Lords but too much questioning along these lines makes any NPC nervous or suspicious. They may report persistent questioning to an agent of the Slave Lords, or simply refuse to help out of fear.

B) The former Temple of Harvest is this processing center. This specialized information generally is only told to those who need to know. It is not precisely secret, but it is not bandied about. Specific information about dates of ship arrivals, contents of cargoes, activities of the city guard, names of ship captains, current prices, procedures of slave markets and so on all must be learned from those dealing with slaves. Persistent questioning and poorly handled attempts will arouse suspicion as above in A.

C) The location of the Temple of Harvest. This information may be false from various people. Because of the destruction of the city, the changing of the temples to other uses, and the new people (all the former inhabitants of Highport were massacred), not everyone even knows which temple is the Harvest one, or even which buildings were temples. Most do not look like temples at all any more. This will be known only by disreputable folks, or those that gain a great deal of information such as innkeepers or even derelects.

Roll a percentile die if you have one for the accuracy of the information given here, for example a result of 48 would indicate that about half of what the given person tells them is true. The remaining is either speculation, confusion, or out of date.

In addition, the following facts can also be learned if the characters dig deeper or are clever in how they deal with NPCs. This is sensitive information. It has the huge advantage of being accurate and very helpful to the PCs. Thus, the source of the information matters significantly. For example, the Master of the Port's office will have details about slave shipments - arrival dates, cargoes, and who delivered them - but little to nothing about what happens to the slaves once in the city.

This kind of information is very difficult to obtain. It will be known only by ranking officials and important agents of the Slave Lords, who will not talk freely about the information. Theft, trickery, threat or very skilled conversational skills will be required.

- D) Slave dealers visit the processing center to examine the stock. They enter and leave by the main gate.
- E) There is a secret entrance to the Temple
- F) The location of the temple's secret entrance
- G) A basic sketch of the inhabitants and defenses of the temple.
- H) When slaves arrive, what kinds, and from where

While the PCs are moving about in Highport, they will have a series of specific, prepared encounters that they have to deal with. Each of these has a purpose, giving information, money, equipment, and so on. They can be used as the GM sees, fit, but are presented in an order with suggested times and places that they can take place.

Since it is likely the characters will enter Highport with little in the way of equipment, normal or magical, you can use this encounter to give them a chance to be better equipped. It can be used on any night when the characters are in an inn or tavern, or are traveling back to wherever they are holed up after escaping.

Since early evening, you've spotted a few rough, dangerous looking cut throats eyeing you. Wherever they go, they act as if they own the place, and from the money they've been flashing around you wonder if maybe they couldn't. Rudely, they push other customers around; hands go for dagger and sword hilts, only to reconsider. There is no doubt these customers are tough. Several times you have heard them boast of the plunder they've taken from border towns. They brag of treasures they've found hidden away and claimed. They even tell of their brutal crimes, gloating over their own cruelty. There is no doubt that these characters are black-hearted villains, perhaps not capable or even worthy of compassion. What's worse, the liquor they've put away probably has not enhanced their judgment.

[At this point you should give the Players a chance to speak up and lay out any plans or protections they want to engage in, but do not prompt them. Most groups will insist on some sort of cautionary steps when told this litany.]

Now, late in the night you see some of this group of toughs behind you, calling out taunts at you. In front you see the rest of their group, clearly up to no good.

This group consists of one Mercenary Captain, one Mercenary Archer, and a number of Mercenary Footmen equal to the party in number. This is meant to be a tough encounter, yet the characters will have the edge of cleverness, skill (they should be more points than any of these fellows), and preparations. You should give the PCs a chance to ready themselves for trouble which they know must be coming for a phase or two before the thugs work up the courage and desire to attack. The captain is on one side, guiding their tactics, and the archer is on the other side, staying back and firing at the party.

The archer (armed with a medium self bow and 20 arrows) will fire at any caster or clearly dangerous member of the party. The captain is named Hergist, and he will give good orders to the men who as a unit have an 11- chance to hear and act intelligently on each order. The group will go after different members of the party, one each, but Hergist will try to direct them to double team particularly effective opponents and especially healers and casters. If Hergist is attacked he won't be able to direct combat well, but that character will have both the captain and their designated thug.

However, as the entire thug party is drunk, they have a -1 OCV, DCV, DEX rolls, and perception rolls, and will not try anything particularly clever, such as use the environment in their favor. They will just do straight forward "walk up and hit them" attacks without tactical subtlety.

There is a chance the PCs can scare the thugs off, a big enough presence attack to frighten Hergist (at least 33 points) will do. Flashing obviously impressive gear or any character's dread reputation might do it as well (if, for example, one of the PCs has a reputation as a brutal, deadly fighter, and Hergist makes the roll, he might just ask for tribute, then let them go easily). The PCs can also try to negotiate with what little they have. Hergist will take this as weakness and demand everything of value, which won't amount to much. If he cannot at least get a weapon and 1 sp worth off each character, he'll attack them anyway.

If the PCs kill or down at least half the team, make a Presence Roll for each remaining thug. If they fail, they will try to retreat. If Hergist drops, make a presence roll for the whole thug team at +1 (12-), which if it fails the thugs start to disengage and retreat. If Hergist and half the team is down, the survivors all try to escape. If they cannot escape, they must make a Presence roll or beg for mercy, offering their treasure.

If the PCs somehow are doing very poorly, the GM has a few choices. He can allow the PCs to be hacked apart as punishment for being so hapless. He can let them be defeated and captured by the Slavers, again (which gets them inside the temple and the processing center). The GM can also give the PCs an edge. For example, there is some sense of law in town, and a few soldiers could come around the corner and attack everyone (including the PCs), but mostly the thugs.

Another option is to have the crumbling ruins around them collapse. This will result in a large section of the wall next to the largest group of combatants begin to groan, crumble, and fall. When this happens, the PCs have a chance to make a perception roll in order to dive for cover. The PCs, who aren't three sheets to the wind will make this roll more likely than the thugs, and anyone caught in the 1" radius section of wall (1 hex plus all of the adjacent hexes) will suffer an 8D6 attack from the stone and timbers as they crash into the ground. This should be enough to at least stun most people in the area, and it might turn the tide for the PCs. If any character asks if the walls look loose or dangerous, the GM should always point out a useful section of the wall in the alleyway for the character to consider.

If the party takes the fight into one of the buildings there's no light in there and it will reduce all the thugs to groping around more or less blindly (-3 additional PER roll to spot anyone, it's not completely black as night because of nearby lighted buildings, but it is very murky). This can give any character with night vision (or combat sense) a significant advantage.

However they handle this, the PCs should walk away the victors, even if they suffer some damage. Off the bodies of their attackers, the party can collect 1d3 silver and 3d6 copper from each body in addition to their weapons and armor. Each of the thugs except Hergist is wearing studded leather armor on locations 3-4 and 9-18. All of the thugs except for the archer have a small shield and a dagger. The archer has the bow and arrows listed above, while Hergist has a full suit of chainmail and an adarcer long sword. In addition, between all the bodies, the characters can gather these items collected from their adventures:

2 Healing Potions
Farsight Potion
Ring of Protection
Scroll of Gust
Scroll of Fireball
Brooch of Spellbane

No one will miss this group of troublemakers, rapists, thieves, and murderers.

It is possible that the party has learned of a man named Feodor who is trying to find one of the slaves on the Ghoul. He is the cousin of one of the galley slaves who may or may not have escaped with the PCs, a man who has been looking for the slave. The trail has led him to Highport, but here his luck has ended. He knows much, but is not able to get any closer to his goal.

The PCs have to make an effort to find Feodor, he will not find them. This can be done by discreetly inquiring around town, as they have no description of the man, only his name. The first person asked has an 8-chance of recognizing the name and pointing them to the right place. Each person asked after this point has 1 more chance (thus, it becomes 9-, then 10-, and so on). To keep this challenging and plausible, the characters should probably have to do some legwork. Replies such as "Never heard of him, but if you talk to Arreio at the fish-market, he might. He knows a lot of people," or "Well, let's see my memory isn't what it once was" from a booze hound looking for a drink will spice up the effort.

However, each time the characters ask someone about Feodor, there is a 10- chance that a slaver agent will hear about *them*, and this chance goes up each person they inquire at. Feodor has been less than subtle in his inquiries, and the Slave Lords are curious about this man. If noticed, the PCs will be followed by the agent, who makes reports on their activities. Unless he is discovered and dealt with, the PCs will be unable to deceive the Slave Lords about their true intentions should they attempt to. He will take no action against the PCs, and he has a 13- shadowing roll, but sharp eyed PCs (who likely are looking out for trouble) will likely spot him eventually. He's just a regular guy with some stealth skills and a dagger.

Currently, Feodor is living in the Barnacle Rock Inn, near the waterfront. Like most of town it is a sad and run down building, barely livable. Since arriving in Highport, Feodor has gone from bad to worse, having been robbed and beaten a few times. His funds are nearly exhausted and he fears capture and slavery himself at this point. Living in this place has taken its toll, he now drinks heavily and is seldom sober. Neither is he clean or attractive - he will seem to be little more than a bum when the PCs find him. He refuses to help the PCs at all unless they pay him at least a silver.

Still, he does have good information. He knows where the slaves are taken upon their arrival in Highport (the Temple of Harvest) and has scouted the area around it, finding the secret entrances. He knows the temple is manned by humans, orcs, and goblins, but is as yet unaware of the troglodytes. Feodor has closely watched the shipments of slaves and if the PCs are after an NPC to rescue, and he will recall seeing someone matching that description. He is positive she was taken to the holding center. Feodor does not know about the Mant living in the Harvest Temple. He has not, sadly, seen his cousin.

Although a good deal of his spirit can be restored by meeting allies in his quest, he's in no shape to go adventuring, and to be honest he was never really up to it. Still, when the PCs depart, observant ones will notice him shove the bottle away from him and look as though he's woken up. It seems that he may be able to one more get his life together.

During the time the PCs are in Highport, Stalman Klim's attention is drawn elsewhere. He is not able to monitor their movements or give them special aid. However, should the characters run afoul of the Highport government Klim will hear of it and be able to get them out of prison within a few days, perhaps with a heavy fine. His agents let the PCs know that a "friend" arranged their release and that they should be grateful. Indeed, this "friend" would be greatly appreciative if they would investigate the Harvest Temple.

However, pulling so many strings also alerts Edralve's agents and they report back to her. She begins investigations about the PCs and each day the PCs remain in Highport from this day on there is a 9- chance that her agents discover them. Once discovered, she too begins attempting to manipulate the party.

While in the city of Highport, the GM can roll on the table below for events that occur. Each day, if the GM desires to use this section he should roll a d6 for each character, and if a 1 results, the event occurs to them (separate or with the party). Only one event should happen per day. Roll 2d6 or select an event from below should one occur.

2: GOOD DEED!

The PC is accosted by an old woman, begging for help, claiming that her daughter is being assaulted by horrible men, her home is not far away, the guards are no help, etc. When the PC arrives, there are thugs in the dark home, but they work with the old woman who is the equal of a Mercenary Mage, while the thugs are Mercenary footmen. There are two thugs here, plus one for each additional PC. They get one surprise attack on the first PC through the door unless he takes extraordinary measures (OCV +2, if the PC is not ready for combat, he's half DCV instead and has half CON for the purposes of being stunned). If the PC is defeated, he's robbed of any valuables and dumped in an alley. If he wins, the old woman is terrified and gives up her treasure: 2d6 silver and 5d6 cp, plus a Healing Potion.

3: MERCHANT!

A traveling merchant is passing through town has opened up shop temporarily. He has oddities for sale and will sell any of them for a good price. He has d6 charms, selling each for 5sp, and d6 Mundane Treasures that he sells for 10+d6sp each. When these run out, he closes up shop and moves on, apparently unconcerned with thieves or trouble. When he turns the corner, the merchant has vanished, he's just an eccentric mage who sells his cast-offs and oddities created while experimenting for pocket change.

4: EXPERIMENT!

A mage working in the ruined city of Highport has had something go terribly wrong. He was expelled from the mages guild and chased from town to town because of his radical, unstable ideas and poor control over magic. In this case, he's summoned a dozen Fire Spites and they creatures are raging about town uncontrollably, with the PC in question centered in ground zero. At least one building the PC wants to go to is on fire and there are a total of 1 fire

Spite per 25 points total the character is based on (a 100 point character would face 4) plus 1 per other member of the party coming for that PC. They are 3d6 meters away each, looking like little balls of fire. The Spites will attack others as well, and any of the dozen not on the PC will be doing so. The fires will also be fought by locals, so the PCs need not put any out, but if they put a heroic effort in, they get a 25% discount for that day's purchases at the stores they saved.

5: MISTAKEN IDENTITY!

The PC is mistaken for someone else. Roll a d6, if the result is even, this is good news, if it is odd, then it is bad news. Good news means the PC is mistaken for someone that the person owes d6 in d6 (1-6d6) copper to, and they pay up, begging the PC to show mercy. Whether this money is kept or not is up to the player. Bad news means that the PC is set upon by a number of mercenary footmen without armor equal to 1 per 50 points the character is built on (a 150 point character would face 3) plus 1 for every 2 other PCs present.

6: HUNTED!

The character in question has a disadvantage trigger. What exactly this is depends on the character's complications. For example, if they have a hunted, then the hunted or his agents show up. If he has a DNPC then however illogically, the DNPC is in town, perhaps being dragged as a slave by some brutal looking person. If he has a reputation, then that might trigger a challenge. This will vary a great deal and the GM should tailor the event around that character.

7: PICKPOCKET!

The character must make a perception roll by 2 to spot nimble fingers dipping into his treasures. The thief makes away with half the goods on the character if not spotted - anything particularly distinctive or valuable he sees later in a seedy shop that he visits, for sale. If the pickpocket is caught, he does a half move/dodge maneuver that puts him 4" away with 8 DCV and then he proceeds to run away. If caught, the pickpocket is just a skinny teen with D6 copper to his name. He tells a woeful tale of misery and poverty, but the truth is he steals goods and hands them off immediately to a compatriot that is lurking not far away and looking inconspicuous. If the theft is noticed but allowed, the transfer is done and

and the compatriot takes the goods to the shop mentioned earlier. The shop will have 3d6 silver and 10d6 copper, two mercenary footmen guarding it, and 2 rolls on each commodities table and 1 on the mundane treasures table in terms of valuable loot.

8: RAT SWARM!

The rat problem in Highport is always present, but sometimes so many are built up or something stirs up the creatures so bad that they surge on to the streets and attack everything in sight. This consists of d6 Sewer Rats, 2d6+6 ordinary rats, and 1 Bloodfang Vermin per PC. Of these, only the vermin and the sewer rats bother the PCs, the rest are gnawing on dogs, cats, horses, legs of passerbys, grabbing food from stalls, and so on.

9: QUESTIONED!

A soldier or town guard pulls the PC aside and questions him. He's looking for what the PC has been up to. If the PC has any reputation, he'll make that roll automatically and refer to it, as well as any distinctive looks. The guard is bored and looking for a fight, plus this guy looks something like someone who won a lot of money from him last night while off duty and he wants revenge. However, he won't outright attack, he tries to provoke the character but will not be obvious about it. If it becomes obvious the PC will not give him any excuse to fight or haul him off to jail, he gives up after a while with a stern warning.

10: RESCUE!

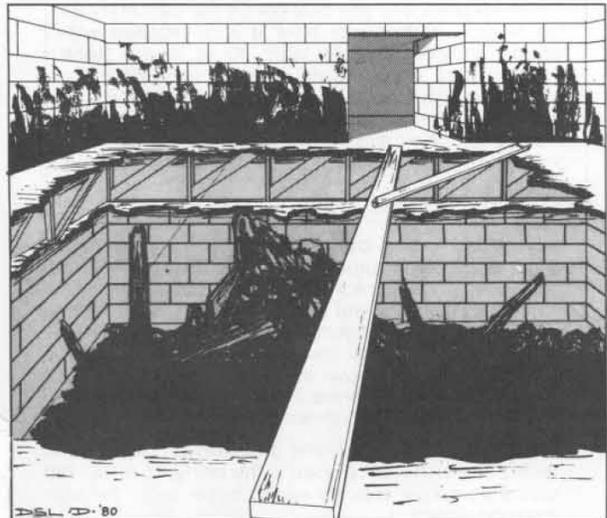
The PC spots an older man being dragged into an alley by two thugs, crying for help. Nobody seems interested in getting involved. If the PC investigates, the thugs will be armored in full suits of studded leather and have the stats of Mercenary Thugs (armed with daggers and short swords). They have bashed the old man unconscious and are looting him when the PC interferes. Each has 1d6sp and 3d6cp on him from previous looting. If the old man is rescued, he rewards the PC with information types A-D and will pay the PC 5 sp.

11: REWARD!

The PC is found by someone and thanked for some good deed or act of kindness they've done in Highport up to this point (or, if there hasn't been time, then they are rewarded for something they did before the adventure started, perhaps something to do with their background). This reward consists of a Healing Potion and 2d6 silver. This event can only happen once, if it comes up again, then it is no event.

12: COUNTEFEIT!

Roll d% and divide the result by two. This is how much of the PC's money is actually fake. He does not discover it until the end of the day in question, *after* all purchases and spending. How the character deals with this is up to them, but if they return to the same store, there is an 11- chance that the owner recognizes the PC and knows that he passed fake coin to him before. He will immediately cry for the guards and yell about counterfeit money. If the PC cannot compensate the shopkeeper or somehow deal with this, he'll have a hard time spending *any* money in this geomorph or any adjacent to it as word spreads. If the character sticks around too long, D6 mercenary footmen guards show up and haul him off to prison (or fight).



The Harvest Temple stands on the outskirts of town near where once fields were tilled. To casual inspection, the temple compound appears to be nothing but a collection of ruins, a legacy of when the hordes of monsters swept over the city. However, those not taken in by first impressions notice the appearance is more calculated than fact. Despite the damage, the outer walls are strong and solid. Constructed of large blocks of closely fitted stone, the place looks like it could withstand a small siege. Some of the buildings inside show signs of recent repair. Nearby buildings have been carefully pulled down, giving those in the temple a clear view of the surrounding area. No one lives in this area, but there are rutted tracks leading to the main gate.

Characters who take time to observe the temple notice several things. Goblins patrol the walls at infrequent intervals, bored with their duties. At other times parties on foot or horseback arrive at either the stable door or the main gate. These visitors hail the guards and announce that they have business at the temple; the guards then let them in. These visitors appear to be either merchants with guards or parties of adventurers. At night the guards are more numerous, and creatures can be seen fluttering up from within the compound and flying out into the night. No slaves or slaving parties are observed in the time the PCs are in the area.

A random encounter table with attached explanations is included before each key for the upper and lower sections of the temple. Before each of the section keys is also a Wandering Monsters Roster. This roster is meant to limit the number of creatures of each type that may be encountered by the party. Whenever an encounter occurs, the GM should note the number of creatures slain if any alongside the listing for that particular creature. One the maximum number given is reached, no more of that particular type of monster is encountered. If characters should leave the temple and return later, the intelligent creatures will reinforce their numbers, replacing any lost creatures. They also will tend to increase security and the number of patrols.

The players or GM must also decide which of the several entrances will be used to enter the temple and its sewers. It is possible for characters to pose as slave merchants and be admitted through the front gate, but this will place them under the close observation by the guards inside. Unless known and trusted, characters will have their weapons taken away and possibly even a shaman will check them for any magic or hidden items. Those living within these walls are not stupid and will not act or fight in such a way; they've dealt with intruders before. Any common trick that the party attempts they will be wise to, and even may allow past to capture later. Further, they learn from the party's activities and will guard and even trap areas the party has previously explored.

The scope of the temple (and the city of Highport) is not limited to what is presented. More detail can be added to the various blocks of Highport, transforming it into a wild, dangerous, but useful port of call for bold adventurers. The sewers are far from complete and may be expanded by those who wish more underground adventure.

Each minute, characters on the walls have an encounter on a 1 on a D6. If an encounter results, roll 2D6 below:

ROLL	RESULT	NO.
2	Harpies	D3+2
3-4	Zombies	D6
5-7	Goblins	D6+3
8-9	Orcs	D3+3
10-11	Skeletons	D6
12	Orc Archers and Ogre Leader	D6+1

Zombies and Skeletons are summoned creatures the Shaman control. They have been commanded to kill anything that is on the walls other than orcs or goblins (and themselves), and they will do so mindlessly without an alarm.

Orcs are a bit more clever, they attack intruders on sight but can be negotiated with if they look like they might belong, somehow.

There are two main types of construction in the temple compound. The rooms and passages that are still intact show signs of a great fire some time in the recent past, probably when Highport was overrun. The walls, originally beamed and plastered are cracked and sooty. Small burned sections show the beams and stone behind them. The walls are generally 9 feet high, and large sections of plaster have fallen from the ceiling, sometimes even showing the sky above. None of these openings are large enough for even a ratman to squeeze through.

The other main section is the temple proper. This large, three-story structure was originally built of stone blocks with an arched ceiling. The fire gutted and ruined the upper floors of the structure. The original roof has collapsed, and portions of its supports lie in ruins near the base of the temple walls. A new roof has been built onto what remains of the temple from wooden beams and fallen stones. Ceilings within are 35 feet high unless otherwise noted. The walls are pitted, decayig stone. Floors are stone, dirty and gray with ash and dust.

Those areas of the temple compound that are not part of the temple, a room, passage, or one of the courtyards, are ruins. These areas are the skeletal remains of several totally burned buildings that once lined the walls of the temple compound. Weeds grow up through the broken beams, bones, and tumbled blocks. Dust and ash blow through the air. Dotted lines on the maps indicate walls that still stand one to three stories in height, with doors and windows, but with no roofs or floors. Throughout this area, the following special encounter table should be used:

ROLL	RESULT	NO.
1-2	Orcs (see below)	var
3	Ghouls	D3
4	Skeletons	D6
5	Rust Beast	1
6	Humans (see below)	var

Orcs are gathered around a small fire, 3D6 total of them. There is also a chance for the following extra creatures to be present, check once each:

- 8- chance for one Mercenary Thug
- 10- For one Ogre
- 11- chance for 3D6 Goblins
- 11- Chance for one Mercenary Mage

In addition to the fire there will be D6-1 (0-5) crude shelters constructed around the campsite. Each will contain D6 in D6 copper.

Humans are often found in the ruins, carrying out business with the creatures who dwell there. Often they are slave merchants stopping to do business. Such groups will be equal to double the number of the PCs, including a mercenary mage, a mercenary captain, and two mercenary archers. If a fight erupts, 3D6 orcs will also join in, and each side is against the other, in a three-sided melee with every man for himself.

Whenever a wandering monster is slain, the listings below should be adjusted to show the number of creatures of that type remaining. Characters may never encounter more wandering monsters than the amounts given here (unless they leave an extended time and reinforcements arrive). Except for creatures marked *, the death of wandering monsters will not affect the appearance of placed encounters.

- 30 Bloodfang Vermin
- 12 Crimson Digger Soldier
- unlimited Crimson Digger Workers
- 1 Death Spite*
- 6 Ghouls
- 10 Mant
- 30 Mercenary Footsoldier level humans
- 10 Mercenary Scout level humans
- 5 Mercenary Mage level humans
- 8 Ogres
- 50 Orcs
- 5 Plated Hound*
- 2 Rust Beast*
- unlimited Sewer Rats
- 20 Skeletons
- 40 Slaves
- 15 Slavers
- 4 Winged Mant*
- 20 Zombies

1a. SECRET DOOR AND TRAP

At the end of this 10 foot long passage is the back of what looks to be a secret door. Constructed to look as if it were part of the wall to those on the other side, no attempt has been made to disguise the presence of a door from this side. Light from the other side faintly outlines the door and reveals a handle.

The door is trapped from the opposite side, so that any person who opens it from this side triggers the trap. This trap consists of a spiked, spring bar beside the door, bent back so that when released it spas across the doorway at chest height with a great deal of force. Any character standing in the doorway suffers a 1 1/2D6 KA to the chest for a human (4' level). If the trap is discovered, he or she notes the trigger rope through one of the cracks that can be cut with a rope, triggering the trap against the door with a loud bang.

1b INSIDE EXIT

About halfway down the hallway is a wooden board, one end crudely but securely fastened to the wall. The other end has nails, spikes, glass, and other jagged items stuck into it. The board is bent back toward the wall and held in place by a rope fastened to a pin. Another rope is connected to this pin and runs forward along the wall to a hook set in the wall. This hook is just beyond where the bar would strike if released.

This trap covers the secret door to the outside. If the rope is cut, the trap triggers, slamming the spiked board into the door with a bang, doing 1 1/2D6 KA damage to anyone in the way at the 4' level (chest for humans). If the trap hits the door it shatters a layer of plaster, revealing much of the secret door.

2. BRICKED-UP ROOM

This room is burned and partially destroyed. The floor is littered with charred debris, cluttering movement. Sagging and collapsed partly, the ceiling appears to be at least stable for now. The east wall is different from others, showing signs of recent construction and upkeep. This wall, unlike the others, appears to be stoutly built.

This room is empty of monsters or treasure; no useful item will be found in here. The east wall is maintained to protect the rest of the compound from area 10.

3. COLLAPSED GUARD ROOM

The wooden door to this room is charred with several boards missing and other planks obviously weakened. The handles, hinges, and other metal fittings are burnt and half melted, soundly jamming the door shut. The room beyond, as seen through the holes, is severely burned, its furnishings buried and ruined beyond recognition. The ceiling has largely collapsed, revealing another chamber on the second floor. About five feet of the ceiling still remains around the walls of the room, forming a narrow jagged ledge. The floor is littered with beams, plaster, ash, and junk. The air is filled with the odor of rot.

The door cannot be opened, but a few blows with any hammer or mailed fist will knock an opening large enough for a man to step through (and make a lot of noise). Hiding on the ledge above this room are some of the original inhabitants of Highport, a family that hid in the temple during the monsters' seige, and finally fell upon cannibalism to survive. They are now ghouls, a number of them equal to the party in number, and they are carefully hidden on the ledge with a concealment roll by 2. They leap upon any character that walks into the room, howling and attacking with crazed hunger.

On the ledge above the room are six gems worth 5 sp each and a *potion of fire resistance*.

4. TREACHEROUS FLOOR

At the top of the stairs are the remains of a door, beyond which is a room. The floor here is almost entirely gutted, and thirty feet beneath it is the gray stone of the cellar floor. On this level is an open doorway on the opposite side of the room. The other exits from the first floor or the cellar have been completely filled with rubble. A narrow pathway of fallen beams stretches across the center like a bridge, and flooring stands on the right and left hand walls. The left hand side floor looks charred and crumbling but the right is largely undamaged.

If the crumbling ledge is probed, large pieces of burned wood crash to the floor (again making a lot of noise, check for a wandering monster). If any character steps on the ledge, it collapses, dropping the character to the stone floor beneath.

The center path is narrow and only one character can cross at a time. When stepped on, it wobbles slightly dropping charred plaster and ash to the floor, and the wood creaks and groans. A DEX roll at +3 must be made to cross safely, failure requiring a second unmodified DEX roll to catch the wood or fall to the stone floor beneath. The path is sturdy, just not completely stable.

The ledge to the right is sound and solid. However, when the lead character reaches the halfway point, their weight causes a loose beam to shift underfoot. The wall beside the character collapses inward, knocking him or her off the ledge to the floor beneath. The wall falls on top of them, doing 5D6 damage in addition to any falling damage. This makes a tremendous racket, check twice for a wandering monster.

5a. ALCOVE

A small alcove set along the center of the passage has three barrels in it. These barrels are sealed and dusty. The wooden staves are stained a dark brown and the iron bands are pitted with rust.

The tops of these barrels may be opened easily enough, they each contain old soured wine that is turning into vinegar.

5b. POLYP

This room is almost bare except for the stairs on one wall and the door on the wall opposite the entry you came through. Five feet from the far door is a mound of purplish fungus around five feet across filling the corner of the room. Flies buzz around the mound in the day time and the air has sweet honey-like smell.

This mound is a Violet Polyp, and it will attack anything that draws within 1" of it, including at the door. The whole thing looks like a mound of lumps and rounded sections, with tattered material like cloth and tubules between them. The vinegary wine in the barrels will negate the acid of the Polyp. Mixed in with the plant and covered by its fungal growth are 47 cp and three gems worth 5 sp, 10 sp, and 1 cp. A ring able to cast the spell Hareleap on the wearer 3 times a day is attached to a skeletal finger buried in the muck as well. It will take so long to dig through all this that the GM should roll 2 checks for wandering monsters by the time it is all recovered.

6. STABLE

This wooden building is in good condition. In it is a row of stalls for horses, of which three are occupied at the moment. Tack hangs from the walls, and three saddles are piled near the double doors. The air smells of hay, dust, and leather. Piles of hay line the walls opposite the stalls and a large open sack of grain is beside them. Four goblins are sitting on the hay bales, their short swords thrust into the hay. A ladder near the single door leads to a loft.

The four goblins are assigned to work here as guards and stable boys. One has a horn under his cloak, at the first sign of trouble he attempts to call for help by blowing on it. If the alarm is raised, roll once on the wandering monsters table, the result will arrive in 2D6 segments. In D6 segments, D6 more goblins arrive to answer the horn.

The loft over the stable is filled with loose hay and more sacks of grain. Hiding among these is an escaped slave, cowering in fear from the goblins. She is an adolescent elf, and she looks like she's had a pretty rough time, her pretty face swollen and beaten, eyes puffy and lips cracked. She has been abused terribly by the orcs and finally ran away before she was killed and eaten and is terrified. She does not speak any language but Perelen, but a presence attack to soothe her and show good intentions is successful with a result of 22 or better. Being able to speak Perelen adds 2D6 to the presence attack. She only needs an escort out of the area and she can find her way home, but she cannot make it past the guards here on her own. She has nothing but a torn and dirty dress.

The goblins each have D6 copper on them and their weapons (and the simple horn). The riding horses here are not well cared for and are not of very fine quality.

7. STONECUTTER'S SHED

This ramshackle building is cluttered with a variety of tools and junk. There are hammers, chisels, axe handles, slabs of stone, and warped boards. The walls are covered with many different metal symbols of faith and various demon worship cults, pegged or nailed in place. Crouched around a dim and sputtering lantern that throws ominous, shifting shadows on the walls are six orcs, nervously fingering their halberds and glancing about.

Any PC who makes an INT roll will realize that nervous orcs are orcs with very good reason to be fearful, and the only thing that scares orcs is magic. In this case, the orcs are ordered to stand guard here to prevent intruders from entering the compound, but they are in this ruined stonecutter's shed instead. All the exits save the main one are barred and covered, but are easily broken. The orcs do not like this duty, as the proximity of the nearby cemetery makes them very nervous.

To protect themselves they have gathered and even made every holy symbol they can find and hung them on the walls, but they aren't sure if this really will work. It would not take much to get the orcs to flee, and indeed if attacked their first thought is to get away as quickly as possible. If pinned the orcs go nuts, fighting at -1 DCV and +5 STR. Each orc has 5 cp and a holy symbol on them worth D6 in D6 copper.

8. CEMETERY

This open area was obviously once the cemetery for the temple compound, but it is becoming overgrown with weeds and small ushes. Stone markers and small crypts can be seen through the tall grass and paths twist through the cemetery. Some show recent use, and some parts of the ground are churned up like they have recently been dug. A feeling of oppression hangs over the entire area, everything seems gray in color here - the grass the soil, the stone markers.

This area is avoided by the orcs unless they come in large numbers, and the goblins entirely. Due to the desecration of the temple and the horrific slaughter that took place in town and in this area, the consecrated ground is no longer safe, and hateful spirits swarm here, affecting the local plants.

If anyone enters this area, roll a D6 each minute of travel. If a 1-3 results, roll on the table below for what happens:

ROLL	RESULT
2	D3+2 ghouls attack the party
3-4	Branches and weeds bend and move blocking the path behind the last person in the party. Movement back out is at half speed as weeds seem to grab and hinder.
5-6	A branch of brush attempts to steal from the PC. The branch has sleight of hand at 13- and will take any single small item it can grab (potion bottle, dagger, etc). If successful, this item is just gone, moved around the cemetery away from searchers.
7-9	Weeds and bushes bend to block the way around the party, all movement on the ground is halved.
10-11	Weeds attempt to entangle the legs of the party, doing a 1D6, 1DEF entangle in an area effect hex. This is not very tough to break out of, but it goes on continually for D6 turns.
12	A Whipvine attacks the party

Should the characters attempt to move off the paths, the GM should roll on the chart every single minute automatically.

There is a large crypt in the center of the cemetery with a heavy iron door in the front. The insides of this crypt have been removed, the door slightly open, and the staircase going down has been installed. The stairs lead to the dirt tunnels that eventually wend underground toward area 21 in the underground key. This is where the Mant move in and out of their lair.

Near the large crypt is a pile of what looks like burnt sticks, but upon closer examination are bones, bones of various people and ages. This is what happened to the townsfolk who tried to find shelter in the temple in the last attack by the monsters, burned alive in a pile. If the bones are disturbed, D6 Gravemists form and attack the party. This happens each time the bones are disturbed for any reason by anyone, even in daytime.

9. INNER COURTYARD

This large courtyard contains mostly dust and grass, although several large trees grow at one end. Near the edges of the yard are large blocks that have tumbled from the walls of the temple and its outbuildings. These ruined areas look like they will provide adequate cover for any man-sized creature who wishes to hide in them.

Hidden in this pile of debris is a Death Spite which patrols the area. It was formed by the murders of the priests and the local creatures know to avoid it very carefully. If the party is chased by monsters to the courtyard, the monsters all stop at the door and block it, laughing and betting. Hidden in the debris are 120 cp, 10 sp, and a pair of *gloves of thievery* on a skeleton (they are invisible while worn).

10. RUST BEAST LAIR

There are no visible doors to this area; in fact, openings that might once have been windows or collapses in the wall have been repaired or maintained. Now a wall about ten feet high faces the inner courtyard. Within this area is a collapsed building. Several of the inner walls stand, broken and irregular at their tops but there are no floors or ceilings anywhere inside the walls of this area. Twisted, heavily rusted beams of metal lie crumbling in the area.

This area actually contains two Rust Beasts that were pets of one of the Slave Lords. He keeps them here as a way of dealing with annoying warrior types, and throws them pieces of odds and ends such as armor or parts of the temple to feed them. Recently long thick rails of metal were found that the beasts feed on happily, but they want different kinds of metal and will immediately attack anyone carrying a large amount, such as a greatsword or a suit of chainmail armor. The Rust Beasts are not harmful to ordinary people, but they are troublesome if let out. If anyone is tossed into here to have their gear eaten, the goblin archers line the wall and pepper the hapless prisoner with arrows as their armor is dissolved.

11. BURNED DORMITORY

This room is charred, burned, and in a state of collapse. Although the walls are still intact, the ceiling has fallen in at several places. Fallen beams have crushed bunks, and the tattered remains of blankets show under the ashes and plaster. Several small beetles and spiders scuttle from place to place through the muddy ash.

This room is not used by the present denizens of the temple as it is wisely considered unsafe. Careful search reveals crushed bunks, charred bits of simple furniture, and burned bedding, but nothing of value to the party. This room is dangerous, and any major disturbance of its structure (knocking holes in walls, moving beams, etc) is likely to cause another collapse with a D3" radius centered on the activity, dealing 5D6 damage tall caught in the area.

12. FALSE SLAVER'S LAIR

If the characters are able to reach this area without raising any alarm or notice by the locals, this room instead has 20 ragged orcs and humans with short swords at their sides, gambling and talking.

The walls of this chamber are lined with twenty human slaves, their ankles and wrists shackled and manacled together. On the same wall as the door is the shadow of a huge humanoid figure bearing a whip. Gutter commands and pitiful screams can be heard. At each crack of the whip, slaves cringe and cower. A trap door is set in the floor at the other end of the narrow room.

This room is actually a trap prepared by the locals to catch those who would deceive the slavers. Whenever a new buyer comes to the temple, he or she is first taken to this room and reactions are carefully watched. Only after a few visits when the slavers are sure that the buyer is who they say they are will they gain access to the real slave pens.

The slaves are human and orc, wearing ragged clothes which seem to anyone who looks closely (and makes a successful perception roll) to be a bit much for a slave, possibly concealing something. With this information, the character can try to see what is being concealed, but the slavers will definitely notice that close an examination of their wares.

12a. THE SLAVE AMBUSH

The twenty slaves are actually an ambush. Seventeen of these are normal humans with short swords under their robes, concealed at -1 PER to spot. Near the trapdoor are two Orcs hiding pairs of scimitars, trained with offhand fighting. Near the door is the leader, a mercenary mage armed with an *Accurate Dagger of Mana* and a *Ring of Protection* that can cast *Blur* once a day. He will attempt to stay back and cast spells, while the others block access to him by their sheer numbers. Each of the humans are mercenary footmen.

The shackles are false and can be dropped off at a moment's notice, but are so well constructed that only a perception roll at -4 can spot this quality. The humans will try to surround their foes, while the orcs stay back and guard the mage. Each combatant here has 2D6 cp and has an 11- chance of D3 sp as well.

The trap door in the floor leads to the Mant food storage chamber (level 2, room 7).

12b. SHADOWY ILLUSION

Here the illusion of an ogre slavemaster's shadow is cast on the wall. Should the mage in 12a be slain, the illusion will wink out instantly.

13. CLOISTER HALL

This chamber is dusty and bare of furnishings save one large, simple wooden altar. The floor is wooden and inlaid with simple geometric designs. Long narrow windows pierce the south wall. Near each door is a tallow candle mounted on a wall sconce.

This chamber is totally empty of creatures or treasure. If the candles are examined, the characters will see that pieces have been pulled off of them. The windows are little more than arrow slits and look into the garden at area 14. The Harpies living there have a 10- perception roll to spot any characters peeking at them and will fly up out of the line of sight to set up a nice ambush. Their horrific shrieks are why the candles are mangled; a pinch of tallow in the ears protects them well (5 hearing flash defense at a -2 hearing perception penalty). The wooden altar is hollow, four feet square, and weighs 150 pounds. Beneath it is a three foot square trapdoor that is locked at -2 skill to pick. This leads to area 7 in the Sewer level beneath.

14. CLOISTER GARDEN

Though choked with weeds and untended, this garden looks almost pleasant. Bright flowers bloom in patches - yellows, violets, reds, blues and many other colors. A path goes straight through the center to the door on the far side and shows signs of recent use. The trees are blighted and dying with few leaves in them.

If the PCs were not spotted by the Harpies, they will be perched in the trees, all four of them. If they have spotted the PCs in area 13, the Harpies will be on the roof above the door the PCs are looking out of, waiting to strike from surprise. The path through the garden is used by the slavers to reach the buildings beyond it, if it is closely examined, there are splots and splashes of dirt or something else on it.

When any of the slavers cross through here, they do it at the risk of having harpy dung thrown at them while the creatures shriek horribly. Thus, the locals have taken to using wax in their ears and moving swiftly through the garden. Intruders will be attacked instead of pelted with feces, although if they prove too dangerous, the Harpies will retreat to the roof and begin throwing.

15. SEWAGE-FILLED PASSAGE

This corridor is narrow, plastered stone, roofed by an arched ceiling. Heavy wooden beams form arches every ten feet. Ahead, the floor of the corridor has collapsed, revealing a flooded sewer line. This collapse extends for sixty feet then ends, as the water flows out from a sunken opening. 15 feet above this water line is a door set in the end of the passage. Leaning against the wall at this end of the passage is a poll about ten feet long and as thick as a man's wrist. The water appears to be moving at a swift pace. Trash and other material floats away from the door and disappears through a narrow opening under the collapsed end of the corridor. The air is foul and smells of sewage.

The flow of the sewage is 3" and the depth is eight feet. It can be swum, although the current will carry all but a strong swimmer away faster than they can move and the current is flowing south here. The door can be used as a raft, with the pole to shove them along at a rate of 2". This simply offers an alternate path to the garden path, which is not as prosaic as it sounds.

16a. MAIN COURTYARD

This courtyard is a large open area. For the most part it is bare dirt, but tall, ran weeds grow in the corners. At the north end is a large gatehouse to the outside. This way is blocked by two heavy portcullises. There is a wooden door on either side of this gate. Opposite the gatehouse is a pair of huge double doors leading to the table proper. IN the courtyard are two tables, one near the gate and the other near the temple doors, and an unusual looking pushcart. Three orcs stand near each table and four humans are standing around the pushcart.

If attacked, the orcs will attempt to flip the tables over and take cover behind them. From behind these tables, the orcs will fire their light crossbows and defend themselves with spears. The table has 4 defense and 12 body; when the orcs attack it covers all but areas 3-9 of the orcs (so any attack either must target a specific location, be a head shot special hit location roll or it will have a chance of hitting the table - any location that the characters hit that is covered by the table hits it instead). While behind the tables, the orcs are 1/2 DCV. Half of the orcs will use snapshot maneuvers to stay behind the table entirely, the others staying up and firing.

Meanwhile the humans turn the pushcart at the intruders, taking a half phase. It is a crude flame throwing device with a mantlet fixed to the front which protects the operators on a 14- from any ranged attack (it has 6 defense and 15 body). It also covers the sight of the operators, so they peek around it on occasion to get a target. The pushcart has a large bellows on it, a pair of small kegs attached to the barrel with canvas hoses, and a nozzle sticking out the mantlet. Under this is a lit torch jutting in front of the nozzle. A dragon's face has been painted on the mantlet. This is intended to use to defend the building from attack through the gate, but they'll use it to deal with other attackers as well. The pushcart takes three men to operate (2 to pump, one to aim) and two to move, although one could turn it awkwardly.

The pushcart dragon can be worked with the bellows to spew flammable material in front which is lit by the torch to splash burning material on anyone in its path.

This spray acts as a line effect blast of fire that does 6D6 energy damage to anyone it hits, with the line starting immediately at the nozzle and extending only 6" total. Anyone hit by the flame burns for an additional 4 segments, taking 4D6 energy damage the first segment, then 3D6, then 2D6, and finally 1D6 before it goes out. The pushcart dragon has only three charges of attack and can be pushed only 3" a phase. Once the cart has been expended, the men running it will step around and attack with a short sword and small shield, they are mercenary footmen. Anyone operating the pushcart does so at 1/2 DCV.

Any fire-based attack that does at least 4 body to the pushcart or the barrel and bellows apparatus will cause a catastrophic failure, igniting the materials doing 9D6 to the operators and a 5D6 explosion to the area around them.

Unless they are going to be flanked, the orcs and humans stay where they are and try to keep the enemies at bay with ranged attacks. If that fails, they will fight as normal, abandoning cover for their full DCV.

The pushcart dragon weighs 450 pounds and while it is easy enough to work is slow to move around and takes a special oil mixture to fuel it which is not readily available. Any alchemist will be able to duplicate the material with a sample, a -1 skill roll, and a day of work.

16b. OUTER PORTCULLIS WINCH

This room is cluttered with ropes, wooden blocks, and stools. In the main section is a table holding a candle and bowl of gruel. In the alcove at the back of the room is the winch for raising the outside portcullis. Sitting at the table is a man eating dinner. Sullenly staring at hi from the far wall are three slaves with chains on their necks attached to the wall.

The man is equal to a mercenary captain, he wields a dwarven steel greatsword and wears a chain hauberk and hood (areas 3-5, 8-14 covered). The slaves have about 5 feet of reach, which they'll use to grab and beat the slaver to death if he is disarmed and near enough, but otherwise they are quiet. In the slaver's pocket is the key to the chains holding the slaves and a topaz worth 10sp.

16c. INNER PORTCULLIS WINCH

If the party has made a lot of noise outside fighting (which is very likely) then the scene below will be of an orc and a slave facing off against each other.

This small room is plain and almost featureless. A small window looks into the gateway between the two portcullises and a large winch dominates the center of the room. Two orcs are sitting on stools facing each other at the far end of the room. One has a sword on the other one and they are glowering at each other.

The orc has just discovered that what he thought was his fellow slaver is actually a doppelganger and he is trying to hold it at bay with his sword. The doppelganger will act like a captured slave in ragged clothes if it has time to be ready for the PCs, and will try to go with them, claiming it's not safe outside. When it has a chance (camping, for example) it will try to overpower and kill one of the party, taking their place. It will use any opportunity when a party member is isolated or alone with it. If the party takes the duo by surprise, it will look like the orc and will get into a fight at the first opportunity, trying to move among the party and mix things up, changing into one of them and sowing confusion and chaos. It also will deliberately try to touch everyone (hugging them if a slave) to access their abilities in order to copy them. The orc has 4 cp on him and his sword.

17. TEMPLE DOORS

These double doors are each five feet wide and ten feet tall. Beyond them is a corridor stretching into the darkness, unlit. Every ten feet there are statues in niches on both sides, carvings of gargoyles on five foot tall pedestals. All the statues are clean and look relatively new.

These are not animate gargoyles, although if the party is worried about that, play it up (roll a PER roll for each, if one fails, have them spot one move slightly, etc). However, at each point x on the map a magical trap has been set. Anyone who steps into that point causes the trap to trigger, flinging the statues at the victim with 40 strength total. Unless the PC can make a dive for cover roll, they take 8D6 reduced penetration damage from the collision of stone. Once each trap fires, it will not go off again.

18. TEMPLE CHAMBER

Beyond these double doors is a large open room, lit by braziers and candles. The scent of incense is faintly noticeable. Across the room opposite the door is a dais and altar. This consists of a semi-circular 3-step platform projecting out from the wall. On the dais rests a gigantic statue. This statue is of a one-eyed orc-like humanoid statue stading with legs spread, holding a sword with both hands over his head. IN front of this statue, standing on the main floor, are 3 orcs dressed in plate mail and carrying halberds. Behind them stands a woman wearing robes and carrying a wand. To the right of the double doors is a poor-box mounted on the wall. To the left and in the corner is a font with ten slaves chained hand and foot beside it.

The woman is named Kermail and she is a mage. She will upon spotting trouble immediately cast two spells: blur on herself and a 5D6 area effect any dazzle (from a scroll) on the characters. She will use her-spells carefully to keep range and weaken the PCs while her orcs kill them. She has already cast *Cloak* on another Orc who is wearing no armor and wields a pike, he is standing by the poorbox, utterly inaudible and invisible. He will fight invisibly, using the 2" range of the pike to stab targets and yet be outside melee and perception range (thus avoiding the fringe effect, although a -2 PER can sense the pike as it shows up close to someone). The invisible spell drops if the mage is killed or knocked unconscious.

The orcs and the mage are commanders, responsible for the management of daily operations of the temple. They greatly fear the slave lords and only substantial inducements will get them to talk (effectively each has 3 resistance). However, they do have a near-complete knowledge of the layout and workings of the temple. They can provide accurate directions and may betray Sturm Bluecoats, the minor slave lord, to save their own lives. They will *never* reveal the presence of the Mant or the tenuous nature of their alliance, hoping that the characters will blunder along to their doom. They also will try to lure the PCs into area 10 by "letting slip" that's where they buried the treasure.

On the floor between the legs of the orc statue is an obvious and ornate trap door. This leads to the lower sections of the temple through the Mant lair. In a niche at the top of this shaft are 3 bags with 300 copper each, a gem worth 20 silver, and sheaves of parchment the mage tries to burn if the fight goes poorly.

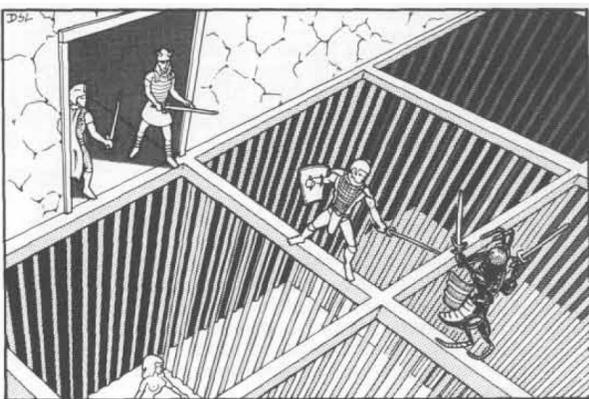
These papers have vague information on the activities of the slave lords, and if the PCs can study them carefully, useful information can be garnered from them. The contents of these documents is in Handout 2

The trap door to the lower level is trapped to prevent unwanted people from the lower level. If the trap door is opened without first locking the secret catch located in the left heel of the statue, the arms of the statue fall forward. Although the blade is not sharp it is very heavy and anyone at the trap door or in the hex in front of it suffers 9D6 damage as the blade shatters on the floor.

19. RUINED CHAPEL

This was once a large high-ceilinged chamber, obviously the altar room of the previous temple. The ceilig was once built from stone arches, but now is collapsed, crushing the altar. Great shattered blocks and columns cover the floor, and the roof is open to the sky. Sheets of roofing material and jagged beams thrust up from the floor, Ivy covers the walls and a fluttering and squeaking can be heard.

The squeaking comes from a number of Bloodfang Vermin equal to double the party in number that live among the ruins. Under some of the ruins is the rat nest, which contains a lot of bones and trash and a jeweled dagger worth 10sp.



Each new area or hall, roll a D6. If a 1 results, there is an encounter; select from or roll on the table below. There is also a 1 in 6 chance of an encounter every hour of rest.

ROLL	RESULT	NO.
2	Mant patrol	D3+1
3-4	Orc Patrol (see below)	2D6
5-7	Slave Band (see below)	var
8-9	Sewer Rats	3D6+2
10	Bloodfang Vermin, 1D6 and Sewer Rats, D6	var
11	Plated Hound	1-2
12	Winged Mant	D3

Orcs: There is an 8- chance that an Ogre is present with any band of orcs. The orcs will be armed with a light crossbow and battleaxe, wearing no armor.

Slave Band: 2D6 slave shackled and manacled together are herded through the sewers by D6+2 orcs armed with whips and short swords. There is an 11- chance that a buyer will be present; an ordinary human merchant type with 2 Mercenary Thug bodyguards.

CONSTRUCTION NOTES

There are three main types of construction found throughout the underground passages of the temple: dirt tunnels and chambers, sewers, and passageways and rooms.

Dirt tunnels are dug from the soil, with beams every five feet supporting the ceiling. The passageways in these dirt areas average ten feet wide with the ceilings seven to eight feet high. Chambers in this area are delved from the earth and supported by beams, with no planks on the ceilig or floor. The walls and floors of these dirt sections are slightly muddy, but seem firmly packed and stable.

The beams have 5 defense and 8 body before they no longer support an area, resulting in an 8- chance of collapse. Each timber in a continuous area that is destroyed has an additional +1 to the chance of collapse when it is destroyed. The walls have 3 defense and each hex has 6 body before it crumbles into the tunnel, blocking it partially.

If a hex of dirt is crumbled, then this has an 8- chance of triggering an immediate collapse, increased by 1 for each nearby crumbled hex.

If a collapse occurs, then D6 hexes centered on the collapse area will crumble in, blocking the hallway (if 4 is rolled, for example, the central hex and one hex to one direction down the hall or in all directions from that point collapses, and two inches the other direction collapses (or half of the radius is 1" larger in a chamber)). All characters in the radius who have not acted this phase have a chance to dive for cover as the collapse occurs, and all who fail to get clear suffer a normal attack of D6+2 in D6 (3-8D6) and a D3 defense entangle with as much body as the amount rolled on the damage dice. Anyone pinned by the entangle is unable to see or breathe, and hearing perception rolls are reduced by an amount equal to the defense of the entangle holding them in place. This entangle takes half damage from attacks not designed to dig dirt away.

The GM should keep careful track of damage done to walls and beams by missed attacks and any area effect magic. Most energy damage attacks will do no damage to the soil walls, but will damage the beams (except cold, which does nothing).

Sewer Tunnels are twenty foot wide arched passageways of brick and stone. The walls are old, crumbling brick covered with molds and slimes. Along one side of this is a five foot stone ledge.

The ceiling is formed of stone blocks, with stone arches buttressing the ceiling every ten feet. The ceiling is seven feet tall at the sides and ten feet at the center of the arch. Water drips from cracks in the stone and some areas have tiny stalactites from calcification. In some areas, small plant roots hang down from above.

The remainder of the passage is filled with a runoff mixture of sewage and water, six inches below the level of the ledge. The water depth varies from 5 to 10 feet (4+D6 feet). Garbage floats sluggishly at the surface, but beneath near the bottom is a channel in which the water flows at the rate of 2" swimming toward area 2.

The remainder of the underground levels are made of blocks of smooth stone, some damp mud tracked on the floor and dust in other areas, with any doors of heavy oak bound in iron with large rivets. This area is a uniform 15 feet below the surface in the Temple area.

1. ESCAPE LADDER

A ladder extends from a circular stone shaft to a dirt tunnel. The ladder is wooden and in good condition, not attached to the wall. There are many tracks in the mud at the base of the ladder, which is muddy from feet on its rungs. The air is damp and foul.

This ladder leads to the temple altar on the surface (room 18). A stone lid covers the top of the shaft, but this may be easily moved from below. Just below the top of the shaft is a small niche stuffed with the items described on page 27. Along the lip of the shaft is a small catch. If this is not found and set, the trap described in room 18 is triggered on the first person who exits through the opening.

The tracks are of orcs and *something* else that it is very unlikely that the tracker recognizes (-3 to any appropriate skill such as animals, tracking, monsters, or survival).

2. GRUB HATCHERY

The floor of this room is completely covered with drying garbage and other foul, rotting materials; characters must wade through this to enter the room. The air is steamy, and condensation has formed on the walls, already covered by pale, moist slime growths. The heat of the rotting garbage rises from the floor, almost nauseating in its intense stench.

The room is actually a pit, filled with sewage waste up to the level of the surrounding passages. The sewage is five and a half feet deep and the consistency of slimy quicksand. Beneath the sewage at the entrances are five foot square platforms, and connecting them in an arc around the north side of the room is a three foot wide ledge, all just beneath a 2" garbage. Steps lead down into the sewage from either platform. Characters walking into the goop will fall into the sewage even from the stairs (unless they make a DEX roll).

Characters in the pit are rapidly submerged to their arms and any with a DEX or DCV penalty due to encumbrance will sink at the rate of 1" each phase for each modifier, with an additional amount equal to any movement modifiers from encumbrance. Inside the goop, movement is -1" and combat is at half CV. Even creatures accustomed to swimming will suffer these penalties because of the muck.

The sewage is mildly corrosive; it will not harm the PCs normally, but it does cause a 1/2D6 body drain to all equipment the characters have (except glass and objects protected from acid) each turn. Any character that is bleeding or has unbound wounds that were from body damage will suffer the same amount of damage each turn as the burning crud gets in their wounds. Each character so affected should make a CON roll or become ill as well (suffering a 3D6 drain to STR, DEX, CON, and BOD with a gradual effect over a full week, starting with 1/2D6 the following morning and each morning after that until the full effect is up. This drain recovers per 2 days once the disease has run its course).

Inside this goop are a number of Mant Larvae equal to the party in number, plus one. They are not particularly dangerous normally, but in this environment (which is harmless and nutritious to them) the Mant Larvae thrive. They have only 2 OCV and DCV, and only 3 speed, attacking last in every phase they move. A Mant Larva bites for 1D6 penetrating killing damage and has 5 body with no defenses at all.

3. EGG CHAMBER

The passageway rises quickly above the level of the sewage, and the chamber floor here seems dry. The space is large, and the dirt ceiling is supported by many beams. Ten feet away, spaced in a rig around the only entrance to the chamber, are three large insect creatures. Each carries two crude clubs, one in each upper forelimb. Beyond them near the far wall are many glistening white ovoids, about 6-12" in length.

Three Mant are guarding the egg chamber, and they instantly attack any strangers who enter the room. Due to their training and protectiveness of the eggs, each has +1 OCV. If not surprised, they will attempt to call for help with a strange ratcheting noise made by rubbing two hind legs together and clicking jaws.

This has an 8- chance of summoning D3 more Mant from area 8 below who arrive in a turn. The Mant here are armed with two clubs each the equal to a mace.

The twenty ovoids on the ground are the eggs of this nest, which can easily be cut open to reveal developing Mant. There is no treasure in this room (unless you're a Mant). The eggs will hatch in D6 weeks without need of care or special treatment, as long as they are kept above 40 and below 100 degrees Fahrenheit, they will survive. When hatched, the larva will emerge and look for food, which rotting sewage will provide, but the creature has a strange Ph level which will kill it unless immersed in the acidic sewer of the kind the Mant created in area 2, above. Even when hatched, the creature will not be friendly, it will seek its kind and die in D6 weeks if it cannot find any, lacking the mental community and companionship.

4. LARDER

A five foot wide path runs through the center of this room from exit to exit. To either side of the path is a trench (5 feet wide) filled with grain. Beyond the trenches are piles of dried car carcasses and mounds of rotting vegetation. Hung from stakes driven into the walls are leather skins and full bladders.

This chamber is the food storage area for the Mant. The trenches to either side of the path are three feet deep and filled with wheat, corn, millet, rye, and other common grains mixed together. The mounds of decaying vegetation are crawling with Carrion Beetles, visible upon any inspection when the characters are in the room. The Mant consider the beetles a delicacy, and there are fifteen of the creatures in this room. Within this room are three doses of Joef nuts hanging in the vines which look like roots in the ceiling. The piles of carcasses are of 26 sewer rats and 14 humans, all unclothed. The leather skins and bladders are filled with honey and wine.

5. MANT CHAMBER

This large dug-out chamber has several exits visible. Three of these are man-sized in height and lead off in different directions. The other exits are smaller, near the floor, and appear to be only large enough for ratmen to use. There is much activity, and the room appears to be a meeting area. Four insect men are occupied with various tasks: mending straps, eating, sharpening weapons, and so on. Around their feet run five gigantic reddish ants.

Just before each tunnel is a silken trip cord set about four inches above the floor. Hanging over the entrances is a net carefully concealed against the ceiling. It takes a -2 perception roll to spot the trip line and -3 to spot the nets, but only if characters are specifically looking. The nets cover an entire hex centered on the doorway when triggered, doing a 4 defense, 2d6 entangle on everyone in the area.

When a party enters, the Mant command the Crimson Diggers to attack as the Mant gather their weapons. Each one fights with two broadswords and two small shields (+2 total DCV, can block 2 different attacks), using four legs and balancing on their abdomen. If the characters are forced to retreat, the Mant will attempt to get to area 6 (the breeding chamber) to protect the queen.

The commanders of the temple above (area 18 of the surface floor) and the minor slave lord who controls this operation (area 21 this level) have arranged an alliance with the Mant colony. In exchange for food, the Mant provide some guards and allow the slavers to use the sewers. However, they are very territorial about their dens. The slavers are only allowed to pass this room to get to areas 1, 7, 19, or 21. Even then, the slavers must stop and get permission to enter the area. They are watched constantly and are attacked with the slightest provocation: the Mant do not trust humans and orcs. If the slavers violate the agreement, the Mant will simply become enemies and try to drive them out of their area.

6. BREEDING CHAMBER

This chamber is a large cavern dug from the earth, its ceiling supported by beams that extend from wall to wall. The ceiling is 12 feet high and the floor is puddled with water. Several openings are visible, some four to five feet high while others are only a few feet high. Towards the center of the room is a gigantic form, an ant with a huge, bulbous, distended abdomen and weak, feeble legs. The entire form is about twelve feet long and four feet wide. Around it stand six insect men armed with halberds, daggers, and shields. On the floor against the south wall are four leathery white ovoids about a foot in length.

This is the main breeding chamber of the Mant. It is occupied by the immobile form of the queen and six Mant drones. Their fanatical devotion to the nest makes these Mant +1 to hit and +5 strength, and they will not ever surrender. If the Mant Queen is killed, the entire colony is aware of it and goes berserk, attacking everything that they see except other Mant.

The Mant queen is immobile and cannot fight, but she is able to exude chemical weapons in her defense. The first is a reeking and repellant stench, causing a 2D6 continuous smell flash attack and an 8D6 CON based mind control to flee the room. The second is a gas that causes weakness, filling the room and draining 1D6 strength every 6 segments (her speed). Neither of these gasses has the slightest effect on any Mant, but it does affect the Crimson Diggers. The Queen will not use the gas unless personally attacked or the fight is going poorly for her soldiers.

In 2D6 segments after the party enters, D3+1 Crimson Digger soldiers show up from the mouths of the ant tunnels. They will retreat before significant fire, and the Queen's revulsion gas will work on them. Every phase the ants move 1 more ant will arrive through a tunnel with a half move until a total of 10 have arrived. If the tunnels are blocked, the ants may be slowed.

Along the south wall are four egg cases, they have been collected after the larva have hatched, then cleaned and sew together to form sacks. Three of these cases contain 100 copper each, and the fourth has a Healing Potion, a *Shaded Cloak of the Bear*, and a *scroll of protection from cold*.

These items were given them as part of the alliance by the slavers, and the Mant carefully stored them away because the slavers seemed to think they were valuable.

7. SPARE LARDER

This chamber appears empty although the floor has four pits dug into it, each three feet deep. There is ample room between the pits to safely walk across the chamber. The pits appear to have nothing in them. On the east wall is a ladder to a trap door in the ceiling.

This is a reserve, unused food storage area. Inspection of the pits reveals a scattering of grain in one, but nothing else. The trap door is locked from the top side, but there is a secret catch on the underside which a PER roll at -2 will locate. This leads to area 13, inside a large hollow altar (see area 13 in the Temple, page 24).

8. GIANT ANT LAIR

These tunnels are small holes dug through the earth, unsupported and unbraced. They are a foot to a foot and a half across, only large enough for a ratman to crawl through. This is the lair of the Crimson Diggers.

8a. NESTS

Each chamber contains 2D6 Crimson Digger workers and D3 Crimson Digger Soldiers. For each room, roll a D6, odd contains food, even contains eggs. Each of the food rooms has a +1 to cave herbalism rolls and a maximum of 3 dose of any given herb.

8b. QUEEN'S CHAMBER

In this chamber, protected by 2D6-2 Crimson Digger Soldiers and 2D6 workers, is the queen. The queen is not a combatant any more, but she is defended by the other ants. The soldiers fight as the workers carry eggs out of the room (20 total, they can each carry one). Once the eggs are gone, if the intruders are still here, then the workers gang up and carry the queen to a different chamber. If this succeeds, the workers come back and attack the intruders. If the queen is killed (she has double the normal stun and body of a worker, the same defenses, and is immobile), then the ants wander around aimlessly and confused for D6 minutes, then slowly leave the nest.

9. LEDGE TRAP

The only noticeable feature here is that a greater than normal amount of trash floats on the surface of the sewer runoff.

If the characters remark that they are observing, they notice that garbage floats in from both directions and collects here although the amount of trash never really seems to increase. There is a drain in the center running off channel and a trap has been set here to take advantage of this feature. The ten foot shaded area of the ledge on the map has been fitted to pivot. Unless precautions are taken, the ledge tips, and the edge of closest the wall tilts up while the other end tilts into the sewer. This will only work if more weight is on the side closest the sewer than on the side closest the wall. The stone here is slick and muddy, and once the tilt begins, it takes a DEX roll at -4 to get clear rather than fall into the sewer.

Once in the water, a character is pulled down by the drain suction. This suction has 25 strength worth of pull which may be resisted by swimming and brute strength, half the character's strength may be used to resist the suction, and each 1" of swimming speed adds 5 to this strength. Each -1" of movement and -1 modifier to skill and CV due to encumbrance counters 5 Strength worth of resistance to the suction. Characters who are pulled into the drain cannot fit down its pipe, but will be held there with the full strength and eventually drown unless somehow protected or rescued. Obviously any item put in the water such as a weighted rope or pole will be pulled toward the drain and thus the character under the surface. Although the debris, cloudiness of the water and discomfort of the liquid in eyes will blind any character they can attempt a PER roll to feel items sent to them to grab and use to escape by.

When leaving this area toward area 10, the characters begin to hear a thumping of steady, irregular drums in the distance. The sound echoes throughout the passage building in volume as they move toward it, from somewhere ahead.

9a. SEWER BRIDGE

There is a wooden bridge supported by stone pillars that crosses the river of sewage at this point. The bridge is five feet wide, made of arched stone, and is both well built and stable. It will support 750 pounds of weight before beginning to crack and suffer damage, taking 1 body for each 50 pounds over this weight limit until it suffers a total of 6 body and collapses.

10a. FALSE DRUM

The sewer passage here ends in a tumble of ruin, completely choking the passageway. Part of the collapsed tunnel forms a ledge extending into the water, which is stagnant and slimy, reeking incredibly. An old tun rests upside down at the edge of the ledge.

This small barrel acts as a drum when drops of water strike it from above. The sound resounds through the sewers at irregular, but closely paced intervals. Should the tun be moved or disturbed, the local creatures will be aware that someone is wandering around in their area. For D6 hours, the creatures in this local region will be ready for intruders and not surprised outside extraordinary measures (teleport, invisibility, etc).

At the end of the passage, in the rubble of the collapse, is a door carefully camouflaged to appear to be part of the ruined wall. Spotting this door requires a sight perception roll at -3, but it opens easily enough when tried.

10b. SECRET DOOR

This secret door is a stone slab that pivots around a vertical access and is thus hidden from both directions. The slab will pivot in either direction, and could possibly be used as a lever to shove someone into the sewage at 10a.

11. SMALL SEWER CHANNELS

The construction of the sewer changes here, the main channel dividing into three smaller tunnels. The walls are still made of brick and the ceilings of stone, but there are no longer any dry ledges to walk upon. The floor is solid, but is covered with about 18" of sewage and 6" or more of muck. Wading through this is difficult and tiring; all movement is slowed by 1", using 1 END extra per turn, and all combat is at -1 DCV. If a character suffers body damage, they must make a DEX roll at -1 per body suffered or fall down.

12. ORC AND OGRE OUTPOST

This irregularly shaped room has apparently been enlarged by the inhabitants of the sewer. The western half of the chamber is raised about six feet above the level of the sewage and the three passages that enter the west side of the chamber each go up a short flight of stairs to reach the room. The eastern half of the area appears to have been recently excavated. It has dirt floors and a ceiling supported by beams. The stone wall connecting this area to the western half has been partially removed. There is a ladder in the eastern section that leads to a trap door in the ceiling and there is a door set in the northern wall. A great number of orcs and three ogres are in this room. They appear to be armed and standing watch.

If the tun at area 10a was removed, the creatures here are ready for an intruder and watching the doorway with three ranks of 2 orcs each on the steps. Behind them the ogres will set up with their throwing rocks and the rest of the orcs will hide out of sight. If not, they are busy with other activities such as cards, dice, talking, and so on.

There are 18 total orcs and three ogres, with the ogres acting as captains for the orcs. The orcs are armed with spears and hand axes, half of them have crossbows. The ogres have three throwing rocks each (dealing +1D6 to their strength at -1 range modifier) and clubs (+2D6 damage to strength). Once fighting begins, six of the orcs will head down the other passageways and try to circle around behind the party. The remaining six orcs will take the place of ranks that are killed if the group is ready for intruders.

The trap door in the ceiling is not completed, it leads nowhere at present although a set of iron rungs are bolted to the wall acting as a ladder that leads up to it. In the corner is the group treasure totaling 180 ip, 36 cp and one gem worth 5 sp. Each ogre carries 2D6 cp and D6-1 (0-5) sp. One of the ogres has a *Wand of Fire Bolt* that he cannot use but thinks is incredibly powerful and will try to threaten opponents with it.

13. SEWER COLLAPSE

The sewer ahead appears to have undergone a major collapse, and the passageway is almost entirely blocked. A narrow path crosses over the tumble of rocks that the sewer water flows under. It is blocked in the center by a large beam that extends from a crack in the floor all the way to the ceiling. The beam appears to support a large stone block and prevents a total blockage of the passageway. The ceiling height here is seven feet. To either side of the beam are spaces that someone small could squeeze through. On the ground around this area are five flat pieces of rock (each about 6 inches thick), two broken beams (about 5 feet long each) and a broken set of manacles. Orc graffiti decorates the walls.

The beam blocking the center of the passageway does indeed support the stone block in the ceiling. If this beam is removed or broken, the block immediately falls with a tremendous crash and blocks the passageway completely with 5 defense, 11 body of stone. The passageway here can only be widened with magic or extensive, long term work involving tools the party is unlikely to have. If attempts are made to push the beam to the side, the block will slip a few inches down the beam with a groan and make the passage slightly tighter.

The gaps around this blockage are small, only someone with shrinking or the size of a ratman can make it comfortably, otherwise, only someone with less than 10 body can squeeze through the gap. Any equipment carried adds body equal to any negative modifiers it causes the character (so armor that causes a -2 DCV and skill roll penalty would add 2 effective body to a character). The beam and stone block combined weigh 8500 pounds. None of the orcs or Mant can fit through this blockage.

14. ORC GROUND POST

This is a small dirt chamber. In the east corner is a small glowing brazier that provides a dim light and little heat. The odor of burned meat and uncured leather hangs in the air, and the walls are hung with the hides of various creatures, all poorly prepared. About the room are six orcs armed with spears and swords. Near the exit is a gong hung from a large bone stuck into the wall.

The six orcs are guards to alert the main chamber of any attacks. If not surprised, D3 of the orcs will attempt to flee the chamber headed north, attempting to pound the gong as they go. If not stopped, they will run straight up to area 15 and sound an alarm. The remainder will stay and fight, although they will try to flee overwhelming force or if half their numbers are downed.

The skins on the wall are worthless trash, too poorly prepared to be useful. The brazier is worth perhaps a copper if cleaned up. Each orc has his weapons (spear and short sword) and D6 copper.

15. ORC CHAMBERS

a. MAIN CHAMBER

This crudely fashioned room is large and somewhat crowded, being occupied by many orcs engaged in daily tasks. The walls throughout are hung with weapons shields, skins, and banners. There are several small cooking fires, each with a low mound of dirt. The air is smoky and smells rancid.

There are 24 orcs here, six males and 18 females (-1 body and -3 stun, otherwise the same as males). All will fight, attempting to capture or kill intruders. There are also 20 young who will not fight. A variety of weapons will be available to the orcs, all either +1 OCV and D6+1 KA or 1 1/2D6 damage. If six or more orcs are killed, one will try to flee and summon aid from the adjacent chambers. If possible, these reinforcements will try to circle around behind the party, although this will take some time. If the orcs are forced to retreat, they will avoid dead ends.

The skins on the wall are trash, being poorly cured, ragged, and even rotting. The other items are worthless such as dice, baskets, and so on. Each orc will have D6 copper on them and an 11- chance of D6 more.

b. CHIEF'S DEN

This room appears much like the others in this orc lair. It is an earthen chamber, walls hung with furs and worn tapestries. The tapestries are dingy and drab colored and are a hodgepodge of styles and origins. The floor is covered with skins and furs covering the dirt. At the north end of the chamber is a raised platform decorated with random furs, with a large chest on the right hand side. In the chamber are eight large orcs, armed with heavy weapons and ready for combat. On the platform sits a very large orc flanked by two ogres.

The chieftain of this orc tribe, his bodyguards, and two ogre advisors are in this room. They heard the melee in area a but were unconcerned, as they don't really care about their fellow orcs and figured it was just a big fight between the women anyway. All of the orc bodyguards here are armed with heavy flail and short sword, wear heavy leather armor, and will fight to the death. The chieftain (named Hurggrim) is armed with a poleaxe and two longswords and wears a suit of scale mail armor. The ogres are armed only with their mighty fists and claws, and wear no armor.

The group of orcs and ogres will attempt to rush and bull past the party, pinning them in the room. If this is successful they will send one orc back to area a to gather fire, which he will hurl into the room trying to light the furs and skins on fire (each attempt has an 11-chance of catching fire). Should this succeed, the PCs have one phase to smother the fire before it begins burning so heavily it will take two phases, then it is out of control. The fire will take over the room one hex every 3 segments, burning the hex for D6+1 KA energy damage and each hex adjacent to it (that is not aflame) for 1/2D6 energy KA. The orcs will try to keep the characters in the room, it will take a full phase for the orc to reach a fire and get a brand, then a full phase to run back and toss the fire into the room each time.

The chest is locked (-2 to pick) and protected by a Sovin glyph (paralysis entangle 2D6, 2 DEF vs CON). The key to the chest is on Hurggrim. The chest will survive glyph intact even if the entire room burns, although it will be slightly charred.

Within the chest are three bags of copper pieces (40 in each), four gems (5 cp, 50 sp, and 20 sp), three daggers (one normal, one star iron, and one felstone), each of which is coated with Hellbore and a resin so that they hold the venom indefinitely, but only poison D3 times before it is washed off.

16. WITCH DOCTOR'S CAMP

a. GUARD POST

Here the sewer resumes with a low wall of stone blocking the ledge at this point. Across the sewage to the east from this point are three ledges extending five feet into the liquid. Each is ringed by a low wall of loose rocks.

The low stone wall is three feet high, the rock barriers 2 feet each. Eight orcs live in the chamber just west of the ledge, armed with short swords and spears. At present, two of them are on guard duty behind the wall across the ledge. They will not attack across the ledge, and will take cover behind the wall if fired at with missile weapons after throwing their spears. They will call for their fellow orcs to join the battle as well. If two or more orcs are killed, they will fall back into the chamber, forcing the party to climb over the wall to engage (which takes a half phase or an acrobatics roll). If any orc has their spear left, they will jab at the party as they clamber over with the 1" reach.

In the chamber is a stone box containing 148 cp. Under this 300 pound chest is a cavity in the earth containing a necklace and earrings worth 75 sp as a set but only 15 sp each separate. There are also two fifteen foot long planks used to cross the sewer.

b. WITCH DOCTOR'S LAIR

Six orcs and an orc Witch-Doctor live here. The orcs have light crossbows and battle axes. The Witch Doctor is not a shaman, he is an herbalist, alchemist, and spiritualist. He has some magical ability (an Invocation roll), but no spells and relies on psychology, herbs, and force of personality for his magic. The Witch Doctor's character sheet is on page 43 following the adventure. He has armed each of the orcs with a bomb of concentrated sewage and other chemicals that they will fling at the party before firing their crossbow.

This bomb has a 14- chance of exploding, doing a hex effect attack. The attack is a 1D6, 1 DEF CON-based entangle of helpless wretching and gasping, plus an explosion effect of 2D6 OCV and DCV (effect halved on DCV). Each orc also has a Healing Draught and D6 copper.

If any noise alerts these orcs of intruders, the orcs will move to the entrances on the east side of the sewer (2 each ledge) and hide behind the low walls, kneeling. Once the party is engaged with the orcs on the west side, these orcs fling their bombs then fire crossbow shots, alternating so that one orc in each niche fires each phase while the other reloads.

The Witch Doctor stays back and chants, waving bones and clattering things around, throwing dust in the fire in his room causing it to flare, and so on, apparently working great magic but having no effect. He is a coward and surrenders immediately if menaced, even offering potions (including some poisonous ones) to leave him alone. There are two fifteen foot planks here for crossing the sewage as well.

17. GAS FILLED ROOM

A short flight of steps leads up to a landing on the north end of the sewer above the sewer runoff. There is a door in the center of the north wall. The air here has a bitter odor, different from the rest of the sewer.

The door is stuck shut, swollen and held by pressure from the other side, so that a PC must make a Strength roll to open it (any successful roll works). If the door is opened with a whoosh of stench, the PCs see:

Beyond the door is a room, cluttered with debris. The air is bad and makes the eyes sting slightly. There is a door on the opposite wall.

The entire chamber is filled with reeking, horrid gas that built up from the sewage and materials under the stone floor. This room is used as a trash heap by the slavers, throwing things they don't want or need into it and closing the door. The room has no treasure or item of any worth, but anyone within the room will find that they are suffocating rapidly. The air here is unbreatheable, it is so tainted with CO2 and other gasses that it is noxious. Thus, characters must hold their breath or have some way to breathe while in it.

The air also causes eyes to water and burn, reducing vision by -2 to all range modifiers and -2 sight perception. The orcs know about this room and may run through it, eyes closed, and through the far door if not closely pursued. The gas will tend to cling to the room as it is heavy and there is little air movement.

18a. THE SLAVE PITS

This room is large, with a high ceiling. Two pillars, five feet in diameter, reach twenty feet from floor to ceiling in the middle of the room. A grid of ten foot square trap doors form the floor of the entire room. They are hanging open, forming a grid of six inch wide beams between them. Fifteen feet below may be seen empty slave pits. These are each ten feet square and are separated from each other by iron bars that reach up to the trap doors.

Standing out of sight, one behind each pillar, are two Winged Mant. Each carries two short swords, two shields, and 12 darts strapped to the inside of its shield. The Mant will take to the air once the party is at least ten feet inside the room, flying and throwing darts at the party. If forced down or engaged, they will fight with swords and shields. Due to their clinging, the Mant are completely safe fighting on these balance beams even when not flying, but most PCs will lack such an advantage.

Any character with any sort of superior balancing ability such as the talent Supreme Balance or Light Tread will be fine, but those without some special ability must make a DEX roll at +1 each time they move or attack. Each 3" of movement is a -1 penalty to this DEX roll, and any attack that has a DCV modifier is -1 to the DEX roll. Each attack should be checked for knockback, if any results, the character is knocked into a slave pit. If this should occur, the trap door will close because the operator at 18b will be watching and activate it. If a character crosses over a closed pit, the operator will wait until they are halfway across, then open the doors, shutting them when the helpless PC falls in. If Mant is somehow dumped into a pit, they will fly out and the pit will not be shut.

The slave pits have iron bars separating each other, six inches apart. Each iron bar has 6 defense and 4 body, but if gripped in the middle, they may be bent as if they have 4 defense, if at least 1 body is done to them.

18b. TRAP DOOR CONTROL BOOTH

This is a small room with only a small table and a stool. At eye level is a narrow horizontal slit through which the Slave Pits can be seen. Under this are a series of levers. A Mant stands in the room holding a dagger, a shield, and a great sword.

This is the operator for the slave pits. He watches the room through the slit and controls each of the pit trap doors with the levers. The slit is 1 foot deep and while it might be visible (-1 PER roll, modified by range), the Mant beyond it is not unless the character draws within 2 meters of the room. If characters leave the slave pits and enter the hall leading to this room, the Mant will exit and block their passage if he can. The dagger he wields is a felstone *Aether Dagger* which he got from a deceased adventurer. The Mant will use this to stab people, ignoring shields.

19a. MAIN SLAVE CHAMBER

This broad, long room is filled with two rows of cages whose bars reach from floor to ceiling. Each has a door with a heavy locking mechanism in it. On the floor of the cells are straw and wooden bowls. Each cell holds a single man or woman, although each could hold more. Strolling down the central corridor between the cages are three humans and five orcs.

The humans and orcs are viewing the selection of slave stock in preparation for selecting the hardiest to march out of town on the caravan route. One of the humans is a merchant armed with a dagger under his robes. The second person is a female warrior equal to a Mercenary Captain. She also has a *Beloculus* on her. The last person is clearly a mage, wearing mage guild colors and insignia, equal to a Mercenary Mage.

Accompanying the humans are five orcs armed with spears, short swords, and light crossbows. The leader of this group carries a ring of keys that will open the slave cell doors (and any manacles encountered in this adventure). There are thirteen prisoners, ragged and beaten looking. Eleven of these are common folk, one is a mercenary thug named Elandar, although disarmed and without armor, who will join the party if allowed. The last is a mercenary scout who is a rank thief and who will say he's making a break for it, then hide and tail the party carefully and quietly (using Concealment and Stealth).

The thief's name is Fandor and he will try to steal from the party while they are otherwise occupied, camping, or not paying close attention. He will follow them until they reach safety outside the dungeon, or is caught.

Each of the merchants carries 3D6 copper and 1D6 silver as well as a map showing the general caravan route, although it was drawn by someone familiar with the route, providing only basic landmarks without much detail or scale. The map is found at the end of this adventure as Handout 1.

The mage has a ring that gives +1 to magic skill rolls, +1 mana regen, and one spell slot while worn. He also has robes enchanted to give him 4 PD, ED armor.

The remaining slaves will all want to be escorted immediately to an exit and will become very unhappy and troublesome if not helped in this.

b. STOREROOMS

These rooms have tables and shelves neatly piled with clothing, dried rations, manacles, whips, chain, rope, branding irons, and kegs of wine. They are kept in good order and free of pests.

There is no treasure in any of these rooms except food. The clothing is what is provided slaves, it is made of very simple, orange cloth tunic and leggings.

c. MACHINE ROOM

This chamber is set about five feet higher than the level of the slave pens. The ceiling is ten feet high. Mounted along the length of the ceiling are a series of pistons and springs that operate the opening and closing of the trapdoors in the slave pits. Presently maintaining these are five slaves, watched by a Mant with two longswords and a shield on its back.

This room is beneath 18b and the corridor. The Mant supervises the slaves, just making sure they keep doing something that looks like work and do not try to leave. If the drone is attacked, the slaves will drop what they are doing and try to help out by grabbing the Mant and hindering its actions. Even if some are killed they will keep trying, for what do they have to lose?

20. TRICK STAIRS

A staircase goes down about ten feet and ends in a small landing with a door facing the stairs. The steps are made of flagstones but the mortar is rotten and the flagstones are slightly loose.

The staircase here will become a slide once 300 pounds or more are on it if the secret catch in the doorjam to room 21 is not locked. Once the door is closed and no extra weight is on the steps, they revert to a staircase once more. The mechanism may be found if a traps or mechanics roll is attempted (at -4) but it cannot be affected from this area.

21. SLAVE LORD'S DEN

This chamber is circular with a moat of sewage surrounding a bare platform in the center. Around the outer wall of the room is a three foot ledge connected to the center of the chamber by three arched stone bridges. On this ledge stand ten orcs. From the west side of the room a staircase descends into the center of the platform. Opposite the stairs to the east is an alcove containing a table, chairs, and many crates and boxes. There is a man sitting at the table with Five Plated Hounds lounging around it. A ladder at the back of the alcove leads to an opening high in the wall. The entire area is torch-lit.

The man sitting at the table is Sturm Blucholtz, a minor Slave Lord. The five Plated Hounds are his pets, trained to obey his commands. If not surprised, he will order the dogs to jump the moat and attack the party. Some of the dogs wander and might be encountered elsewhere, those might be dead, so the GM should keep track of how many survived. After this he will hide behind the boxes and activate his *Ring of Vanishing*.

He will use this to become invisible and jump behind targets for a surprise attack, using the ring repeatedly and burning its charges.

The ten orcs are armed with light crossbows and short swords. Two stand at each bridge while the remaining four position themselves halfway between the bridges. The orcs will first fire a salvo of crossbow bolts at characters not fighting the weasels. The orcs will try prevent characters from crossing into the alcove area.

The crates contain rations, chains, clothing, and other supplies in preparation for a slave caravan. In one crate are bags of coins, 500 cp total. In another sack in a different crate are three pieces of jewelry worth 10 sp each. On the table are the records of the slavers' activities in the area. Characters will have to study these for at least twenty minutes to gain any useful information.

All useful paperwork in this section are found in the Handouts section at the end of the adventure. One of the documents is a plan by Slave Lord Stalvan Klim attempting to use the party as his tools to kill his rival Eldralve.

The ladder leads to a dirt tunnel that eventually exits in the cemetery of the of the temple above ground (see area 8 of the ground level).

Blucholtz is written up in the NPC section following this adventure. Each orc has leather armor and 2D6 copper on them.

This is the final room of the Slave Pits, with the final boss. He is dangerous and capable fighter, and with this many creatures it can be a very lethal fight, so the PCs may be hard pressed. They may end up being captured (again), and none will be killed as they will sell well on the slave market.



The information in the documents here provides the PCs with enough clue that they should have no difficulty following them to the next adventure. The southern trail into the mountains is well known and generally shunned by all but the progeny of the wild interior. It leads south out of Morien to where the Orc Hordes came pouring to sack and destroy the Westermark decades ago. Most humans know little of the interior and those who do are brutal renegades.

The merchant Alforas is well-known, if not well-loved, in Highport. He is considered an active dealer in the slave trade and is one of the few to travel unharmed on the southern route. He left the city after purchasing supplies for a caravan of about 100 around two weeks ago. Although he did not announce his destination, it is clear he was planning a trip inland. He and his caravan of slaves were spotted leaving the city moving south.

The party may at this point decide to run for freedom and safety, or at least to head north and restock. At this point they should be fairly well equipped and have plenty of money to get a ship to civilization, which at this point is Dornica. The voyage is only a few days, and if the GM desires, this can be fraught with storms, pirates, monsters and adventure, but should probably be reasonably safe and tame after the trials the party just endured. This is a good time to train, re equip, repair, and heal a few days before heading south in force once more.

There are a few ways the PCs can cause trouble for a GM in this adventure.

The first and most obvious is to just leave the area once they are free. This will be largely dependent on how the characters were involved in the adventure to begin with. The GM can appeal to various disadvantages such as a sense of justice, vengeance, protective of innocents, even a local love interest who just vanishes, captured by slavers. A thief who steals something dear to the PCs and vanishes into the temple will go a long way toward helping motivate the PCs as well.

Characters might through their actions in the city find themselves imprisoned. In fact, it is a good idea if the GM *does* throw them into prison should they act in lawless and destructive ways, to set the tone for later in the campaign: you are not a law unto yourselves, and the cops are something to be concerned about. However, Stalvan Klim will not leave such characters in prison indefinitely, as described on page 38.

It is not unlikely that characters will find themselves captured by the slavers or their allies. In fact, any time the characters are defeated (all knocked unconscious) they awaken in the slave pits, two to a pit and stripped of all their gear. The GM has a few options here, all designed to give the characters a reasonable chance to escape. The first is that any caster can be left unbound. They will lack any foci, but most casters will know some spells that do not require any such items, and perhaps even some spells that are delayed effect and can be cast at will.

Another option is to have the characters poorly guarded when moved from place to place. Since they were beaten once with all their gear, surely these losers don't need an armed escort! They could be guarded by a single Mant or orc as they are shuttled from area 18 (the slave pits) to 19 (the slave chamber). All the characters must do is overpower the single guard and they have a few pieces of equipment.

The third option is to have the slavers meet with buyers, but have light guard. One or two orcs can be with a group of ordinary merchants who while cruel and venal are ordinary out of shape men and unable to deal with PCs. This would happen in the slave chamber. A few downed orcs using hand to hand combat and numbers, and you have some gear to work with.

And the PCs gear? Temporarily it will be in area 19a, a store room. Sturm Blucholtz wants to examine the materials personally, but hasn't gotten time. The men and orcs all want to divide it up, so he needs a chance to work with the commanders and find a way to get a deal made. Until then, the gear is in a box in the store rooms.

The characters might be able to find the temple and even manage a way into it, but once inside might not be able to work out exactly where to go. There are no obvious pointers to how to get any place, and the pathways to the sewer level are all hidden or difficult to get to. If this happens, the PCs might need to spot someone going into an underground entry, or capture someone who is willing, after some resistance, to talk, telling them how to get where they need to go. An escaped slave could be used as a final, desperate move by the GM, telling the PCs how he got out (through room 13's trap door in the Temple is the most reasonable option here).

The GM may find that the characters are entirely too powerful for this adventure. If they fall within the point range suggested, this ought not happen, but it may be that the party needs a greater challenge. If so, a simple remedy is to give the opponents better armor. Just 2-3 points of armor can make a tremendous difference and is not completely unreasonable given the organization that is at work here. An additional +1 to OCV due to extra training would also make a difference, an overall boost to all the monsters in the entire dungeon. Some encounters might need a few more Orcs or Mant to give them an edge. The GM should study each encounter carefully before using it because many of the significant ones are set up with careful and skillful tactics: few of the fights in this adventure are straight up toe-to-toe brawls, most have special tricks and strategies that the monsters will employ that will make them more challenging than they would otherwise be.

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On the other hand, a GM may find the PCs are too challenged, that the monsters are too tough to handle. In this case, the GM can consider having the PCs get their hands on some more powerful gear such as a chest of weapons or armor carried by a pair of orcs, a nice weapon on one of the orcs who doesn't use it well (-1 OCV), potions, and so on. Reducing the numbers in the encounters can help as well, or dropping some of the aids (fewer or no Crimson Diggers for the Mant for example) or have no reinforcements show up. The GM should always have any minor or support NPC that is knocked out *stay out* for the rest of the fight.

It is possible that our heroes, the player characters, may find it useful or necessary to leave at some point and return to the slave pens. If this happens, the locals will know their security was breached and take special precautions against this.

The Goblin wall guards will be more attentive to begin with, no sleeping on the job. A patrol of two Orcs and a Warg will be walking the perimeter inside the compound, keeping an eye (and nose) out for trouble, armed with 4 defense mail, a light crossbow and a halberd each. In the temple, there will be more guards, so that a random encounter occurs on a 1 or 2 on a D6; the place is just more closely watched.

In the sewer area, there will be patrols, each new area reached roll a D6, if a 2 results then a patrol will come around within a minute of the PCs entering the area. A patrol consists of D3+1 orcs and a Plated Hound keeping a nose out. The orcs have shields and spears, and one will always run for help once contact is made (the orcs will not patrol the Mant areas, and the Mant make no changes).

Traps will be set at every entrance, either (D6: odd numbers) a bear trap hidden under some paper in a depression on the floor, -2 sight PER to notice, does D6+1 KA penetrating damage to the foot and holds for 20 STR; or (D6: even numbers) a Witch Doctor stink bomb on a trip line, -1 sight PER to spot, see area 16b (page 34) for details on what the bomb does.

In the earthen areas, any room entered has a 1 in D6 chance to have a hidden pit trap as well (2" deep, covered with thin wood strips and cloth and covered with dirt, -3 sight PER to notice). Even areas that the PCs have already explored and even cleared out will have a chance of a trap. The slavers are well organized and clever, they will try to protect their lair even more once it is penetrated.

There are a great number of NPCs in this adventure, ranging from slaves and slavers to townsfolk, monsters, and animals. Most of these are either non combatants (and thus require no special write up) or standard creatures (and thus are in the Jolrhos Bestiary). Any special NPC will be given a special write up in this section, with their skills, personality, and any personal gear. All equipment will be used to its best effect against the PCs by these special NPCs as they are intelligent and fighting for their lives.

HURGGGRIM (area 15b, Sewers) Yrch

Val	Char	Cost	Roll	Notes	
23	STR	13	14-	Lift 640kg: 4½d6	
17	DEX	21	12-	OCV: 7 DCV: 6	
18	CON	16	13-		
13	BOD	6	12-		
10	INT	0	11-	PER Roll: 12-	ECV: 4
11	EGO	2	11-	EGO Roll: 11-	
18/28	PRE	8	13-	PRE Attack: 3d6	
6	COM	-2	10-		
10	PD	5		Total: 18 (11 rPD)	
8	ED	4		Total: 15 (10 rED)	
4	SPD	13		Phases: 3, 6, 9, 12	
9	REC	0			
50	END	7			
35	STN	1		Total Characteristics Cost: 94	

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
6	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
3	Tough: Damage Resistance 3 PD, 3 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
5	Fearless: Presence +10; Defensive Only	-

Cost	Skills and Talents
3	Combat Skill Levels: OCV +1 with longsword
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
4	Weapon Familiarity: Common weapons
1	Weapon Familiarity: Pole Arms
3	Riding 12-
3	Tactics 11-
2	Invocation 11-
10	Two Weapon Fighting (hand-to-hand)

Total Powers & Skills Cost: 56

Total Cost: 150

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Hurggrim was a powerful war chief when Highport was destroyed, leading one of the war bands under the now-deceased Ogre Jarl. He took over the demolished Harvest Temple and oversaw its repairs and security, and when the council decided that humans should be encouraged to return, Hurggrim invited the slavers to use the temple as a base. He oversaw the alliance with the Mant after Sturm Blucholtz suggested expanding and using the sewers as a slave holding area. Hurggrim's tribe of orcs is small but smart and battle-hardened, they have good tactics and work well together.

Personality/Motivation: A grizzled war veteran, Hurggrim is fearless and cruel, but not capriciously so. He leads his orcs with great skill and cleverness, setting traps and ambush points so that intruders can be dealt with quickly and easily. Hurggrim is respected by the slavers and will be very difficult to replace.

Powers/Tactics: Stronger and tougher than even ordinary orcs, Orc Chieftains are skilled fighters and feared by their own kind. Hurggrim prefers to overwhelm opponents and use his environment, ambushing foes and using the terrain to his advantage. In combat, Hurggrim uses either a halberd for the reach and power or two longswords for speed. He relies on his armor for defense and goes all out on attack, leading his men from the forefront. His fur cloak is from an Elfin Cat and it is held in front by a magical scarab that weakens anyone who casts spells within a certain range.

Campaign Use: Hurggrim is a boss level encounter, the leader of the orc clan. The PCs cannot say that they have adequately dealt with the slavers while the orcs remain, and if Hurggrim is killed, the surviving orcs will fall apart in squabbles and scatter.

Appearance: Seven and a half feet tall, Hurggrim is enormous, with the build of a professional wrestler. His hair is long and braided, woven with rat skulls and fingerbones so that it rattles and clacks as he moves. His tusks are small for a chieftain, but he has large horns that curl forward and down from his temples of purest black. Hurggrim wears a Felpurr cloak with a sash of iron links over one shoulder.

Equipment: Key to chest in room 15b
Halberd
2 Longswords
Beast hide and star iron scale mail armor
Scarab of Sorrows
2D6 sp
5D6 cp
Two rings worth 12 sp

KERMAIL (area 18, Temple) Human

Val	Char	Cost	Roll	Notes	
8	STR	-2	11-	Lift 80kg: 1½d6	
14	DEX	12	12-	OCV: 5 DCV: 5 (+3)	
11	CON	2	11-		
9	BOD	-2	11-		
21	INT	11	13-	PER Roll: 13-	
14	EGO	8	12-	EGO Roll: 12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6	
14	COM	2	12-		
2	PD	0		Total: 6 (4 rPD hard) (+12)	
3	ED	1		Total: 6 (3 rED) (+12)	
3	SPD	6		Phases: 4, 8, 12	
4	REC	0			
22	END	0			
19	STN	0			
45	MAN	5			
7	MREC	0			
				Total Characteristics Cost: 46	

Movement: Running: 6"/12"
Leaping: 1 1/2"/3"

Cost Powers **END**
30 Spells: Apprentice Illusion and Castle var

Cost Skills and Talents

- 7 Magic Skill 15-
- 2 Weapon Familiarity common melee weapons
- 3 Language: Orcish fluent, accented
- 2 Language: Arcanium fluent conversation
- 1 Literacy
- 6 Combat Skill Level OCV +2 with spells
- 3 Conversation 12-
- 3 Persuasion 12-

Total Powers & Skills Cost: 57

Total Cost: 103

PTS Disadvantages

- 15 Psych Lim: Ambitious C/S
- 5 Distinctive: Mage EC/R

Total Disadvantage Points: -20

Ecology: Kermail is one of the people working with the Slave Lords, hoping to work her way up the ladder to become a Slave Lord herself. She has earned her way up to commander status, and is in charge of the temple with two orc commanders who are under her authority. Kermail is very ambitious and driven, seeking power, wealth, comfort, and greater glory for herself.

Personality/Motivation: Although not cowardly, Kermail realizes that her demise ends her ambitions, and ambition drives her more than any other single aspect. To this end, Kermail may attempt to bargain with the PCs or find a way to escape with her life to try again. She doesn't hold grudges, she views defeat as a challenge to overcome. Kermail does not do permanent harm to anyone, which might make her case to be treated mercifully more acceptable to the PCs.

Powers/Tactics: Individually, Kermail is not very tough, although she'll make life unpleasant while others are fighting. She has hard PD due to her staff, and she relies on that plus her *Blur* spell to avoid ranged attacks. Kermail stays back from the main combat as much as possible, even half moving to avoid trouble.

After *Blur* and the *Dazzle* scroll are used, Kermail will cast *Illusory Armor* on herself, and then begin to use her magic to trouble the PCs. She prefers to use *Distract* and *Unlight* on groups, and she will cast *Nightmare Weapons* on the visible Orcs if she has time, otherwise she will focus on using *Overawe* and *Shock*, and if anyone gets too close Kermail will use *Phantom Wounds* on them. If things go terribly wrong, she will cast *Walk Unseen* on herself and flee if she can, particularly if she has managed to get *Un sight* cast (she'll run into the darkness and turn invisible, then head to an exit).

Campaign Use: Kermail is a low end threat, a minor boss for the first level of the Temple. With the others in the room, this can be a challenging encounter, but none of the monsters should be too rough for the PCs to handle. Kermail may even be useful to the PCs if they force her to talk to save her life.

Appearance: Kermail is a pretty female mage in her late twenties with black hair cut in a bob and obvious mage gear on. Her robe is nothing special, but her staff is and she is very unwilling to part with it.

Equipment: *Scroll of Cloak* (1 charge left)
Scroll of Dazzle (5D6 flash sight, AE any)
Potion of Haste
Flinty staff of Shielding
D6+4 sp
3D6 cp

STURM BLUCHOLTZ (Area 21, Sewer) Human

Val	Char	Cost	Roll	Notes	
13	STR	3	12-	Lift 160kg: 2½d6	
19/21	DEX	27	13-	OCV: 6 DCV: 6	
11	CON	2	11-		
10	BOD	0	11-		
13	INT	3	12-	PER Roll: 13-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6	
10	COM	0	11-		
5	PD	2		Total: 9 (4 rPD)	
4	ED	2		Total: 8 (4 rED)	
5	SPD	21		Phases: 3, 5, 7, 10, 12	
5	REC	0			
22	END	0			
23	STN	0			
Total Characteristics Cost: 62					

Movement: Running: 7"/14"
Leaping: 2 1/2"/5"

Cost	Powers	END
3	Keen Senses: Enhanced Perception +1 (all)	-
1	Leaping +1"	
2	Running +1"	

Cost	Skills and Talents
3	Lightning Reflexes +2
4	Combat Luck 2 PD, 2 ED Armor
10	Defense Maneuver IV
40	Followers: Plated Hounds (x5)
2	Perk: Minor Slave Lord
3	Supreme Balance
3	Stealth 13-
5	Concealment 12-
3	Shadowing 13-
3	Sleight of Hand 13-
3	Lockpicking 13-
3	Traps 13-
2	Language: Orcish fluent conversation
6	Skill Level: Thief skills +2
4	Weapon Familiarity: Common weapons
9	Combat Skill Levels: called shot +3 OCV
15	Find Weakness (daggers) 12-

Total Powers & Skills Cost: 122

Total Cost: 184

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Sturm Blucholtz is a thief and a scoundrel. He stole his way into the Slave Lord Edralve's home and was caught burgling it only by chance, and was so audacious and bold about it that Edralve recruited instead of killing him. Over time, Blucholtz's abilities and contacts became more useful to the Slave Lords until he was given a position of authority in the newly opened temple base.

He quickly demonstrated so much organizational (and especially security) skill that Sturm was promoted to a lieutenant position to the Slave Lords. Now he controls this base and will give it up only over his dead body.

Personality/Motivation: Sturm is selfish and seeks comfort. The world owes him what he wants, and if they won't give it, well he's more than willing to take it. Amoral and heartless, Sturm Blucholtz rules the temple with chilling efficiency, setting traps through the entire complex. He stopped Hurggrim's rebuilding efforts to keep the temple's ruined and unimportant appearance, and it was he who suggested building the slave pens in the sewers, to his design. Sturm does not like to kill, nor does he like to *not* kill, it's just a means to an end. Anyone stupid enough to get between him and what he wants deserves whatever they get is how he sees it.

Powers/Tactics: Sturm's tactics are suggested in the description of his lair, he will try to use the ring of vanishing to jump behind targets, use his surprise and skill in picking locations to target the head and lay into them with his daggers. With his skill and surprise, this usually does significant damage, even to targets with heavy armor. Sturm does not like to fight toe to toe, he'll use the sewers to escape harm, his ring to dodge trouble, and even the orcs to cover his escape if need be.

If he must, Sturm will flee the party, trying to lead them into various traps and predicaments using his superior knowledge of the lair. For example, he'll try to flee to area 5 and involve the Mant, or area 9 where the drain trap is. He'll run up the stairs to 20 and hit the switch that activates the stair trap to deal with followers (if the PCs have not come that way, it is by default set to stay stairs until he hits the lever). Sturm will try to escape, and if he cannot, he'll fight to the death.

Campaign Use: Sturm Blucholtz is this adventure's big boss. He's not the usual kind where he stands and laughs as the party fights, he's the sort that sneaks around and ambushes them. Sturm will not be useful at all, but will be a serious problem while the party is busy with the orcs and plated hounds.

Appearance: Sturm Blucholtz is a blonde man in his thirties about 5'10" tall and 130 pounds or so. He wears clothes like a merchant, close fitting of inauspicious colors. Sturm is the sort that blends into a crowd. His only distinctive items are twin daggers at his left side and a plain silver ring on one finger. Hidden on him with a concealment roll by 3 are various throwing knives.

Equipment: *Ring of Vanishing*
Ring of Protection
Sharp Felstone Daggers
6 throwing knives
3 doses Fenuminas

THE WITCH DOCTOR (area 16b, Sewer) Yrch

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 160kg: 3 1/2d6
14	DEX	12	12-	OCV: 5 DCV: 5
13	CON	6	12-	
10	BOD	0	11-	
13	INT	3	12-	PER Roll: 13-
11	EGO	2	11-	EGO Roll: 11- ECV: 4
13	PRE	3	12-	PRE Attack: 2 1/2d6
6	COM	-2	10-	
5	PD	2		Total: 5 (1 rPD)
5	ED	2		Total: 4 (1 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
30	STN	0		
Total Characteristics Cost: 37				

Movement: Running: 7"/14"
Leaping: 3 1/2"/7"

Cost	Powers	END
1	Tough: Damage Resistance 1 PD, 1 ED	-
5	Night Eyes: Infrared Vision	-
2	Swift: Running +1" (1" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-

Cost	Skills and Talents
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
4	Weapon Familiarity: Common weapons
8	Herbalism 13- (caves, mountains forest, fresh water)
5	Alchemy 13-
5	Poisoning 13-
3	Acting 12-
3	Persuasion 12-
3	Oratory 12-
2	Invocation 12-

Total Powers & Skills Cost: 63

Total Cost: 100

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Weaker than the other orcs, the Witch Doctor was a runt. He was going to be killed when his mother was struck by lightning before being able to wring his neck. This was seen as an omen and the child was left alone for a week to see if it survived. An old orc female who missed her child secretly fed the runt, and it miraculously survived. The old orc took the baby in and it grew, fed by stories of it's being touched by spirits. The Witch Doctor soon realized it was too weak to fight the other orcs, it could not keep up with them physically.

But it was cleverer, and it played up the superstitions of the other orcs, with the help of little tricks and what poisons and herbs he could discover, and eventually he rose to prominence despite (in orc terms) being puny. Now he is the spiritual advisor and shaman for the orc tribe he lives in, despite having no magical powers.

Personality/Motivation: The Witch Doctor is very into his part as the spiritual mentor and magician of the tribe. He constantly plays up his predictive and magical abilities, always calls upon spirits, and in short is always in character. By now he believes everything he says.

Powers/Tactics: Not as strong as an ordinary Orc, the Witch Doctor is still rather strong and big. He can still see in the dark, still has tough skin, keen senses, and is protected from some magical attacks. The Witch Doctor survives on his wits and skills, and is a capable herbalist, poisoner, alchemist, and actor. Between these skills, he has managed to appear magical without any real power.

Campaign Use: Orcs are a generic bad guy, the evil horde that wants to sweep across the land. They are faceless and nameless for the most part, just brutes and monsters to defeat.

Appearance: Small for an orc, the Witch Doctor is barely over six feet tall. He has pale green skin, almost gray, and white hair (bleached by his own hand). Bones, feathers, and other things hang from his hair, clothing, and limbs clattering and moving as he acts. He has a bandolier of sorts with pouches in it for potions and herbs and a pair of belt pouches with more goodies in them like Batman's utility belt. He wields no weapons.

Equipment: 5 rolls on the potion table
5 rolls on the herbalism tables
3 rolls on the poison tables
D3 *smoke bombs*
2 Stink Bombs (as described in the text)
1 *Firebomb*

AETHER DAGGER: Made of *Felstone*, this dagger is a plain glossy black weapon with no adornment. The hilt is wrapped in black leather. The enchantment acts to allow the wearer to pierce through barriers, but only as deep as the dagger is long. In essence, the metal of the dagger may, when desired, punch through shields or thin barriers and hit the target beyond as if there was no protection. However, this magic is limited: it will *not* ignore armor or anything worn close to the skin, only other barriers.

ACCURATE DAGGER OF MANA: This *Dwarven Steel* dagger was made specially for the mage that carries it. It has a bonus of +1 OCV and while held grants 20 Mana to the wielder.

BELOCULUS: This is a skill-stone, a magical item that grants greater ability in whatever the bearer concentrates on and engages in. It acts as 1 overall skill level and is made of a chip of *Aetherstone* on a thong, shaped like a rounded, smoothed four sided pyramid. These are uncommon among the rulers and lords of Moskend and the Barbaric wastes, but are rarely seen elsewhere.

BROOCH OF SPELLBANE: This silver and black obsidian brooch is shaped like a serpent swallowing its tail. While worn, the brooch constantly causes a 4D6 suppress to any one spell per phase with personal immunity for the caster. This reduces the effect and power of any spell or magic item used on the caster except their own magical ability.

FARSIGHT POTION: This silvery liquid takes a full phase to drink, doing nothing else. The character is 1/2 DCV while drinking, and the potion has a strong bitter taste similar to copper and an aftertaste of anise. For five minutes, the imbiber of the Farsight Potion is able to see distant areas with Clairvoyance, up to 500' distant.

FLINTY STAFF OF SHIELDING: This custom made Eilhas staff is somewhat lighter than an ordinary quarterstaff and not as useful in combat. However, it is enchanted to grant the bearer greater protection: 4 PD armor and 3 PD, ED damage resistance.

FIRE BOMB: A special creation of the Witch Doctor, this is quite experimental and dangerous. It consists of a glass shell with liquid inside divided by a layer of wax. When both liquids mix and are introduced to oxygen, the mixture explodes into flame in a small area. This is a fragile concoction that must be handled carefully, it has 1 defense and no body. When thrown, it will always work, shattering easily, but if the 14-activation roll is failed, the bomb goes off on top of the thrower instead. It does a D6+1 energy killing attack to a full hex area and half the damage to the adjacent hexes, then burns, doing 1 damage class less damage each 3 segments in the target hex (and to all in it) until the fire goes out, dealing no damage.

HEALING DRAUGHT: This noxious smelling goo is thick and slimy with lumps in it like ill-formed gravy. It tastes wretched, but immediately when drunk it heals 2D6 as normal damage, and 1D6 of END. It takes a full phase at 1/2 DCV doing nothing else to quaff this gunk.

HEALING POTION: Peach colored, this liquid is light and tastes of limes. When drunk, the potion heals 3D6 damage as if a normal attack. Drinking this potion takes a half phase at 1/2 DCV, doing nothing else.

POTION OF HASTE: This firey red liquid tastes like hot sauce and burns all the way down, but grants +1 speed for an entire hour. However, once the potion wears off, it drains END by 10 points which does not recover until an hour is up. Drinking this potion takes a half phase a 1/2 DCV doing nothing else.

POTION OF FIRE RESISTANCE: This dusty tasting liquid is frothy white, it takes a half phase at 1/2 DCV doing nothing else to drink down. When the entire potion is drunk, the character feels cooler, gaining life support vs heat extremes and 10 ED armor versus heat and fire effects, plus 50% rED damage reduction against the same. This effect lasts for 5D6x10 minutes, fading over the last five minutes.

RING OF PROTECTION: Both rings of protection in this module are the same. Each one grants 2 PD, ED armor and +1 DCV while worn, they are both made of gold with three tiny emeralds set in them, and were part of a set of three that all of the main priests of the Harvest Temple wore. The third was lost in the sewers when the final priest was pursued there.

RING OF VANISHING: This simple silver ring has no adornment. When worn it has no apparent effect, and must be mentally commanded to take effect. When activated, the Ring of Vanishing causes the character to become invisible to sight (with a fringe effect) for one turn at most. If the character attacks at any time while invisible, the effect immediately ends. However, the ring has a second effect: it also teleports the character to any location within 5", without any visible or audible effects (it is bought with full invisible power effects). Each use of the ring takes a single charge, and the ring has 8 charges left. As long as one charge remains in the ring, it may be recharged, but if all are expended it loses its magical power.

SCARAB OF SORROWS: This lapis and bronze scarab pin looks very old and battered; it dates from ancient kings of Moskend and does not look very valuable. However, any spell that is cast within 5" of the Scarab of Sorrows by anyone other than the wearer causes that character to lose 2D6 END as well as any other costs the spell may have. This effect is visible: black strands of energy drain from the caster to the scarab, which seems to move slightly. The scarab has no other effect, it is not absorbing the Endurance, despite how the effect looks.

SCROLLS: The scrolls in this adventure are all written on parchment in Arcanium. Each one must be read aloud, taking a full phase at 1/2 DCV with no other actions to take full effect. The spells that are cast are controlled by the reader and he or she must pay Mana to maintain any spells with a continuing Mana cost. Reading these scrolls destroys them unless they are listed with more than one charge.

SCROLL OF PROTECTION FROM COLD: This scroll grants the reader and all within a 1" radius +3 DCV against any spell or cold effect and a 5D6 suppress to any similar effect for twenty minutes.

SHADED CLOAK OF THE BEAR: This linen cloak has a simple gray interior and a gray and red exterior, the red forming an endless knot pattern around the border of the cloak. While worn, it grants 15 Flash Defense (sight), hardened, and +1 sight perception and the ability to shapeshift into a Red Bear for 2 Mana and a Magic Skill or Invocation roll at -2. The cloak vanishes upon transformation, and returns when the transformation ends. If the character in Red Bear form is knocked out, they revert to their normal form.

SHARP FELSTONE DAGGER: Sturm Blucholtz has two of these in a matched set. They are worked with silver and have dark red leather hilts. Each dagger is enchanted to do 1 Damage Class more damage.

SMOKE BOMB: Similar to Ratman technology, these bombs usually let out a gout of dark smoke in an area when thrown down. The Smoke Bombs activate on a 14- chance and last a full turn giving out 1" radius of smoke which obscures all normal vision (IR can see through it, for example). Any strong winds will tend to blow the smoke away more rapidly.

WAND OF FIRE BOLT: This is a slim carved wooden wand that has been rubbed with a stain that brings out the dark whorls and lines of the wood grain. The end is black, and when it is activated, the wand casts a 5D6 fire bolt at the target. The wand requires a -2 Magic Skill or Invocation roll to activate and uses 2 of its 38 remaining Mana each cast. This wand may be recharged as long as any Mana remains in it.

Any unusual weapons or armor mentioned in the text are summarized here for the convenience of the GM. For more detail on the specific weapon, consult the treasure section preceding this one.

ARMOR TABLE								
ARMOR	rPD	rED	PD	ED	KG WT	A DEF	BOD	CP VALUE
Hurggrim's Armor	8	7	8	7	14.63	9	14	1372

WEAPON TABLE									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Accurate Dagger of Mana	+1	--	d6-1	--	4	6	2	.85	325
Dwarven Steel Greatsword	+1	--	2d6	--	13	9	8	2.12	240
Felstone Daggers	+1	--	d6-1	--	4	6	2	.8	100
Felstone Longsword	+1	--	d6+1	--	8	10	6	1.6	200
Flinty Staff of Shielding	+1	--	(3d6)	--	6	5	2	.8	140
Sharp Felstone Dagger	+1	--	d6	--	4	6	2	.8	110
Star Iron Dagger	+1	--	d6-1	--	4	6	2	.85	75



CITY GEOMORPHS



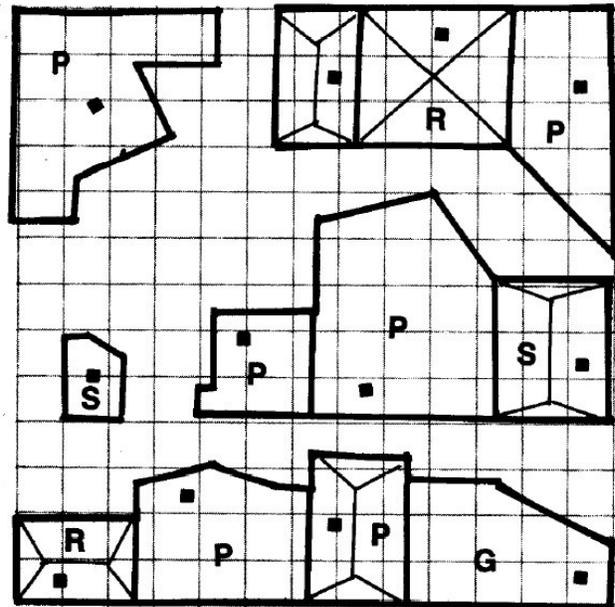
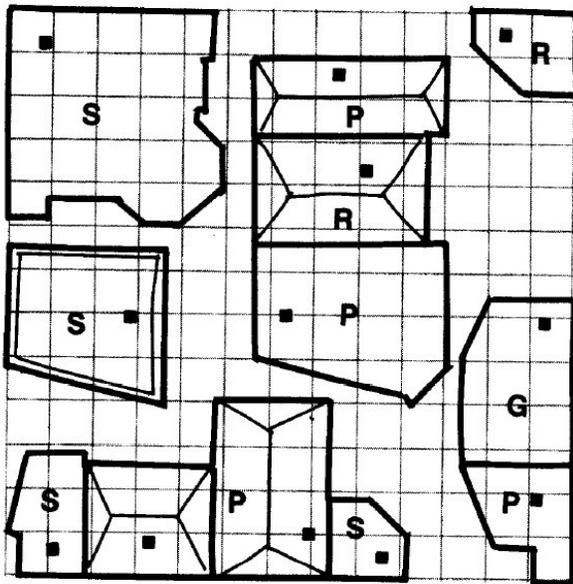
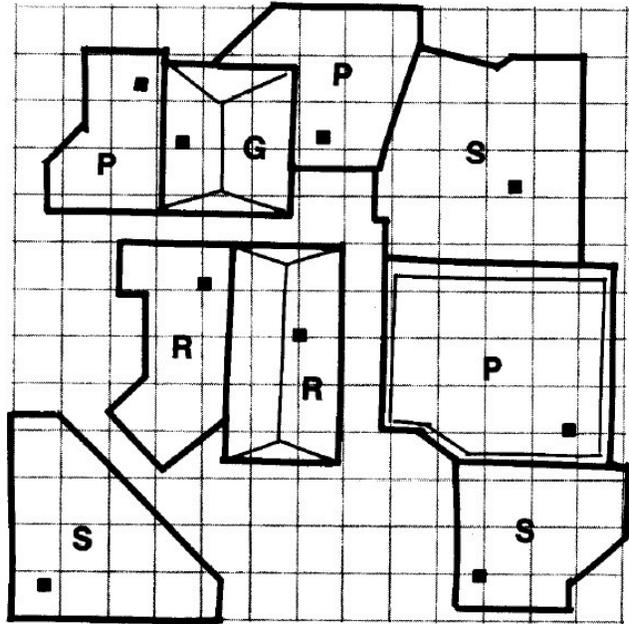
S = Services

R = Ruins

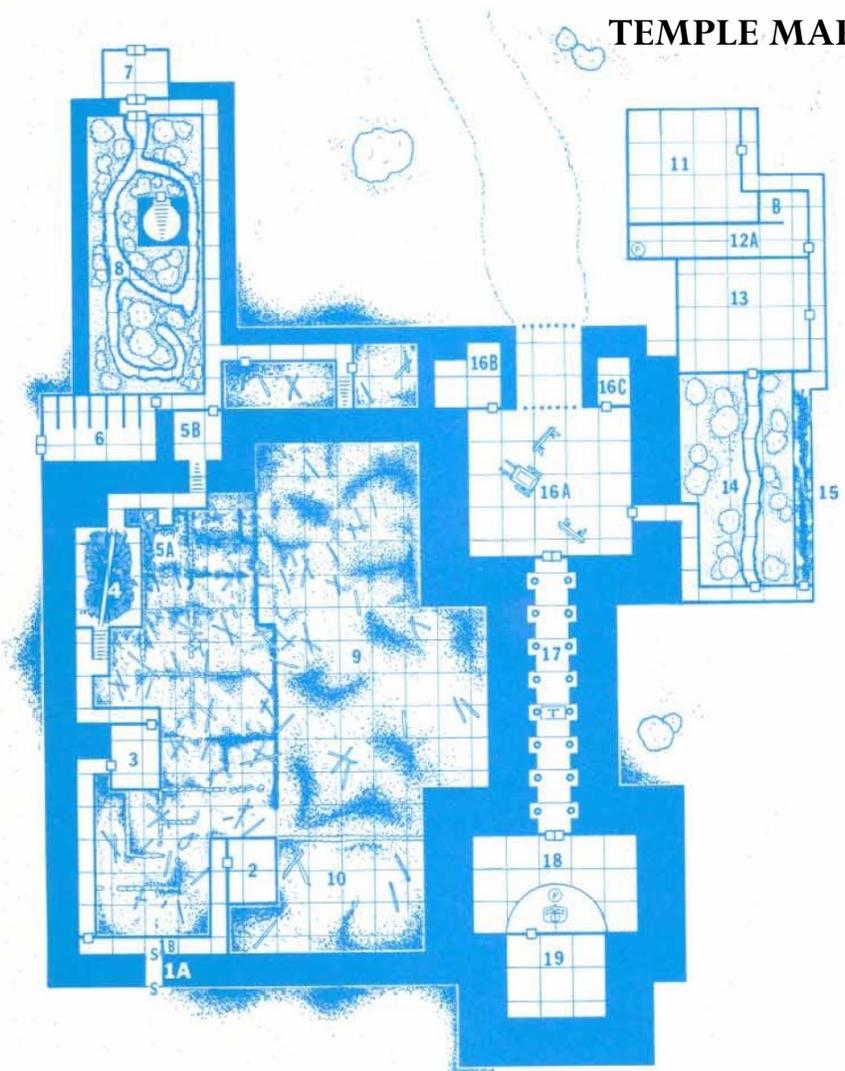
G = Government

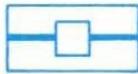
P = Private

one square equals 10 feet

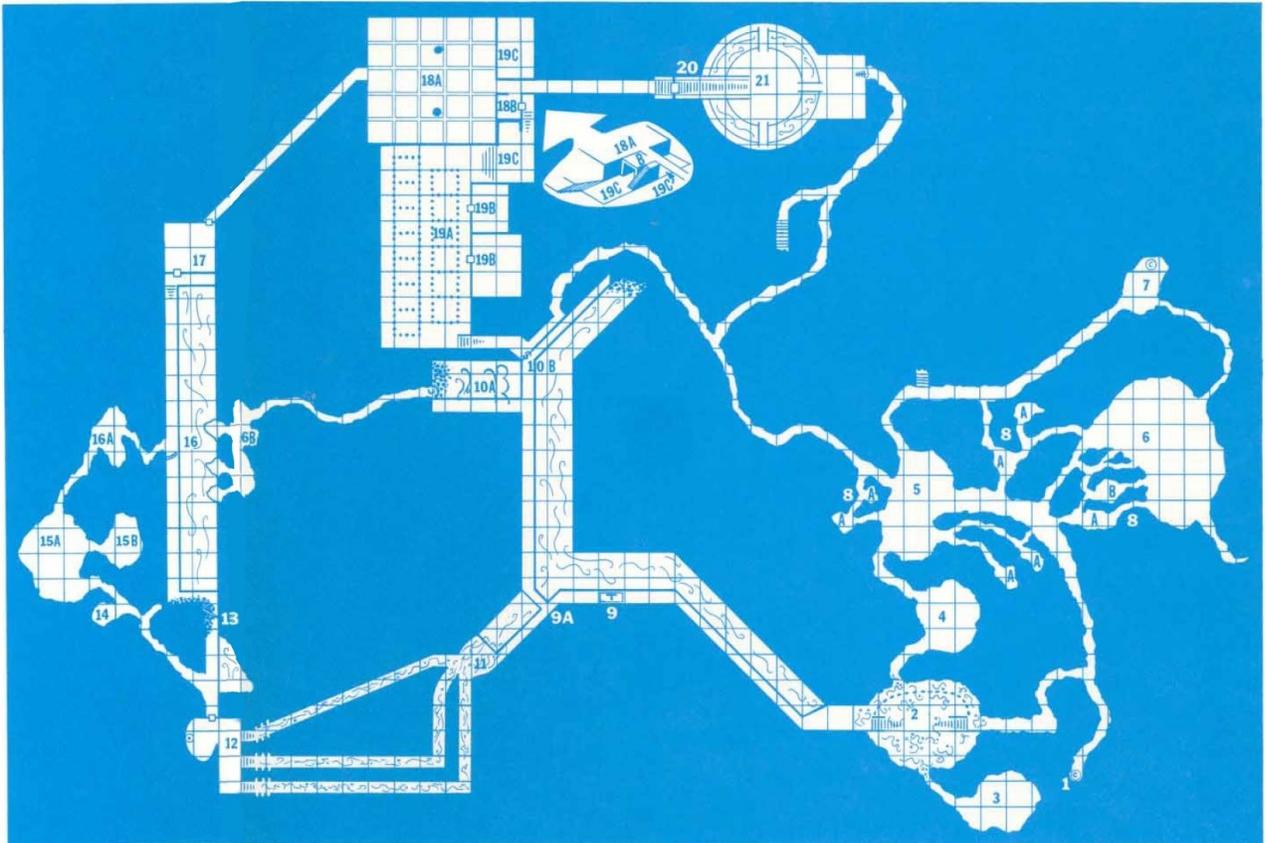


TEMPLE MAP



- | | | | |
|---|-------------|---|--------------------|
|  | SECRET DOOR |  | OVERTURNED TABLE |
|  | DOOR |  | STATUES |
|  | RUBBLE |  | TRAP |
|  | STAIRS UP |  | TRAP DOOR IN FLOOR |
|  | DOUBLE DOOR |  | ROCK WALL |
|  | GARDEN |  | STATUE |

SEWER MAP



The GM should cut and hand these to the players as each document is examined. The boxed areas are for players, the other information is for the GM, if any.

Temple Documents (from the statue niche)

ORDER OF THE DAY

Repts of inquisitive strangers in town. Tell guards to stand ready. Expect inspections at my leisure. No screw-ups this time!

Sturm B.

Roster of the Guard

This is a mostly boring document, listing the guard duty, those on sick list, those serving punishment detail, and those on special duty. Most of the information is useless but if the PCs have a specific person they are searching for, they see this particular section:

(NPC name) & det./20-caravan/Drac.
(dated two weeks prior)

Finance Record

	Rcpt.	Deb.
Offloading Krrf*	40sp	20gd/1cp
Msg/Dornica		10sp
Request py. Of S.B.		
Offloading Ghoul*	30sp	5gd/1sp
Special py. Authorized - S.K.		
Pay. S.B	15sp	
Caravan outfit*	1,000sp	800sp

*Each of these entries is dated. The Krrf shipment is dated several weeks prior to the arrival of the characters. The Ghoul is dated on the day it arrived in Highport. The caravan is dated two weeks prior.

Bucholtz Documents (from his lair)

Inventory

This is three large parchment scrolls, heavy and thickly bound in gold cord. The scrolls cover the activities of the temple for months, recording the arrival and departure of slaves and supplies. The ledgers are divided into columns for Rcpt., Dbt., Merch., and Misc. If the characters try to examine the entire set of documents, they will take weeks to complete. However, if the characters concentrate on the past few weeks, the following entries may be of use:

Arr, 40 miles, 10 fem. (br. st.), 5 matron, 2 children, Southend - 50sp to Cpt Joinville
(dated as the same date as the arrival of the Krrf)

Loss—3 males, 1 fem.
(one week later than previous entry)

Sold—balance of Krrf consignment to Merchant Alforas
(Dated two weeks previous)

Arr. Misc. merch—special
(Dated same day as arrival of Ghoul)

Dis.—misc. merch. By sp. Msg.
(Dated day after arrival of Ghoul)

Letter from the Council

(This letter is gorgeously written and illuminated on expensive vellum)

In recognition of your valuable service and profitable conduct, be it known that thou, Sturm Bucholtz are elevated this day to the Outer Council of the Lords and are hereby accorded all rights and privileges such as the Inner Council has seen fit to bestow upon that august body. Hereafter thou has the right of appearance within the walls of Suderham with a guard of five. Be it known that any of the Brotherhood who shall interfere with the activities of Sturm Bucholtz has raised his hand against all of the Councils and his safety shall be forfeit thereafter.

By the sponsorship of Edralve
And the acclamation of the Nine.



Personal Communications

There are two letters, tied together with a string in this bundle. The first only applies if the PCs are looking for a specific person in the slave market, ignore it if not:

You are ordered to send the slaves directed - (NPC name(s) here) - to Sunderham in the care of merchant Alforas. The auction will be held here. Alforas will recompense you for the loss.

Eanwulf, Lord of the Nine

The second, written in a different hand reads:

I have received your letter and considered your request. I will not do as you ask. Do not grow overbold, Sturm Bucholtz! Membership in the Outer Council is no safety from the wrath of the nine! Once now, you have refused an order of the Inner Council. Lest you reconsider your actions, you shall never refuse again. I will not give my aid to stubborn fools, - neither shall they win my affections. You will comply, I trust, proving the trust I have placed in your hands.

Mistress Edralve

