

A 10th Age Adventure

SORDID STORIES FROM
THE MOTHER CITY



10th Age Wiki: <http://www.obsidianportal.com/campaigns/the-10th-age>

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Writing: *Josh Graboff*
 kestar@gmail.com
 www.frothingmug.blogspot.com

Art: *Danny Perdue*
 (cover, table of contents, 12, 14)
 eightswords@gmail.com

Steve Doolittle
(17, 24)
gardenparkproject@gmail.com

Josh Graboff
(maps)

All medieval woodcuts: *www.godecookery.com*

Layout: *Jocelyn Perldeiner*



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A NOTE ABOUT OUR LIMITATIONS

Due to the cost of printing and distributing free manuscripts, I've had to keep the length of this adventure under very stringent limits. That means it is present less as a unified module and more of a series of tools that you, the DM, can make use of. I would have liked to include a section on running the riot, the Cup & Coin bar, etc. but I simply cannot fit it in this space.

Further resources may be available later online, such as an expanded sewer map and rules for the riot. I hope you enjoy this adventure, and I strongly urge you to read it all through before you attempt to run it: there are seams that can only be bridged by DM knowledge and skill.



INTRODUCTION

Sordid Stories takes the PCs through the Milean underworld. Rather than being a straightforward adventure where one thing follows another, it is in essence a mystery with many branches. A timetable presented at the beginning of the adventure lays out both the important historical events as well as though that will take place after the adventure begins.

The general gist of Sordid Stories follows the creation of a cult of Tharos the Necromancer within the very city of Miles. This cult was founded by the poison-tongue priest Ghavus Foebane in the year X.501 and has been slowly growing, underground, for two years. It now numbers in the hundreds (between two and three hundred to be more precise) and grows in leaps and bounds every day as the poor and disaffected join ranks with Foebane.

The priest has some allies as well. His second-in-command is Coriolanus Tempestus, a minor magician infatuated with the art of Necromancy. He has also swayed the allegiance of a band of sewer-running kobolds known as the Clawtooth

Tribe. Their leader, Skaraz (who fancies himself a "king"), helped find a cult site for Foebane and has his creatures assist in its defense. This has, of course, upset the balance of power in the sewers of Miles, leading many other kobolds to despise the Clawtooths for the preferential treatment they receive from the cult.

Ghavus also works with the powerful underlord known as Aventius the Fence; Aventius has no vested interest in the success or failure of the cult itself, but he works hard at smuggling necromantic texts (which are illegal) into the city for sale to the wizards of Miles. Aventius is also engaged in all other manner of unpleasant side-businesses and is in fact one of the most influential people on (or under) Shadow Hill.

The cult requires the sacrifice of sentient beings (preferably humans, elves, dwarves, and smallfolk) to fuel its communion with the Necromancer and to further the research of Coriolanus in the necromantic arts, thus serving a dual purpose.



TIMELINE

<i>Date</i>	<i>Event</i>
Winter, X.490	Ghavirus Foebane (then living in Northvale as a hunter) joins the cult of the Necromancer during its formative stages in Northmount.
X.500	The Northmount cult is destroyed by a group of adventures (Sword and Sorcery Incorporated) and Ghavirus flees to Teral for training.
Early Spring, X.501	Ghavirus arrives in Miles and begins to lay the seeds for a new cult of the necromancer in the mother city.
Late Spring, X. 501	Ghavirus (aided by mysterious benefactors) purchases a house on Shadow Hill and begins to preach the doctrine of the cult in secret. Coriolanus Tempestus comes forward to join him.
Mid-Summer, X.501	The cult is attacked by a group of men hired by Aventius the Fence, who sees them as moving in on his territory.
Summer-Autumn, X.501	Underworld war between Aventius and Ghavirus which finally ends in a truce of sorts, uniting the interests of the two groups.
Spring, X.502	Ghavirus establishes a new base (after the destruction of his previous temple several months before) in the cities' sewer systems and woos Skaraz the Kobold-king.
Winter, X.502	The first murders; Cultists kill Garus (Raya's Embrace) in his room and leave the body for everyone to find.
Early Spring, X.503	Attacks commence again at the Cup & Coin, two whores going missing; one turns up drowned in the city cistern.
Late Spring, X.503	Three actors at the White Lily vanish (two of whom are whores). These are Altea, Lyliana, and Timeus.
Early Summer, X.503	Two more murders at Raya's Embrace. One public murder at the Cup & Coin which has the appearance of being a botched robbery.
Mid-Summer, X.503	A murder at the Cup & Coin and the disappearance of Shanarah at Raya's Embrace
12th of Swarding	Current date
15th of Swarding	Riot on Sword Hill between the feuding Delacs and Meridé.
18th of Swarding	Another attack at the White Lily, killing the playwright Teliander Voyl.
20th of Swarding	Brazen attack on the Delac household by the cultists (disguised as Meridé partisans) which captures several men-at-arms and a few of the lesser family members.
28th of Swarding	Final attack of the summer, this one on the Embrace. 2d4+4 cultists and 1d6 skeletons participate in this attack, killing everyone they can.



CAST OF CHARACTERS

As you can see, the attacks ramp up in violence and visibility as the cult grows less cautious. Throughout this entire period there is a sustained series of disappearances of merchants and sailors on River Hill, helping to add to the number of dead being carted below the city. The PCs may or may not be aware of all the sailors that have been killed, since the problem is not linked in the minds of any of the city officials.

If Ghavus and his enforcers are not brought to justice by Swording 29th, it is unlikely that any new attacks will occur in the city proper, though kidnappings and murders will continue in River Hill, particularly through the use of the Clawtooth kobolds.

Below is a full enumeration of the command structure of the cult and a description of all of its activities to-date.

There are some very powerful characters (at least for a 1st level party) involved in this adventure. It's important to note that Aventius the Fence is on the verge of wanting Ghavus gone and may even be willing to commit some hirelings to the task. Ghavus and Coriolanus are scary figures, and any captured cultists or interviews with Aventius' men should make it clear just how powerful they are. The PCs need to be wary so they don't walk into certain death.

GHAVUS FOEBANE

Ghavus is a dangerous opponent indeed. Raised as a farmer in the Vales, he fell in with the cult of the Necromancer in the year X.498 when they began to infiltrate the town of Northvale. He was a local trapper and farmer who was drawn into the cult; it attracted his cruel and anti-social nature. He advanced rapidly through the ranks of the little cult.

He left before the cult was discovered and purged by a

group of adventurers and was eventually made a priest in the cult and dispatched to found another cell. He came to Miles in X.501 and for two years has been building his following.

He's a gruff looking man with a huge matted beard and one squinty eye. He wears the long ragged black-and-grays of the poison-tongues and carries with him a massive unshod bleakwood quarterstaff +1 wherever he goes.

5th level Poison-tongue; S 12, D 7, C 14, I 10, W 15, Cha 15; hp 23; MV 11; #AT 1; THAC0 18 (17); Dmg 1d6+1 (quarterstaff); Speed 3; AC 3/5/7 (chain); Languages: High Varan, r/w High Varan; WPs: quarterstaff; NWP: disguise, religion (Tharos), herbalism

Alignment: CE

Gear: 2d8 gold pillars (gp), black and grey robes, worn leather boots, iron-buckled girdle, knife



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Magical items: potion of human control, quarterstaff +1, book of poisons (this magical tome has the power to animate dead and contains powerful magical rituals that can be used to cast a whole bevy of spells; however, though every poison-tongue carries one, the book cannot be used by a cleric of less than 7 levels of experience. Good-aligned clerics take 1d4 points of damage even coming in contact with the book and 3d4 if they hold it for a prolonged period such as a round)

Special Abilities: inspire fear once per day (all creatures within 15' must save vs. petrification or suffer a -2 penalty to all attacks against the poison-tongue, a +4 AC penalty, and loss of all dexterity bonus to AC as they cringe in terror).

Spells Prepared (3/3/1): Darkness (light reversed), Protection from Good, Command ; Aid x2, Hold Person; Animate Dead

XP value: 1,400



CORIOLANUS TEMPESTUS

Coriolanus is self-serving necromancer who has joined Ghavus and his cult in the desire for knowledge and advancement. He is not particularly committed to the Necromancer (though he has sworn the sacred oaths). His fear of death drives most of his actions, including his fascination with it. He considers himself a scholar and experiments on the corpses of the dead with great aplomb.

His weak personality means that he is easily manipulated by Ghavus; however, it also means that if he were spoken to alone or placed in a position where he could surrender, he would likely choose to preserve his own life over dedication to the cult.

3rd level necromancer; S 7, D 14, C 9, I 15, W 16, Cha 12; hp 6; MV 11; #AT 1; THACO 20; Dmg 1d3 (knife); speed 2; AC 10; Languages: High Varan, r/w High Varan, Maidic; WPs: knife; NWP: spellcraft, ancient history (wars of necromancy), religion (imperial), healing/medicine

Alignment: NE

Gear: 3d4 silver towers and 1d8 copper shields, black robes, black cloak, shoes, two knives; never carries his spellbook with him (located in the lair)

Spells Known (2 + 1 necromancy/ 1 + 1 necromancy): cantrip, chill touch*, color spray*, wizard mark, grease*, read magic; spectral hand*, glitterdust*

XP value: 175

CULTISTS



Treasure: 1d12 copper shields

Alignment: CE

No. Appearing: 2d6

Armor Class: 10

Moment: 12

Hit Dice: 1d6

THACO: 20

No. of Attacks: 1

Damage/Attack: By weapon
(generally knives, clubs, staves)

Special Attacks: None

Special Defenses: None

Magic Resistance: N/A

Size: Medium

Morale: Steady (11-12)

XP Value: 15 (65, lieutenant)

The cult also possesses several lieutenants, generally having the same statistics as basic cultists but having 2 HD and the THACO of a second-level fighter. Any time the cultists are gathered in groups of 10 or more, one lieutenant will be present with maximum hp (16).

SKARAZ, KING OF THE CLAWTOOTH

Skaraz is an average kobold for all intents and purposes save for the following modifications: He has 10 hp, fights as a level two fighter, and is worth 35 xp.

Skaraz came to power by killing his brother, the former chief, while they were out scouting the sewers together. Though several kobolds witnessed the murder, most agreed that it was best since Skaraz was obviously more clever and more fit to lead.

He is a pathetic creature that will gladly sell out the rest of his tribe, Aventius, or Ghavus at the first opportunity he has for groveling.

THE NETWORK OF AVENTIUS THE FENCE

The network of Aventius extends throughout the city. He has interests in every major illegal activity, from protection money to illicit gambling, to smuggling. He has robbed and killed tax collectors, murdered men of the Knight's Watch,

CAST OF CHARACTERS



and provided a steady stream of necromantic literature to the wizards of the city who cannot acquire it legally.

Aventius has begun to grow tired of the cult, particularly because they seem to think they don't need him any longer. As they have grown in numbers and power, Ghavus has become more and more imperious and demanding.

Aventius

Aventius is an unassuming man. He's fat, bald, and his fingers are stained with ink. For all that, he's the single most powerful criminal in all of Miles. He's sometimes known as the "Duke of Shadows" for his almost absolute control over the gangs and illegal activity of Shadow Hill. Even the imperial wizard Julianus is a client of his, purchasing smuggled necromantic manuscripts from the network of the Fence.

Aventius himself doesn't even have any class levels. If he is forced to come into conflict, treat him as a 6 hp level 0 scholar. However, he is almost always attended by several toughs and one (or both) of the two Ashblade Assassins he maintains on retainer, jokingly called Dexter and Sinister as they act as his right and left hands.

Delenestheryon (Dexter)

Brother to Silyasanereon (Sinister), Delen is an elvish Ashblade assassin who is in the permanent employ of Aventius the Fence. He is generally dispatched as Aventius' right hand to go forth and take control of situations that need a touch of violence.

Delen is an eager participant; an elf that has descended into the darkest places of the soul and revels in the glories of violence.

5th level wizard/6th level thief; S 12, D 17, C 11, I 13, W 9, Cha 10; hp 18; MV 15; #AT 1; THAC0 18 (+3 to-hit); Dmg 1d6+2 (sindabras short sword +2); speed 2; AC 6 (armor spell); Languages: High Varan, Maidic, r/w and speak all elvish dialects; WPs: short sword, dagger; NWP: spellcraft, rope use, tumbling

Alignment: CE

Gear: 4d12 golden pillars, black crushed velvet tunic, dark crimson hosen, four knives, high boots, leather gloves, spellbook (in Aventius' office under lock and key)

Special Abilities: infravision to 60', detect secret doors, elven ambushing, speak all dialects of elvish, +1 to-hit with sword of choice (short sword), 90% charm immunity;

Magical Items: cloak of shadows (grants 99% hide rating in all shadowy areas, increases MS by 25%), sindabras short sword +2

Backstab x3

Spells Known (4/2/1): alarm, armor, burning feather fall*, audible glamor*, jump*, hold portal*, detect magic, read magic; alter self*, blur*, misdirection; blink, clairsentience, haste*;

XP value: 1,400

Silyasanereon (Sinister)

Sinister is a bit more stable than Dexter and serves as Aventius' quiet grim bodyguard. He is slow to violence, preferring to exhaust all other options first but once the fighting begins he shows no mercy.

4th level wizard/5th level thief; S 7, D 13, C 10, I 15, W 12, Cha 16; hp 13; MV 11; #AT 2; THAC0 18; Dmg 1d6+1 (sindabras short sword +2), 1d4 (dagger +1); speed 2; AC 6 (armor spell); Languages: High Varan, Maidic, r/w and speak all elvish dialects; WPs: short sword, dagger; NWP: spellcraft, rope use, tumbling

Alignment: NE

Gear: he dresses exactly like his brother in the same gear, and Aventius keeps his spellbook also.

Special Abilities: infravision to 60', detect secret doors, elven ambushing, speak all dialects of elvish, +1 to-hit with sword of choice (arming sword), 90% charm immunity;

Magical Items: sindabras short sword +2, dagger +1

Backstab x3

Spells Known (3/2): alarm, armor, burning feather fall*, phantasmal force*, friends*, hold portal*, detect magic, read magic; blur*, misdirection, lightning bolt*

XP value: 975



TWO HOUSEHOLDS, BOTH ALIKE IN DIGNITY

Up on the Hill of Swords, throughout this entire adventure, a feud is brewing between the Delacs and the Meridé. Violence has already been done, but so far there have been no deaths. These events serve as backdrop for the story and allow the DM to escalate matters as time goes on. Whether or not you include the feuding nobles depends on how much time you have and how many distractions you want to allow the players. Personally, I think the feud brings a feeling of “life” to the city, indicating that things are going on around the PCs, whether or not they choose to get involved. This section presents the main people in the houses. The two families are the houses of powerful imperial barons, both of whom hold territories on Lake Noranor.

The barony of Delac is on the lake’s northern shores and Meridé along its southern (also fronting the mouths of the Inner Sea there). The baron of Delac, Julius, committed his levees to the imperial forces that fought in the War of the Shield. His close friend and companion, Vaegyr Meridé, did not do so and very few of the Meridé kinsmen joined the imperial fleet during the war. Vaegyr’s decision was informed by the reavers that were raiding the coasts of Colona at the time and the fear that they would strike the coast of his barony.

Julius, however, sees Vaegyr’s defense as rank cowardice. He has grown to despise him as a weakling who is uncommitted to the unity of the empire: something which is dear to his own heart, as a Knight of Miles.

The emperor tacitly supports the Delacs, as the Meridé have not been very helpful in terms of manpower or loyalty. It’s possible that Tamerin simply wants the two houses to exhaust their power on one another, making centralization of the imperial bureaucracy simpler (by robbing powerful nobles of the ability to wage private wars) or it may be that he sincerely wants to replace Vaegyr Meridé and the entire Meridé house with people he finds more worthy.



THE HOUSE OF DELAC

Baron Julius Delac

Baron Delac was born in X.461 and is forty-two years of age. He has grown hard and cruel with his service in the War of the Shield. He believes firmly that the emperor was chosen by Haeron (after all, at the Battle of Byrnham Wood a blazing hammer appeared in the sky to the consternation of the Byrnish, halting the war in surrender) and that anyone who doesn’t support imperial unity and the personal vision of the emperor’s is a base cur who defies the very gods themselves.

Imperious and cold, Delac has made himself hated amongst his own kin save for those who see a ready outlet for their own bloodthirst in his feud with the Meridé. Where once Vaegyr and Julius were close friends, the years have sundered them and nothing can put them aright.

The Knight’s Watch has their hands full trying to contain Julius’ fury but the emperor seems unwilling (or unable) to prevent the violence. Already, many other nobles on Sword Hill have hired extra men and fortified their manors against possible attack.

3rd level fighter; S 12, D 10, C 15, I 10, W 12, Cha 7; hp 18; MV 12; #AT 3/2; THAC0 18, +2 to-hit; Dmg 1d8+1 (arming sword); speed 5; AC 10 (normal clothes) or AC 2/4/6 (chain + shield); Languages: High Varan, r/w High Varan; WPs: arming sword, mace, knife, lance; NWPs: heraldry, riding, law

Alignment: NE

Gear: 5d6 golden pillars, fine tunic and hosen, knight’s belt (worth 200 pillars), Delac baronial signet (worth 25 pillars), arming sword, knife, dagger

XP value: 120

Sieur Varus Delac

Sieur Varus is a poor lad, damned by the few minutes after his birth in which he was strangled upon his own umbilical cord. Born in X.478 (he is now twenty five years old), he has been nothing but a disappointment to his father. He has a reputation as a slow and deliberate thinker but all of Sword Hill knows he is no great wit.

He is against the feud between his father and Baron Meridé, though he cannot seem to convince his father to put an end to it. As Baron Delac’s eldest son he once stood to inherit the barony, but Julius has since transferred the patrimony to the next in line, the physically impressive Sieur Gyles.

1st level fighter; S 11, D 12, C 6, I 6, W 17, Cha 14; hp 6; MV 12; #AT 1; THAC0 20; Dmg 1d8 (arming sword); speed 5; AC 10 or 2/4/6 (chain + shield); Languages: High Varan; WPs: arming sword, dagger; NWPs: riding

Alignment: NG

Gear: 2d6 pillars, fine green tunic, white hosen, knight's belt (100 pillars), arming sword, knife, dagger

XP Value: 35

Sieur Gyles Delac

Younger brother of Sieur Varus, Gyles was born in X.480 (23 years old) and serves his father faithfully in all things. He is his father's steward and the marshall of the barony. As such he is rarely far from the Delac lands; however, the feud has drawn him into the city to help protect his father's house. He generally moves with an armed retinue of men (2d4 men-at-arms) and cannot usually be found without them.

1st level fighter; S 11, D 12, C 15, I 10, W 6, Cha 12; hp 11; MV 12; #AT 3/2; THAC0 20, +2 to-hit; Dmg 1d8+1 (arming sword) or 1d6 (short sword); speed 5 or 4; AC 10 or -2/1/1 (plate + shield); Languages: High Varan, North Varan; WPs: arming sword, short sword; NWP: riding, heraldry, swimming

Alignment: LN(E)

Gear: 5d6 pillars, green tunic knitted with pearls, fine hosen, knight's belt (150 pillars), Delac signet (25 pillars), arming sword, short sword, dagger, knife

XP value: 65

THE HOUSE OF MERIDÉ

Baron Vaegrys Meridé

Baron Vaegrys is several years Baron Julius' elder (born in X.458, 45 years of age) and inherited his father's barony during a period of raider activity along the coast. He's spent his life aboard ships fighting off the elven pirates of the Reaving Isles and is a somber, grim man who believes that his honor has been badly impinged by Julius Delac, his one-time friend.

1st level fighter; S 12, D 18, C 15, I 14, W 8, Cha 8; hp 10; MV 12; #AT 3/2; THAC0 20, +2 to-hit; Dmg 1d6+2 (falchion); speed 5; AC 10 (normal clothes) or 3/5/7 (mail byrnie and pants); Languages: High Varan; WPs: falchion, crossbow; NWP: swimming, sailing, rope use

Alignment: LN

Gear: 2d4 pillars, blue tunic with golden studs, fine hosen, Meridé signet (25 pillars), falchion, short sword, knife, dagger

Sieur Landon Thandorus (of Thandium)

Sieur Landon is the head of the Meridé household guard

in Miles and is eager to get into a fight. He hates the Delacs for insulting his lord and he'd love to get revenge on them. He's wounded several of the Delac relations in affrays and skirmishes and, unless stopped, will deal real death on the day of the riot.

He's a loud boisterous man who sees his station as a knight to be one that condones, nay celebrates, killing and violence.

2nd level fighter; S 11, D 7, C 11, I 9, W 10, Cha 11; hp 12; MV 12; #AT 2; THAC0 19; -0/-2 to-hit; Dmg 1d6 (short sword), 1d4 (dagger); speed 4; AC 10 (normal clothes) or 3/5/7 (mail); Languages: High Varan; WPs: short sword, dagger, two-weapon fighting; NWP: swimming, riding, heraldry

Alignment: LE

Gear: 1d6 pillars, white tunic, fine hosen, short sword, dagger, knife

Sieur Gracus Allover, Steward of Meridé

Sieur Gracus is Baron Meridé's second-in-command and is attempting to put an end to the fighting. A young man with an idealistic view of the empire, he's made desperate pleas to the emperor to intervene to no avail.

If the PCs present themselves as a viable alternative to the violence, Sieur Gracus will seize on them and attempt to use them as couriers to end the feud.

2nd level fighter; S 13, D 12, C 10, I 9, W 9, Cha 11; hp 15; MV 12; #AT 1; THAC0 19; Dmg 1d8 (arming sword); speed 5; AC 10 (normal clothes) or 2/4/6 (mail + shield); Languages: High Varan, r/w High Varan; WPs: arming sword, falchion, dagger; NWP: swimming, blind-fighting, heraldry, sailing

Alignment: LG

Gear: 2d6 pillars, fine tunic, fine hosen, Meridé signet (25 pillars), arming sword, falchion, dagger

THE RIOT

On the 15th of Swording, unless the PCs somehow prevent it, a confrontation between Gyles Delac and Sieur Landon Thandorus will erupt into a full scale riot out in the streets of Sword Hill. Some nobles will side with the Delacs and others with the Meridé; some will desperately commit men to keep the peace but most will remain apart.

The riot serves as an excuse for the emperor to march the tagmata through the streets of Sword Hill, which he will do two or three hours after it has begun, restoring order. During that time, men-at-arms and knights will do violent and bloody battle on the streets. Smart PCs will stay away, since the fighting is in deadly earnest.



PLACES OF INTEREST

Here's a list of places that have been attacked or that the PCs will otherwise probably visit (all of them detailed below):

The Taberna Poveri (starting tavern)

Raya's Embrace (suffered many attacks and dissapearances)

The Cup & Coin (disappearances)

Theater of the White Lily (disappearances)

The Delac Manor, the Meridé manor (feud)

The House on Shadow Hill (former cult temple)

Lair of Aventius the Fence (sewers)

Skaraz's Lair (sewers)

The Cult's Lair (sewers)

They may or may not also visit any number of places in River Hill, though that is beyond the scope of this adventure to cover.



STARTING THE ADVENTURE

There are a number of ways that PCs can stumble into this adventure. One is presented here (the argument at the Taberna Poveri) but its possible that they're hired on for other services by any of the involved NPCs (even those who are only tangentially involved, such as the feuding Delacs and Meridé). Indeed, it is possible for the PCs themselves to be the target of a cultist attack, in which case several kobolds and 10 cultists would likely ambush them and try to kill or subdue them.

Remember, what's presented here is only a suggestion which can be used or left alone at the DMs whim.

THE TABERNA POVERI HOMINUM

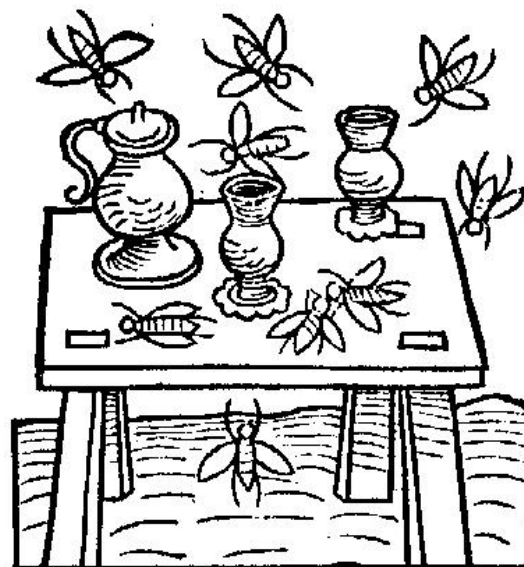
As is often the case in Miles, the trail begins here at the Taberna. Read or paraphrase the following description of the Taberna and then let the players get to know one another if this is their first adventure. Otherwise, feel free to roleplay any of the patrons until you feel as though Sieur Ogus and Tibereus (who are both already present) erupt into an angry conversation.

The Taberna Poveri is but a single large room, its walls coated in cool cream-colored plaster. Light filters down from the narrow windows above the beams that support the ceiling. A wide shallow stair leads from the door down to the floor of the sunken building. There are a number of high-backed settles arranged into booths along the left wall and the bar and hearth against the right.

Even at this hour, the bar is surrounded by locals and there are few tables that are not occupied by mercenaries, adventurers, and even average Mileans eating, drinking, and laughing. In the far corner there sits a harpist on a stool, his willowy voice providing a rolling counterpoint to the sound of conversation.

There are always people in the Taberna, even in the late watches of the night. Depending on the time of day and your whim it may be thronged or nearly empty but there should be at least enough people so Tibereus and Ogus aren't the only two in there.

If adventurers or mercenaries are present, other hooks can be dropped now as well. Overheard conversations or even friendly banter are all good ways to get things started. You might want to drop hints about the feuding Delac and Meridé families; a way of doing this has been included below in the list of people that might be at the Taberna.



Sieur Ogus Dirke, LG

Sieur Ogus is the head of the Knight's Watch and the magnai paxata of Miles. More details about him can be found in the Adventurer's Guide to Miles under the heading Justice and the Law.

When the players arrive he is having a quiet argument with the half-orc Tibereus which will soon erupt into a shouting match.

Tibereus, NG

Tibereus is the guildmaster of the Guild of Baudy Workers, Doxies, and Actors. He's an ugly, squat, muscle-bound individual who nevertheless wears fine garments and a golden chain of office. He's actually quite nice and feels almost fatherly towards the whores of the city.

He's currently in the Taberna to demand that Sieur Ogus begin an investigation into the disappearances and deaths of a number of whores throughout the city. Ogus, however, doesn't have the resources to bother with the plights facing actors and wolfsdens. He will soon suggest that Tibereus use some of the guild's income to hire adventurers to do the job.

Tibereus knows about all the disappearances and, with a little thought, can put a rough date to each of them.

Durius the Bard, NG

Durius is the young man playing the harp and singing in the corner. Unlike most jongleurs, he actually has some levels and knows a bit of magic. He can be hired on as a hireling if the PCs desire and makes a good companion if there otherwise aren't enough PCs or if they're in need of some extra magic.

Other People

These people aren't integral and more or less of them may be present depending on the time of day. They've been keyed to a chart in case you'd like to randomly determine who is present.

Events in the Taberna

After the PCs have gotten time to look around and talk to a few people, Tibereus and Sieur Ogus erupt into a shouting match. Tibereus demands that Sieur Ogus dispatch the Knight's Watch to discover what's going on; that whores and actors are just as deserving of protection as idiot-nobles who can't keep their swords sheathed. Ogus shouts back that the Watch doesn't have the resources, and storms out of the building before suggesting that Tibereus use some of HIS copious guild funds to hire adventurers to take care of the job.

THE KEY PEOPLE

Lukius the Jester, CG(N)

Lukius is almost always here. It's his tavern, after all. He's a tall thin man with brown hair and green eyes who generally wears nondescript tunics of autumn tones. He keeps a club under the bar in case anyone gets rowdy and a dagger in his belt, displayed prominently. He doesn't care if people wear weapons in his establishment, just so long as they don't threaten anyone.

He's a charming conversationalist, though he brooks no nonsense. He enjoys adventurers with a sense of circumspection yet cannot help but sneer at those who think they're the toast of the town.

PLACES OF INTEREST

<i>Time of Day</i>	<i># of Rolls</i>
Morning	1d6
Afternoon	2d4+2
Evening	1d10-1

<i>Roll</i>	<i>NPC</i>
1-2	2d4+4 Locals
3	Logandry and Co.
4	Aurinainen
5	2d4 rowdy thugs
6	Theobaldus and Akemite
7	Teliander Voyl
8	Goraius Vanth
9	Villemorn the Singer
10	Eleazer the Ishtrian



Locals

Locals are just that; Mileans, mostly from the lower city. They tend to be dressed in undyed or cheaply dyed woolen tunics and they can be relied on for news; buying a few drinks will result in tongues that are both fast and loose.

Since they are rumor-mongers instead of legitimate sources, they might garble whatever news they're trying to relay, or even make something up completely!

Logandry and Co.

Logandry (actually Longinus Andorius but he prefers the other way around) is currently providing extra security for the Meridés. He's a square-shouldered man who served as a man-at-arms amongst the southern nobility for several years.

His company, if they are with him, is composed of a mixed group of men and dwarves. They are strongly NE and serve their paymasters as loyally as pay keeps coming from them.

He can be approached as can any of his men (or dwarves) or perhaps he will buy the PCs a drink if they appear to be formidable. He'll offer them in on the security job, going as high as five gold pillars a day (but opening his bid at one).

If the PCs seem particularly amenable, he'll even suggest they hire on with the Delacs and they start a brawl together

to help drive prices up.

Logandry and his men are outfitted with chain and scale, and all are dressed in armor as they are "on the job." Most are level 0-3 (1d4-1) level fighters. Logandry himself is a big man with a Con of 15 and is a fifth level fighter.

Aurinainen

Aurinainen is an elvish priestess of Noronia, the goddess of the sun and healing. Noronia is the elvish name for Avauna, and she has come to the city in the intention of finding her way to the Healer's College to offer her services.

Aurinainen is a two-hundred-and-fifteen-year-old elf with fair hair who wears the complex and expensive vestments of Noronia, mostly brilliant reds, oranges, yellows, and whites. She's a kind-hearted priestess and, at level 3, a good ally for a low-level party to have. She's NG and will assist the PCs if they

give her cause to, such as approaching her and explaining their investigative situation.

3rd level Sunkeeper of Noronia; S 12, D 14, C 10, I 12, W 13, Cha 14; hp 15; MV 12; #AT 1; THAC0 19; Dmg 1d6+1 (foorman's mace); speed 7; AC 2/4/4 (mail, medium shield); Languages: High Varan, r/w High Varan, all elvish dialects (r/w all elvish dialects); WPs: mace; NWP: religion (elvish), religion (noronia), religion (avauna), healing, weather sense

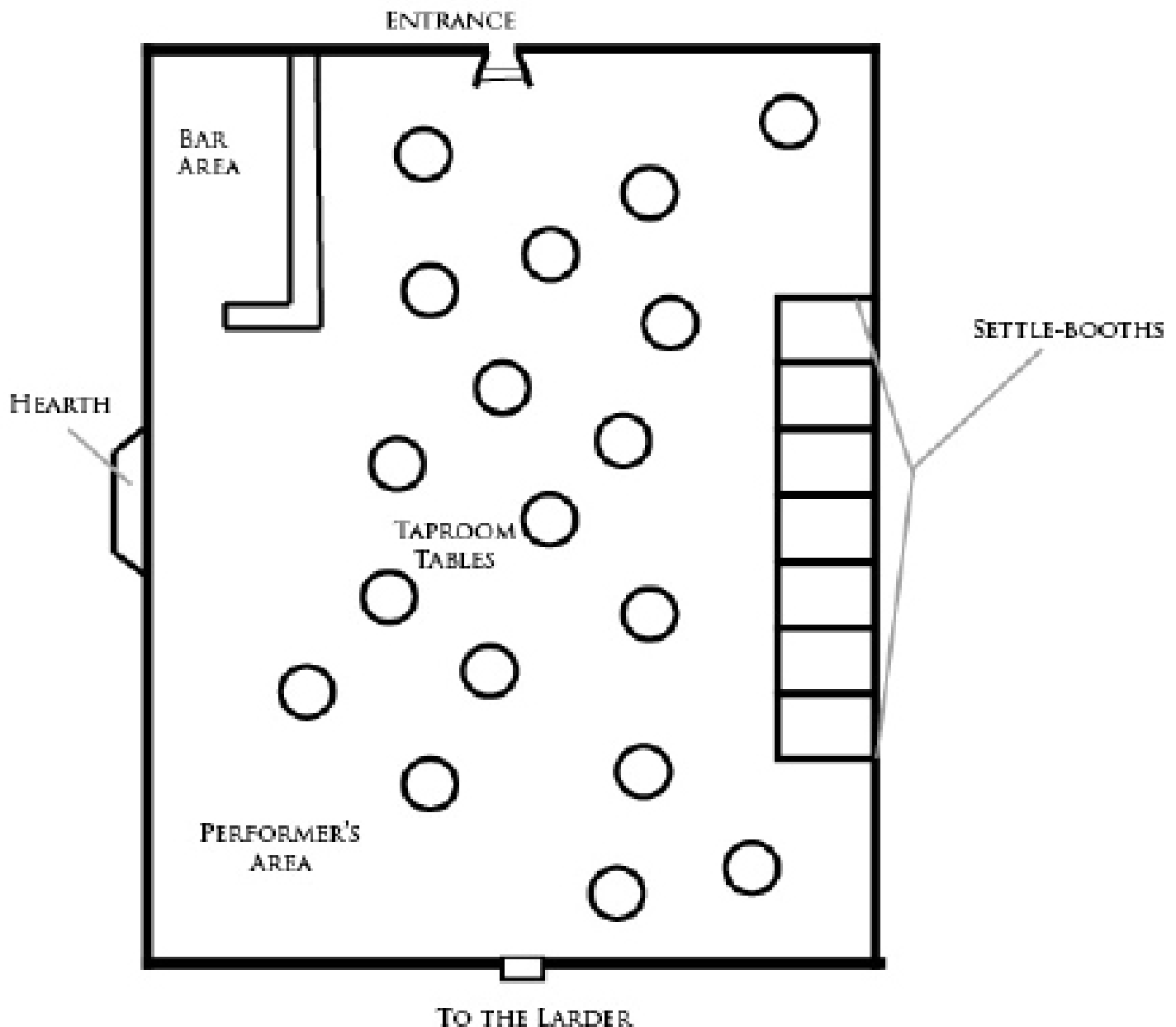
Alignment: NG

Gear: 4d8 silver towers and 1d8 copper shields, black robes, black cloak, shoes, two knives; never carries his spellbook with him (located in the lair)

Special Abilities: infravision to 60', detect secret doors, elven ambushing, speak all dialects of elvish, +1 to-hit with sword of choice (arming sword), 90% charm immunity;

Sunkeepers are immune to damage and effects of heat-based magic (eg, heat metal), receive a +2 bonus to any saving throws against magical fire, and take 1 less point of damage

THE TAVERNA POVERI HOMINUM



on every die of magical flame (minimum 1 point per die). This protection does not in any way afford them resistance to any form of natural heat or flame.

Sunkeepers always roll two sets of dice when using healing magic. They may take the higher or lower set at their option.

At 3rd level, Sunkeepers may lay on hands as a paladin once per day for every three levels of experience they have attained as long as they are standing in direct, natural, sunlight.

Spells Prepared (3/1): cure light wounds x2, light; Aid

XP value: 175

Rowdy Thugs

These range from locals that've had too much to drink to real trouble causers out to start a fight. Either way, you can use statistics similar to bandits for them if they turn hostile, though they'll only fight with fists, clubs, improvised weapons, and knives. They're likely to get into a bar fight with someone: if not each other, then another adventuring party.

If it is morning or afternoon, roll a d100. On a 60% roll or lower, they aren't drunk enough to cause any trouble.

Theobaldus the Akemite

One of the potential employers, Theobaldus represents the Temple of the Seven Gates. They've discovered evidence of necromancy and traffic in necromantic texts and they want a stop put to it.

Theobaldus is a lower ranking priest who dresses in the black robes and cloaks of his order. He looks like death himself, sallow cheeks and pale flesh accentuating his brilliant ice-blue eyes. He is a worrier, and frets constantly about what could be happening under the noses of the authorities. Derisive towards the fights of the nobility, he believes great and evil crimes are being committed under the very nose of the emperor.

He will gladly payroll the PCs if they agree to help figure out what's going on to the tune of up to three hundred pillars. He can show them to the house the temple seized a week ago and reveal to them all that they suspect.

If the PCs discuss the subject with him at length, he will tell them about the House on Shadow Hill where the Akemites discovered a payload of hidden necromantic books and got into a battle with street thugs before they were forced to retreat.

Teliander Voyl

Another potential employer, Teliander is a forest gnome playwright who works for the Two Roses, an acting troupe that plays at the White Lily occasionally. Two of his chorus (who were admittedly both whores as well) went missing a few weeks ago, and now his star actor, Timeus, has vanished.

Teliander is in the Taberna to get blisteringly drunk and

forget about his problems, but he'd be willing to spend almost his entire small fortune in silver to find out what's been going on and put a stop to it.

He's an eloquent little creature with a chin-beard and outrageously large sideburns. He has brown hair and brown eyes, and dresses more like a Dorl than a gnome or a Milean.

Unless the PCs do something to protect him (or stop Ghavus early), Teliander Voyl will die on the prescribed date as listed in the timeline, a victim of the cult's murderous lust for flesh.



Goriaus Vanth

Goriaus is a priest of Dinismayl the Winter Queen. He's a cruel and unpleasant man who wears the ice-blue mail of his order wherever he goes. He has no vested interest in any of the things happening in the city, but the PCs might be able to convince him to assist them for a relatively reasonable sum. Of course, his approach to all situations will be to try to resolve them with violence when it is possible to do so and he will urge the PCs to take this course as well should he join them.

Nevertheless, his faith grants him considerable powers. However, if there is a priest of antagonistic faith with the PCs (such as Aurinainen) he will refuse categorically to assist them.

Goriaus is a stoop-shouldered man with powerfully muscled arms. His brown hair and brown eyes bely the exceptional cruelty of his person.

2nd level priest of Dinismayl; S 13, D 10, C 16, I 7, W 14, Cha 13; hp 10; MV 12; #AT 1; THAC0 20; Dmg 1d6+1 (mace); speed 7; AC 3/4/6 (med. shield and icy chain); Languages: High Varan; WPs: mace, club; NWP: religion (Dinismayl), survival (tundra)

Alignment: CE

Gear: icy-blue chain, medium shield painted with the snowflake charge of Dinismayl, flanged mace, knife (for food)

Spells Prepared (4): command, cause fear, endure cold, faerie fire

XP value: 65xp

Villemorin the Singer

Villemor, as he's called, is a young jongleur (a level 1 bard) seeking to make his way in the world. He's recently eloped with the Mugharian whore named Sharanah from Raya's Embrace. If he's out and about, it's to find food and drink for them in their hideaway and to try to make enough money to get safely out of the city.

Sharanah (SHAH-rah-na) won't be with him under any circumstances as she owes a great deal of money to the owner of the Embrace who, if he knew she was alive, would not be keen on letting her get away with it.

Villemor may approach the PCs if they seem kindly or generous and attempt to get some money from them. If not, he will certainly approach at least one NPC and attempt to play some music but be run off by Durius the Bard (who's playing the Taberna for free drinks and a handful of coin).

Eleazer the Ishtrian

A powerful magician, Eleazer is a walnut-skinned man from the desert land of Ishtria. He wears the native guard of his countrymen, a shapeless garment and curled slippers as well as a prodigious beard.

If he's in the Taberna, he's lost in his own world. Unless a fight breaks out, he'll probably not be keen to pay that much attention to anyone or anything around him, save to order more drinks from Lukius or the servants. If fighting does break out, he will enter the fray by immediately paralyzing as many people as he can with his custom mass hold person spell (which affects 2d6+10 man-sized creatures).



WHAT NEXT?

From here the PCs will hopefully proceed to investigate some of the goings-on in the city. The most likely places for them are to get involved with the Delac/Meridé feud, to proceed to the hardest hit establishment (Raya's Embrace) or to investigate Shadow Hill (if they've spoken to Theobaldus).

RAYA'S EMBRACE

Raya's Embrace has lost the most whores and their loses have been the most recent. Apart from Sharanah (who has simply run away), two young twins named Olivia and Prima as well as a nubile young man named Garus. Those three are actually dead, but they were earlier picks of the cult.

Raya's Embrace is only cursorily detailed in the Adventurer's Guide to Miles (M41); more details can be found right here.

The Embrace was founded by a group of Rayan clerics in the year X.467 under the reign of King Velas (father to the current emperor). It changed ownership in X.483 when the clerics sold it; that was a particularly bad year for the temple, since Tamerin began leveraging the newly-formed Guild of Baudy Workers and Actors to extract a tax-tithe from the wolfsdens of the city.

It's new owner is not a nice man. A greedy, grasping elf named Tulimoryen now owns the establishment and charges the whores there a weekly rent which generally amounts to just under what they can make. As such, many whores owe Tulimoryen a great deal of money and are unable to quit or leave.

The new management has been in place for almost thirty years and the whores working there now generally haven't

known any other master than Tulimoryen. They are terrified of him and take all efforts not to make him angry.

Below is a map of the Embrace as well as a short description of some of the people that you might find there. Only Marius suspects that Sharanah has eloped rather than been murdered, but Tulimoryen will offer a small reward if the murders can be staunched and the killer brought to justice.

Details on the attacks

The twins were captured separately on the same night. Two members of the Necromancer's cult simultaneously paid for both of them in a late watch of the evening and surreptitiously bound and gagged them in their rooms before spiriting them out.

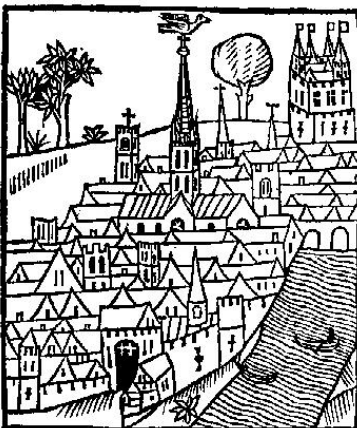
Garus was murdered on the premises by a cultist who purchased him and then slaughtered him in a ritual murder. Signs of Tharos' cult are evident for anyone who asks and can put it together: missing knuckle-bones on the corpse, a Varan "t" mysteriously carved into Garus' bedpost, and a large sickle-shaped knife that was left behind.

Upon entering Raya's Embrace you get the feeling that all eyes in the place have turned to you. Even the patrons seem wary and unenthusiastic. The room itself is shaped like an L, the shallow stairs from outside opening directly across from the bar in the crook of the room.

Light filters in through the open shutters, a bank of windows inset in both walls that look in onto the porch, the warm sweet stench of the city gusting through them.

The tables are scarred by decades of carvings and the names of men claiming whores cut into them. The patrons look just as weather-worn, regardless of the friendly frescoes of satyrs and nymphs galavanting playfully behind the bar.

The barkeep eyes you from behind the oakwood monstrosity that section off a full corner of the room. He seems to be sizing you up, his fingers creeping beneath the lip of the countertop.



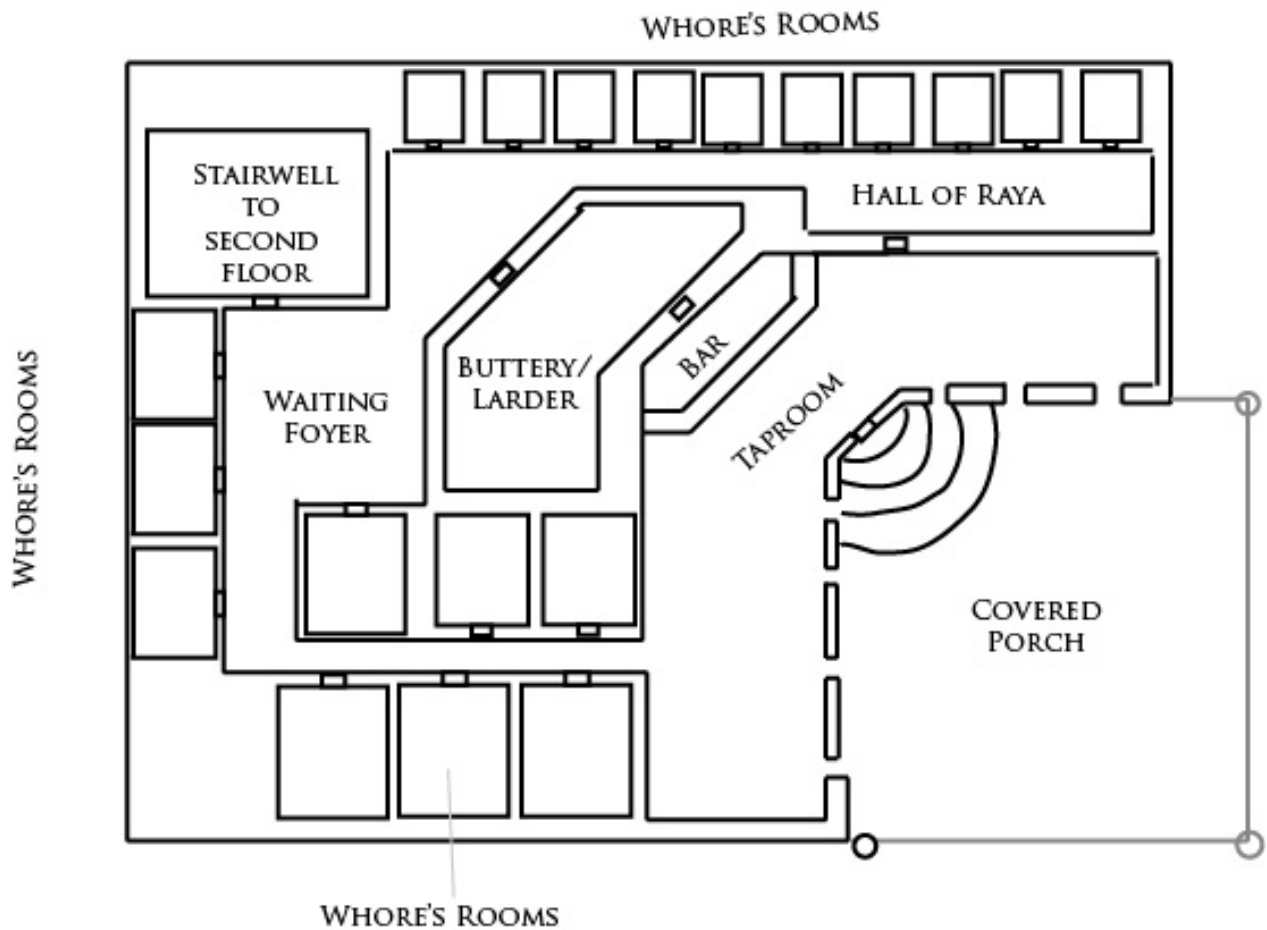
Marius L'aur

Marius is the bartender at Raya's Embrace. He started working there as a barman in X.499 and has had a few years under Tulimoryen to learn his tricks. He knows all about the debts and the traps he uses to keep his employees from leaving.

Marius was close to Shanarah and knew of Villemorin's



RAYA'S EMBRACE





courtship with her. He has his suspicions about the two, but will say nothing unless he is either given a hefty bribe or convinced the PCs are acting for her good. If he is given sufficient reason to believe they won't report her to Tulimoryen and get her dragged back, he may try to find them and volunteer that he saw her meeting a singer outside the whorehouse a few days before she vanished.

He hasn't seen any of the sort of people that were supposedly seen around the time of the other disappearances within the last two weeks: namely, people in black cloaks. Nor has Shanarah's body appeared unlike the twins, who turned up on the streets in back of Raya's Embrace.

Tulimoryen

Tulimoryen can be a difficult person to reach when he doesn't want to be found. However, if he gets word that the PCs are actively looking into the killers he will first, try to quiet them down by offering them some money (no more than 100 towers) and second, attempt to take them into a private place to discuss the matter.

Tulimoryen confesses that he knows little about the Milean underworld, but mentions Aventius the Fence as well as the raids made up on Shadow Hill by Akemites which were stymied by Aventius' men.

The other patrons of Raya's Embrace are singularly unwilling to discuss the affairs of the murders with the PCs; they're all disturbed by it, and Tulimoryen's business has fallen off sharply because of it.

Amongst the other whores, here are some of the most interesting that might have things to say:

Leiliana

A young woman who was sold to Tulimoryen by her mother at age 14, Leiliana is one of the tougher whores in the Embrace. She owes Tulimoryen almost nothing and is almost free of her debts to him. She plans to escape in the confusion of the murders as soon as she has.

Leiliana needs money to buy her way to freedom, and if the PCs can offer twenty or thirty pillars, she'll gladly relate all she knows. However, the next time they visit the Embrace, she'll be gone.

Things Leiliana knows:

- The two girls who were killed were twins; she knows their names but little else about them. Apparently, they weren't close.
- The night they were spirited away, Leiliana was awoken by whispers and footsteps on the stairway—the rooms occupied by the twins were upstairs, so they must have been carried down.
- She remembers a lot of customers that night, but no one important. There were a surprising number of sailors and farmers.
- Garus she knew very well, and his death shocked her deeply. He was murdered in his rooms and she remembers seeing a slender man in a long green cloak running from the taproom doors after the attack.
- Garus serviced women only.

Claudia

Afraid of Tulimoryen, afraid of the murders, and afraid of the PCs, Claudia has a hard time recalling anything. Only kindness and compassion will get her to say anything, else she will grow more and more silent and more and more weepy.

However, since Claudia's room is directly across from the two rooms shared by the twins, she can reveal some things about that night.

- The attacks on the twins were carried out simultaneously by two different people: one a woman and one a man.
- They wore green and black cloaks, respectively.
- There were sounds of struggle inside and Claudia watched them drag the two girls out, wrapped in canvas.
- Both people stank horribly, of refuse and shit.

THE HOUSE ON SHADOW HILL

The house is up on Sickle Street, in full view of Wizard's Hill and firmly in what Aventius considers "his" territory. It's an old building, crumbling to pieces from rot and neglect. The cult has done little to the outside and so it retains its appearance of decay; however, the interior has been greatly reworked. Aventius uses it as a storehouse to move magical texts down into the sewers and permits the cult to store bodies there.

The house has a limestone ground floor and undercroft but the second and third floors are built with timber frames and daub walls. It was used as a stable and loading station for beer and ale on the hill thirty or forty years ago and after that was abandoned and left to decay.

"Thugs" use bandit stats from the MM; they generally wear leather armor and carry clubs, staves, knives, and shortswords.

The House

Any time the PCs approach the house there is a 40% chance that it is in use. Otherwise, it is vacant. However, for every ten minutes they spend in the vacant house, roll a d10; on a 1, a group of Aventius' men arrives to unload some goods.

There are generally 10-40 of Aventius' men in the house if they are present.

1. Undercroft/Stable

The stable and undercroft can be accessed from outside the house proper either through the stables or the undercroft door around the back. The stable area is still in use, and the PCs may stumble upon 1d3 horses there.

If horses are present, men are not far behind; specifically, 2d4 bandits in the undercroft loading or unloading crates.

There is a secret entrance in the north-west corner of

the undercroft: a large flat paving tile can be pried up and moved to one side to reveal an entrance into the sewerway (Entrance S). If the PCs care to examine the floor (and they have a good source of light), they will be able to see that there are scratch marks all the way from the stairwell up into the Loading and Storage chamber.

2. Old Hall/Guard Chamber

While this was once the main hall of the house, it was converted under the cult into a guard room. Currently, it serves as a guard room when men are present unloading goods or otherwise working in the house.

2d6 guards will be idling their time in here if there are people present, fully half of them equipped with crossbows and knives. If fighting ensues, they will sound the alarm and attempt to get help from the other rooms (help arrives in 1d3 rounds from each adjacent room). The archers will try to get up onto the stairway to fire down.

That stair, if examined, will be revealed to carry the same sorts of scratches as found in the undercroft and the storage area.

3. Loading and Storage/Shrine

This room was converted into a shrine during the stay of the cult and smears of blood can still be seen all over the floor. If there are people in the house, check on the following table:

1-3	Room is empty
4	2d4 thugs loading gear

Nothing is stored here permanently; if the PCs attack during a loading/unloading, they may find the following:



1d2 crates of contraband weaponry stolen from the Knight's Watch. Each crate contains:

- 1d4 crossbows
- 2d6 knives
- 1d6 long swords
- 1d6 crates of grain worth 100gp each
- 1d6 barrels of stolen dwarf liquor worth 200gp each -- 1d4 of these crates contain necromantic texts hidden in the bottom amongst the threshed grain. There are 1d2 books per crate and they are worth 100-800 gold pillars each.

4. Kitchen

This room is empty, no matter how many people are present. It hasn't seen any use in a long time and is dominated by a hearth with no smoke outlet.

Old cookware can be found scattered throughout the room, though it's mostly rusted. Knives are here in number and there are some (1d4) torches stashed beneath an overturned cauldron. The hearth ashes are cold, but a quick sift through them will reveal 2d6 silver towers and a small iron ring.

5. Old Larder/Back Office

This room was once a larder but has been converted by Aventius into the office of local gangleader, who uses it to maintain inventory. Eleaus is illiterate, so he uses color-coded sticks with notches on them to mark inventory of goods in the house.

There's a cot here for sleeping, a writing desk with a knife lain across it (for marking inventory sticks), a warming brazier (unlit, as it's summer), and a faded tapestry of an elven mage commanding a storm against the far wall.

If people are present in the house, Eleaus will be in here with 1d4+1 thugs. Eleaus fights as a third level fighter with an arming (long) sword, wears leather like his men (though with the addition of a buckler), and carries 2d8 golden pillars on him. If he falls, all gang members in sight must immediately make a morale check or surrender (or flee).

Second Floor

6. Temple

The second floor of the building was completely converted to a temple. Interior walls were completely swept away and new beams of dense wood were put up to keep the space from collapsing. Aventius' men dislike moving through the old temple, even though it's been cleared out.

The room still reeks of blood and a few choice necromantic trinkets can be found here and there, scattered across the floor for those who search: a sickle-shaped knife, a finger-joint, a golden ring with an impression of a finger-joint as its seal.



Against the south wall is the clear space where an altar was placed. Examining it will reveal scratch-marks that lead across the floor and over to the stairs.

Even if there are men in the building, it is highly unlikely they will be in the temple area.

7. Stairway up

This room houses a collapsed stairway. The only way to ascend to the third floor is by ladder, which Aventius' men bring with them whenever they come. If they aren't here, it is a 12' drop from the upper floor. If they are, the ladder will be in place and 1d2 men will have been left to guard it.

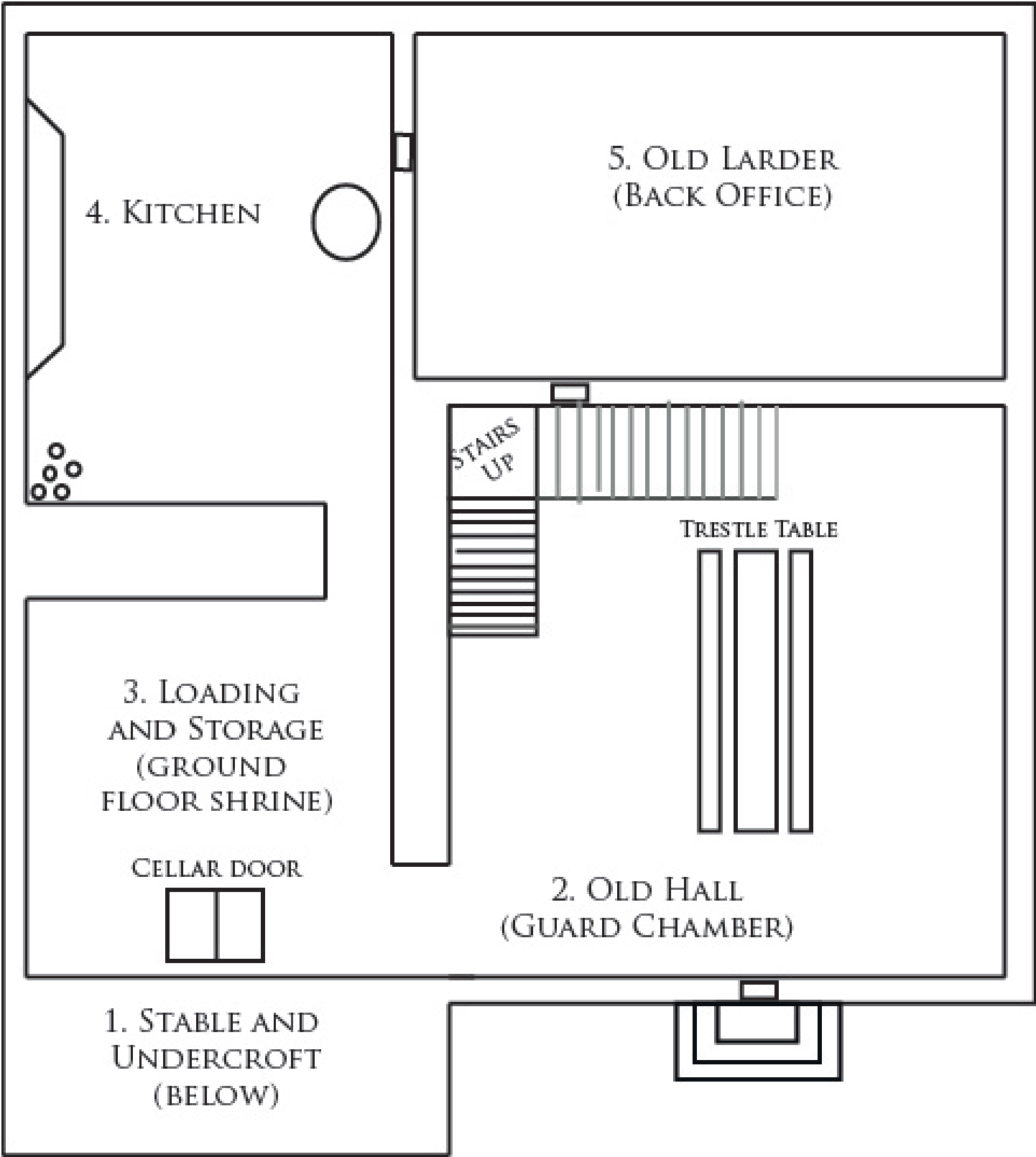
Third Floor

Dormitory

The former dormitory (before that it was the servant's quarters) is now the loading and packing station where goods are brought in and hidden to be moved out of the city. The dormitory may contain up to three times as much material as the loading room at your discretion; it may be more or less if gear is being moved in or out.

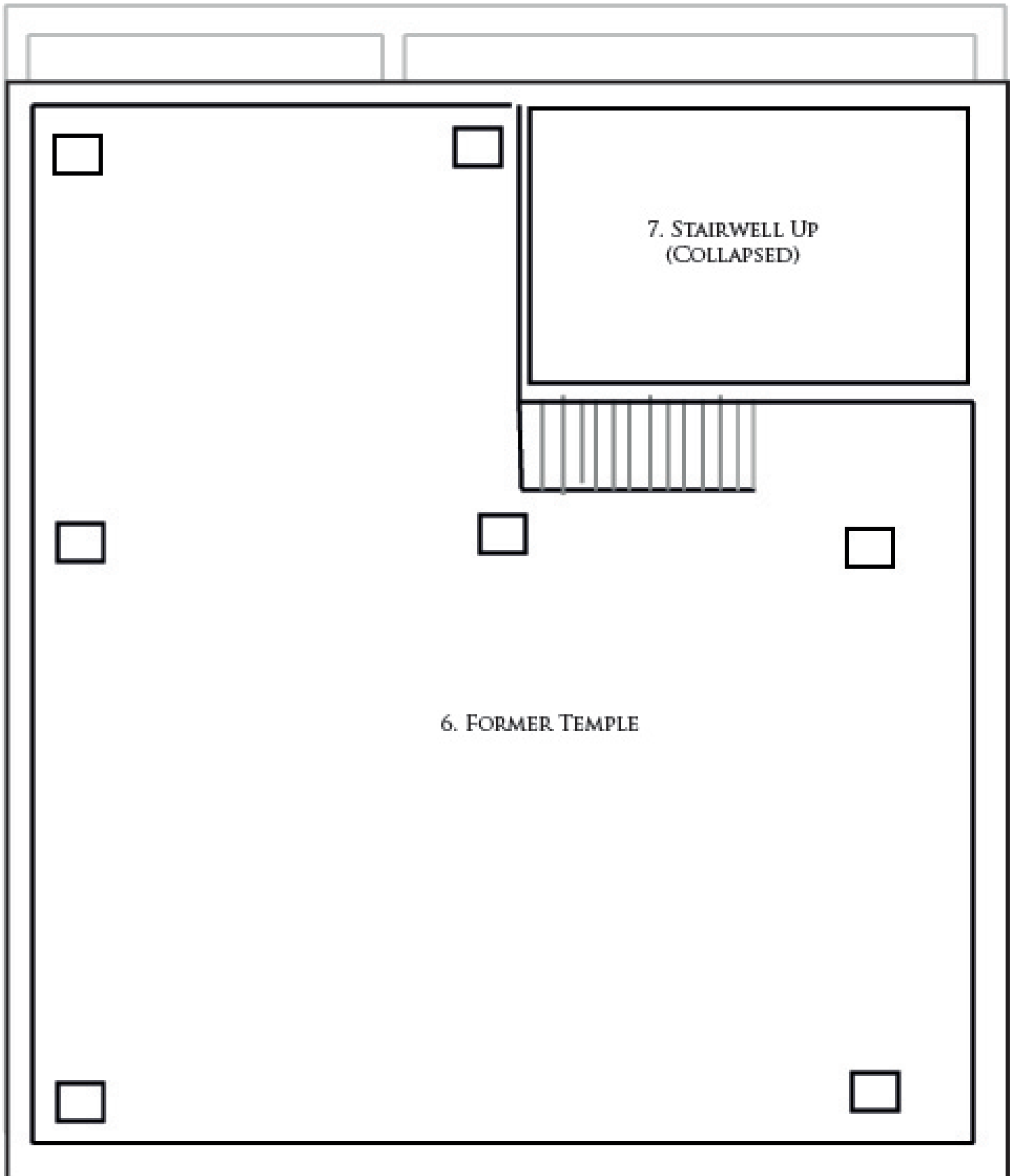
There may be 1d4 of Aventius' thugs upstairs packing or unpacking.

THE HOUSE ON SHADOW HILL
Ground Floor



PLACES OF INTEREST

THE HOUSE ON SHADOW HILL

Second Floor

WHAT HAPPENS NOW?

If the PCs got into an armed conflict with Aventius' men and were victorious, it's likely that there will be increased guards near sewer entrance S from now on; they may abandon the house altogether and cease using it as a drop point or they may further fortify it, making it much harder for the PCs to make another such assault.

Either way, Aventius will want to know who they are and what they want. If they seem like they can be paid off, he will dispatch a messenger with some money to try to turn them away. Otherwise, he will have to decide if they're threatening or not: if he believes they could legitimately threaten his organization, he may send a squad of killers to wipe them out. These will likely attack at night 1d4+1 days after the PCs raid the house. The squad will be composed of 4 level 2 fighters and a level 3 thief who will attempt to kill them in their sleep.

Unless the party demonstrates extreme risk to his organization, Aventius will not send Dexter or Sinister to kill them. If he does send a team of killers and the PCs manage to fight them off, Aventius may decide to simply treat with them and give up the cult as he really has very little attachment to Ghavus.

are connected by a tangled web of ancient tunnels, a map of which can be found below.

Bene Nota: Once the PCs have proved that there is a cult of the Necromancer operating without a doubt in the city, they can go to the Knight's Watch and receive some backup in the form of hirelings. The Watch will be willing to provision them with level 0 men-at-arms of a number equal to the highest "of henchman" rating in the party.

Wandering Monster Checks: Aventius' men, who rest in rooms (5) and (8) go on patrol regularly. There are 2d4 men to a patrol. Aventius has 20 men in this area at any given time; men not encountered in the guard room (5), barricade (6), or drain control room (8) are on patrol.

The same goes for the 53 kobolds of the Clawtooth tribe; any not encountered in areas (9) or (10) are wandering, possibly in sewer sections not mapped here. Never fear, since they will come back at some point, if only to see the carnage and then run off again.

Aventius' men may not necessarily be hostile depending on the way the party presents itself. If they aren't, they can easily be bribed to taking the PCs to meet with Aventius himself.

Wandering monsters will generally be encountered on a 1-2 on a d10 (rolled once every ten minutes) or on a 1-6 on a d10 (if the area has been alerted to PC presence).

1-2	Kobolds
3	Aventius' Men
4	Cultists

THE SEWER SYSTEM

The sewer system below Shadow Hill is a network of old stone tunnels, roads that have been covered over by new construction, and ancient Second Empire sewage drains. Down here there dwell countless numbers of unpleasant creatures and there may even be an entrance into the Evernight (also known as the Underlands) below. Kobolds, molds, oozes, even some tribes of subterranean orcs make their home in the shadow sewers.

Asking around on Shadow Hill for people in green cloaks is fairly useless. Asking for people in green cloaks that smell like shit and have bundles with them might net better results. The rumor that people come out of the sewers (at Entrance A and Entrance B) is well known, and some perceptive folks may connect these comings and goings with Aventius the Fence.

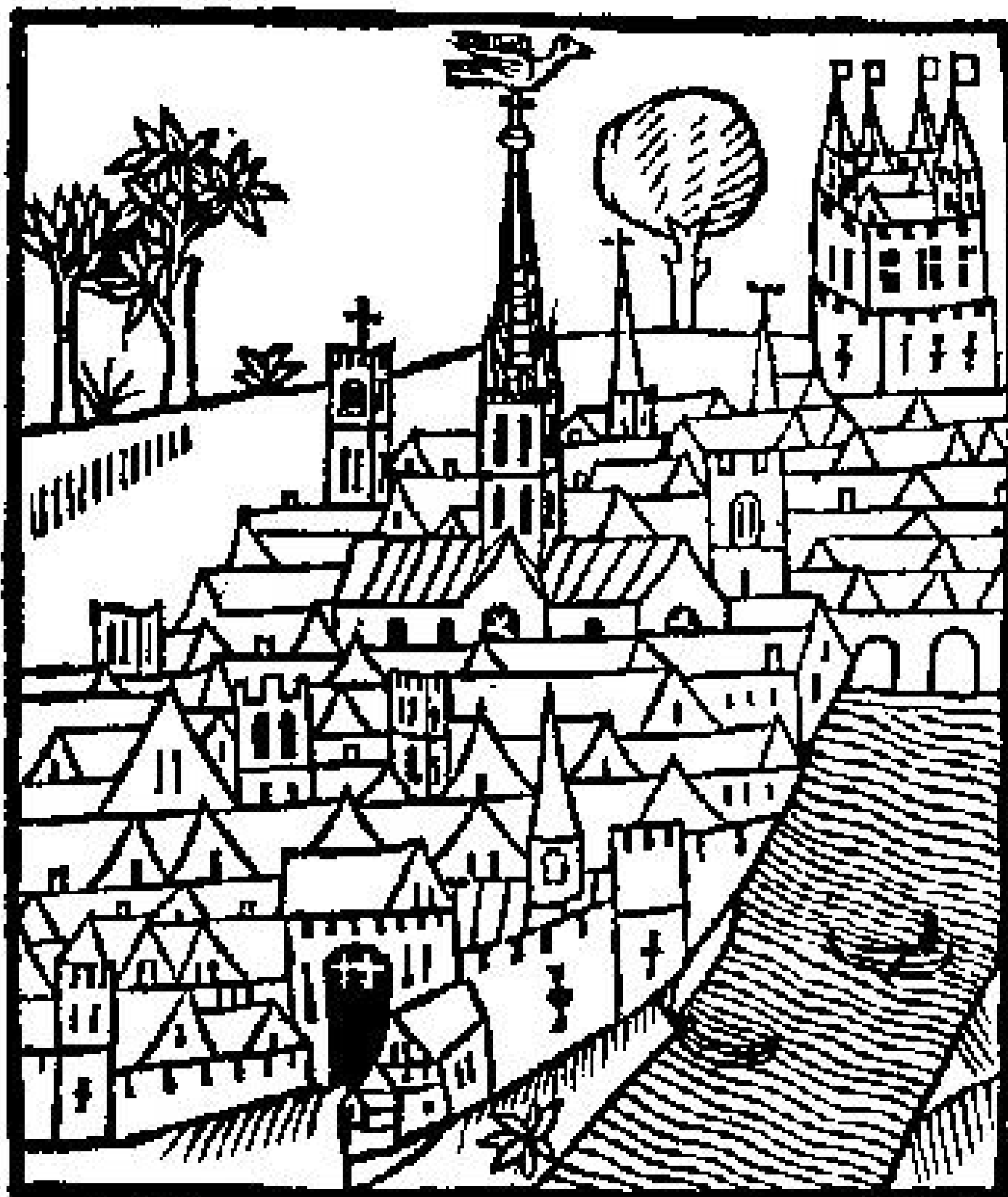
The three important locations down here as far as this adventure is concerned are Aventius' Hideout, the Clawtooth Lair, and the Temple of the Necromancer. These three locales

1) Sand-bottom cavern. This cave has a small lip on the western side and opens onto the main drainage hall (3) on the east. The floor is covered in a fine layer of sand and tracks, as of many passages, crisscross it from east to west. A slick trail of bloody mud leads northwards to the Body Room (2).

2) Body Room. This small chamber is accessible through a section of tunnel leading southwards to the sand-bottom cavern (1). There are five bodies of indeterminate age rotting in the north-western corner. The stench is almost unbearable. The floor of this cave is stone mired in thick, dried blood.

3) Main Drainage Hall. The stink of the sewage dripping down the northern wall of this large chamber is awful. Merely entering this hall calls for a save vs. paralyzation; failure indicates that strength scores take a -2 drop for 1d10 minutes as the PCs accustom themselves to the stench. A river of slow-moving sewage flows down the center of the room towards the drainage pool (4). The sewage can be forded at any point as it is no more than ankle-deep.

4) Drainage Pool. This pool swirls and sucks the filthy



nightsoil down a series of small drains into another section of the sewer entirely. The filth here is deep enough to be submerged in, so PCs that fall into it will be in the same sort of trouble as if they fell into deep (15') water. The ceiling of this chamber is vaulted overhead with thick gray stones. An entryway to the sewer is cut into the wall in the southwest (Entrance B) which provides access to a brass trapdoor that opens into the street.

5) Guard Room. Aventius has made this area a resting room for the men that guard the barricade (6). From here they go on patrol around the area. The room is stocked with three clay lamps and eight tallow candles that are half-burned. There are two tables within, made from light pine, and several sets of gambling dice. The room can accommodate 10 men at any given time but there are usually no more than 1d4 men here, the rest being on patrol or at the barricade.

6) Barricade. This is a wooden stockade erected by Aventius' men to prevent people from barging into their sewer. Entrance A descends the city streets right next to this feature, meaning that anyone coming down will walk right into the ambush of 2d6 men who are standing there. Fully one-half of this group will be armed with heavy crossbows.



7) Empty Room. This room has nothing in it save for the dribblings of filth that run down its limestone walls. However, since it has no doors, it is really not all that defensible of an area.

8) Drain Control. This small room has a low ceiling and is lit by torches in brackets on either side of a massive iron wheel inset into the rear wall. This controls the drain in area (4); turning it requires a feat of strength, but doing so will either break it off completely (to the right, jamming it open) or close the drains, causing the area at (4) to begin flooding. Of course, as soon as the PCs leave, Aventius' men will put it to rights.

There will generally (80% chance) be 1d4+1 of his men here whenever PCs arrive.

A secret entrance into Aventius' lair can be found in this room: the drain-wheel must be turned all the way to the right and then pulled straight out, which will cause a section of the wall to swing forward.

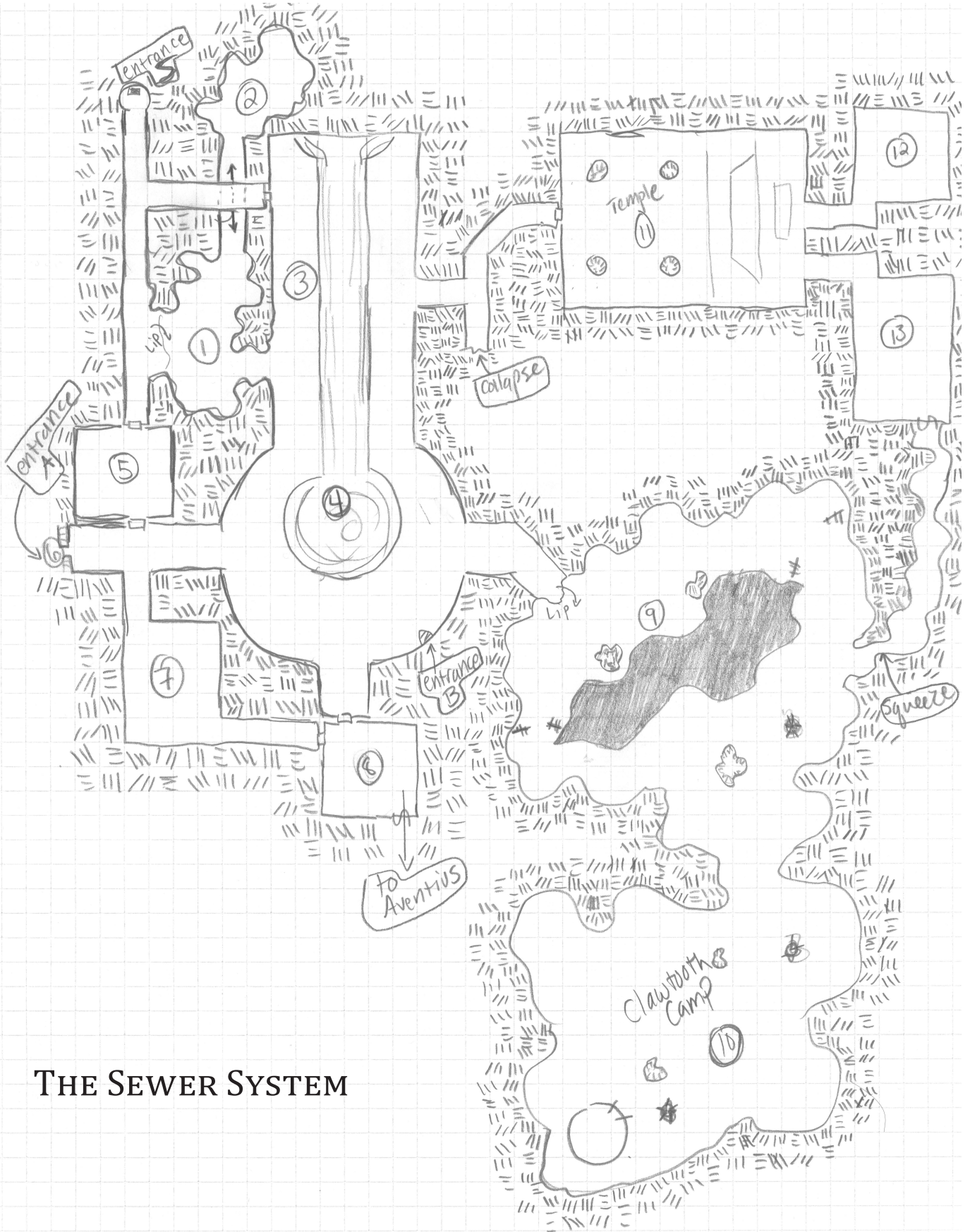
9) Clawtooth Chasm. This large cave belongs to the Clawtooth tribe of kobolds. They have established barricades on either side of the chasm to force enemies into a narrow space where they can be peppered with arrows. To this point, 3d4 kobolds with short bows can be found in this chamber, accompanied by 1d4+1 kobolds at each barricade holding heavy shields and spears.

The composition of the room is that of a warm sandy cavern; large boulders are scattered across the sand and the huge gap in the center of the floor is actually a limestone tunnel that goes deep down below the city. Any PC who falls in is as good as dead (unless the DM feels like mapping the undersewers and the dangerous places that might lie down there). A single watchfire burns on the far side of the chasm and the kobolds encountered here will not initially be hostile but they WILL be extremely suspicious.

10) Clawtooth Camp. The main Clawtooth camp, filled with 3d10 kobolds (only 2/3rds of which are armed and armored with anything other than a knife) and several campfires. The area is dominated by the skin-and-wood tent of Skaraz, the Kobold-king. He resides there, but will emerge if there are any sounds of trouble. If it looks like his kobolds are being slaughtered he will run for the concealed exit in area (9), hoping to find shelter with the cult.

11) Necromancer's Temple. The temple of the Necromancer was once a workman's station for the sewers but it has since been opened out and converted by the efforts of the cult. The walls are cut from the limestone of the hill, but the pillars are expensive imported basalt. A shallow flight of steps at the far end of the room leads up to an altar of unhewn stone that is decorated with an expensive black silk altar-cover and stained with blood, wax, and wine. The ceiling has been expanded upwards, crude vaulting inexpertly carved to help support it. There are braziers burning in the north and

PLACES OF INTEREST



THE SEWER SYSTEM

south western corners, giving the room an eery light.

There are generally 1d6-1 cult members in this chamber at any given time, worshipping at the altar or making sacrifices. The number increases at night (to 1d4+2). There are always 4 skeletons in this chamber as well, standing up behind the altar. If violence is done, they will leap to action. Indeed, if there is any fighting in here, Ghavus Foebane and Coriolanus Tempestus will arrive from their rooms within 1d3 rounds (Ghavus) and 1d6 rounds (Coriolanus) (if they are both present). There is an 80% chance that Ghavus is here and a 60% chance that Coriolanus is.

If the cult leaders are not present in the temple at the time of the fight, they will likely arrive 1d4 hours later and an ambush can be arranged. Indeed, it might behoove the PCs to make certain they are not present before they attack; Ghavus is immensely powerful.

12) Ghavus' Chambers. Ghavus lives a spartan lifestyle. His bed is a simple cot, he is attended by 2 skeleton servants (who will remain in the room if he leaves, but fight alongside him if he calls for them). There's a small chest in one corner of the room that contains 800 silver towers as well as his book of poisons. The rest of the room is noticeably bare.

13) Coriolanus' Chambers. Coriolanus, in comparison to Ghavus, has a riot of objects contained within his room. A level 3 necromantic library (composed of around 120

books) lies scattered on tables, desks, and shelves. A pair of large oaken trestle-tables serve to allow him to perform dissections, and they are both soaked with old blood. Indeed, there is a 15% chance that a half-dissected body will still be present.

In the rear of Coriolanus' chamber, a small passageway can be uncovered by pushing aside his low bed and pressing against the wall where a protruding knob of stone is found. This leads to the Clawtooth Chasm (area 9).

Aventius' Lair

Aventius has a large and somewhat complex section of the sewers completely repurposed to serve as his (literally) underground center of operations. If the PCs arrive in Aventius' lair on their own he will be suitably impressed but it is most likely that one of Aventius' men suggests coming to talk with the mastermind.

Aventius himself will be found in a large opulently decorated room that looks little different from something that could be found above-ground. His bed is a canopy with streamers silk and gauzy cloth draped from it and he has several settling couches for guests. The room is dominated by the writing desk and piles of records that he keeps, however, and the massive scales upon which he weighs his money as it comes in from his captains.

He will never be found without either Dexter or Sinister (or both) guarding him.



AFTERMATH

What happens next is up to you and your players. The choices they've made throughout the adventure will greatly influence how the aftermath plays out. Tibereus will likely reward them for capturing (or killing) Ghavus and Coriolanus.

It is possible that some of the cult members have relatives that are now poisoned forever against adventurers. Hell, it's possible that Ghavus or Coriolanus have escaped to live another day!

A whole cast of pregenerated level 1 For Gold & Glory characters are available at the Frothing Mug website.

Please visit:

<http://frothingmug.blogspot.com/p/10th-age-downloads.html>

