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DUNGEON BACKDROP: THE SHADOW FANE



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DUNGEON BACKDROP: THE SHADOW FANE

Evil is everywhere and humanity must be ever vigilant against its slow encroachment into all that is great and good. Small cults—dedicated to ancient, blasphemous powers—lurk throughout the world ready to carry out their dark patron's bidding. One such small cult dedicated to Braal, god of hate, malice and revenge, dwells in the Shadow Fane below Languard's High City. The cultists kidnap and murder in their dark god's name, but recently they made a mistake that threatens their very existence. Instead of kidnaping a beggar the cultists accidentally kidnapped the daughter of a wealthy merchant and he is offering a handsome reward for his daughter's safe return.

You are a GM, but you are busy. You want to write your own modules, but you just don't have the time. And you don't want to use commercial modules. You want to make your campaign your own. That's where the Dungeon Backdrop line comes in! Each Dungeon Backdrop presents a fully fleshed out and lovingly detailed self-contained dungeon ready for you to use as you see fit. Stock the dungeon with your own monsters (and—perhaps—their treasure), decide their back story and you are good to go.

Every Dungeon Backdrop is carefully designed to be easily inserted into almost any fantasy campaign. Dungeon Backdrops: we describe the dungeon, you add the monsters (and the treasure).

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USING A DUNGEON BACKDROP

Tweak and modify this dungeon to make it your own. The parts of this supplement describing the actual dungeon itself feature extensive space for you to make notes—adding treasure, opponents and so on.

- **Location Descriptions:** The various location descriptions provided herein only describe the basic appearance of the dungeon's rooms, chambers and corridors. They do not include descriptions of any monsters lurking therein. Remember when describing the dungeon to your players the snarling orcs (or whatever) are probably more noticeable than the room's features. Also remember, creatures in the dungeon will modify their home to better suit their needs. For example, the aforementioned orcs may have set up a rough camp—mention these changes when describing the area.
- **Treasure:** The text only presents the details of minor treasures the PCs could discover in the course of their adventure. Most is of little value, but serves to underline the flavour of the dungeon. Remember to add level-appropriate treasure when designing the dungeon.



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DUNGEON BACKGROUND

Evil cults practise their foul rites wherever humans settle, for in humans certain dark powers find fertile ground for their whispered entreaties and honeyed promises. In every settlement, some folk will recoil from the light and embrace the darkness.

One such cult lurks under Languard, capital city of Ashlar. The cultists quietly worship their lord, and every month capture four doomed souls to sacrifice to their lord. Such activity cannot go unnoticed forever, however, and slowly several folk in the city are becoming aware of a pattern of disappearances among the denizens of the street as well other vulnerable people. Most citizens—wrapped up in their own lives and grappling with their own problems—spare little thought for the fate of a few beggars, homeless folk and the like. However, the recent disappearance of a wealthy merchant’s daughter (see Kidnap and Murder) has brought the matter somewhat to the fore.

ADDITIONAL RESOURCES

If you are pushed for time, and want more tools and tables to help design and populate the Shadow Fane, check out *20 Things #37: Fane of Evil* from Raging Swan Press. The book contains five comprehensive tables and six fully-fleshed out NPCs (three priests and three prisoners) ready to be dropped into your game.

A NOTE ABOUT TENSE

Throughout the text I have used the present tense—effectively I have decided the fane is currently staffed and in use. If you rule the opposite—that it is abandoned—remember to modify the dungeon’s read aloud text to reflect its state. For example, dust might lie thickly on the floor and cobwebs may shroud the ceilings and walls.

ADVENTURE HOOKS

The PCs can merely stumble on the Shadow Fane by happenstance and decide to explore the locale on a whim. Alternatively, use one of the hooks below to lure the PCs into the fane.

- **Kidnap and Murder:** An evil cult is active in the area and has been kidnapping locals to use as sacrifices in their blasphemous ceremonies. A few days ago, the cult made a mistake and accidentally kidnapped someone important, Aune Ehtaro—the daughter of Aatami Ehtaro. Aatami is an important and wealthy merchant and is fiercely protective of this family. Aatami offers the PCs 500 gp to rescue his daughter and slay those responsible.
- **Revenge:** The PCs have previously tangled with worshippers of the Dweller in Shadows (or with whichever power you replace him). The fane’s adherents attacks the PCs in revenge for previous setbacks; one of the slain cultists carries a crude map showing the fane’s location.
- **Kidnap, Interrupted:** The PCs foil an attempted kidnapping by the cult’s agents. They either find a crude map on one of the attackers or trail fleeing cultists back to the fane.



- **Skulking About:** Abroad late at night, the PCs notice a suspicious figure skulking about. Following the figure—a cultist on the way to the fane—the PCs stumble onto the fane mere minutes before the monthly service begins.

WHICH FELL POWER?

Of crucial importance to your design is the question: to which fell power is the fane dedicated? Answering this question enables you to embellish the descriptions herein with faith-specific details. For example, if the fane is dedicated to Braal's worship (see below), skull motifs are everywhere. Alternatively, if the adherents venerate Dagon eye and tentacle designs will predominate.

The evil god Braal has been specifically designed to be easily substituted for a power already extant in the GM's own campaign, and so my design of the fane assumes it is dedicated to Braal.

BRAAL

NE god of Hate, Malice and Revenge

Epithets: The Hated, Dweller in Shadows

Symbol: A cloven skull

Favoured Weapon: Morningstar

Raiment: Braal's adherents wear cowed black cloaks smeared with their sacrifices' blood and often shave their heads.

WHISPERS & RUMOURS

If the PCs think to learn more about the dungeon, use the table below to determine what information they uncover. Determine which rumours are true based on your dungeon design. Use the table below, to determine which rumour(s) the PC learns:

1. A foul cult operates in the vicinity; it is not safe to go outside after dark on your own. People that do sometimes disappear never to be seen again.
2. Whispers of terrible rites chanted in the dead of night and of faint screams coming from underground all centre on a part of the city near to the Svart's ever-flowing waters.
3. Dark figures have been seen moving furtively about the city at night.
4. A devotee of Darlen was raving a week ago about a dream he had. In it, he was flying above the city and could see a great darkness slowly oozing through the streets. He believed it to be a warning bestowed on him by his divine patron of a gathering evil.
5. Beggars and children of the street have been notable by their reduced numbers recently. No one knows where they are going.
6. A woman found a horrible necklace the other day. It was a crude cast iron thing decorated with a horrible grinning skull. She asked a blacksmith friend to melt it down so disturbed was she by its imagery.

Worshippers: Braal whispers dark promises to the disposed, the bullied and those who desire power over their compatriots. Goblins and half-goblins also worship Braal, although he disdains such odious worshippers.

Teachings: Strike from the shadows; punish those who have wronged you and show no mercy. Take what you want and destroy that which you cannot take.

Holy Texts: The worship of Braal is not as prescriptive as other religions. No universally agreed upon text exists, but several dark tomes are preferred by various sects.

Additional Notes: Braal is the dark to Darlen's light. The struggle between the two is ancient and unending, and there is great enmity between the two powers' worshippers. For all his plotting and evil doings, however, Braal is nothing compared to the elder powers of certain ancient, primal demons.

THE CULT

The small cult dedicated to the Dweller in Shadows numbers no more than a half-dozen priests and a score or so worshippers scattered about the city. A shadowy figure—the Dark Warden—leads the cult. Only the priests dwell in the fane; other worshippers live in the city and visit the fane for the monthly sacrifices or as directed by the Dark Warden. As with any evil cult, the Hated's adherents do not dwell in blissful harmony; constant jockeying for position is the norm, and the PCs may be able to use this to their advantage.

THE FANE IN YOUR CAMPAIGN

Dungeon Backdrop: *The Shadow Fane* is not like a normal commercially available adventure. While we have done the bulk of the work for you describing the dungeon in detail, setting out its history, designing plot hooks to get your PCs to the dungeon and so on, there is still (a little) work left: you must stock the dungeon with appropriate monsters and treasures and make any other changes or additions you see fit. In short, you must make Delthur's Folly your own!

This Dungeon Backdrop is designed for use with the Duchy of Ashlar and the Gloamhold megadungeon or the Lonely Coast. However, the dungeon is relatively self-contained and so with minimal effort it can be easily modified to fit almost any campaign world.

The major salient components of the fane comprise:

- **Evil Power:** The fane is dedicated to an evil power such as Braal. Substituting a suitable evil power from your own campaign should be easy.
- **Located Anywhere:** The fane can be located almost anywhere—in an out-of-the way locale in the wilderness, in a larger dungeon complex or even under a town or city.

NOTABLE LOCATIONS AT A GLANCE

The Shadow Fane is a small, self-contained dungeon complex dedicated to Braal. Use the notes below as a starting point, and modify them as necessary to complement your design of the fane and its inhabitants.

1. **Portal of Darkness:** Banded with iron straps graven with fell runes of evil, blasphemous power this stout oak door wards the complex beyond.
2. **Hall of the Damned:** Many of the fane's adherents never progress passed this area. Here stand four skull-shaped wrought iron braziers blazing with hellish magical light along with four small shrines complete with manacles to secure prisoners and sacrifices.
3. **The Dark Chapel:** The venue of the cult's blasphemous ceremonies, the Dark Chapel is where sacrifices die screaming in foul rituals enacted to glorify Braal.
4. **Store Room:** This locked chamber holds many boxes, crates and barrels filled with the possessions of the sacrificed. The cult periodically sells the items here to various local fences.
5. **The Dumping Ground:** The fane's priests dump the headless corpses of those sacrificed to Braal in this chamber. They then strip the corpse of anything remotely valuable before dumping the remains in area 7.
6. **The Old Ossuary:** This small natural cavern holds the skeletal remains of the cult's oldest victims. Partially hidden behind heaped piles of bones, a narrow, twisting corridor leads way from the fane. At the GM's discretion, the passage could end in a dead-end or intersect with more caves, the city sewers or some other dungeon complex.
7. **The New Ossuary:** Packed full of bones, decomposing bodies and the grizzly remains of the fane's sacrifices this small network of caves reeks of death, decay and disease.
8. **Tower of Skulls:** A towering column comprising hundreds of skulls dominates this lofty chamber. Risen in veneration to the fane's fell patron the column holds the skulls of all those who have been sacrificed to Braal's glory. At the end of every profane service, the column grows a little higher.
9. **The Dark Guardian:** A cloaked stone statue of a towering skeletal warrior clutching a two-handed morningstar watches over this junction. It stares impassively toward the door leading to the Tower of Skulls.
10. **The Processional:** Extensively decorated with lurid frescoes praising Braal, this wide corridor is both a thoroughfare and a place of devotion.
11. **Adherents' Dormitory:** In this communal sleeping chamber slumber the fane's minor priests.
12. **Chamber of the Dark Warden:** This sumptuously appointed chamber is the dwelling place of the fane's warden. Here are also kept the shrine's choicest treasures.

DUNGEON DRESSING

Use the entries below, to breathe life and detail into the locales described on these pages. Alternatively, use the information below to describe otherwise empty areas.

1. A fresco of a large, blackened skull decorates the wall. Blasphemously—for the faithful—someone has scratched away the paint from where the skull's eye sockets should be.
2. Drips and smears of dried blood lead toward area 5.
3. Thick—perhaps unnaturally thick—shadows cluster in the corners where the walls meet the ceiling. Paranoid PCs may suspect they detect movement in the deepest shadows.
4. From deeper into the fane, comes the faint sound of chanting in some alien, foul language.
5. The faint scent of death, decay and blood reaches the PCs' nostrils. (The smell comes from the direction of areas 5-7).
6. Thick drops of water drip from the ceiling with annoying regularity. The water drains away through cracks in the floor.
7. This fresco—depicting bloody slaughter before a gigantic, obscene statue—is particularly detailed and arresting.
8. Screams, sobs or harsh, mocking laughter come from elsewhere in the fane.

THINGS TO FIND

Use this list, to determine what minor objects or features of interest the party discover if they take the time to search. Modify the value of items below to suit your campaign.

1. Dropped and forgotten, a tarnished holy symbol of two clasped hands—Conn's holy symbol—lies against one wall.
2. A loose flagstone hides a small storage niche, perhaps constructed in secret by one of the fane's priests. Roll again to determine what lies within (ignoring inappropriate or duplicate results).
3. A tarnished silver unholy symbol hanging from the remains of a fine silver chain; dried blood covers the chain.
4. A small black velvet pouch holds six gold-filled teeth ripped from the jaws of those sacrificed in the fane.
5. A crumpled scrap of parchment holds a short list of people's names in cramped handwriting. Most of the names are crossed through.
6. A small, obviously old, brass idol depicts the shrine's patron. Its head is worn and slightly shiny.
7. Crafted from black iron, this small handbell has a worn handle and horrible etchings of skulls and death around its rim. When rung, it creates a harsh, discordant sound.
8. Wedged into a crack in the floor, an iron ring cast in the shape of a skull is scratched with wear.

GENERIC FANE FEATURES

Many of the locations in the Shadow Fane share certain features:

Illumination: Unless noted in the text, darkness fills the fane. Read aloud descriptions assume the PCs can either see in the dark or they have their own light sources.

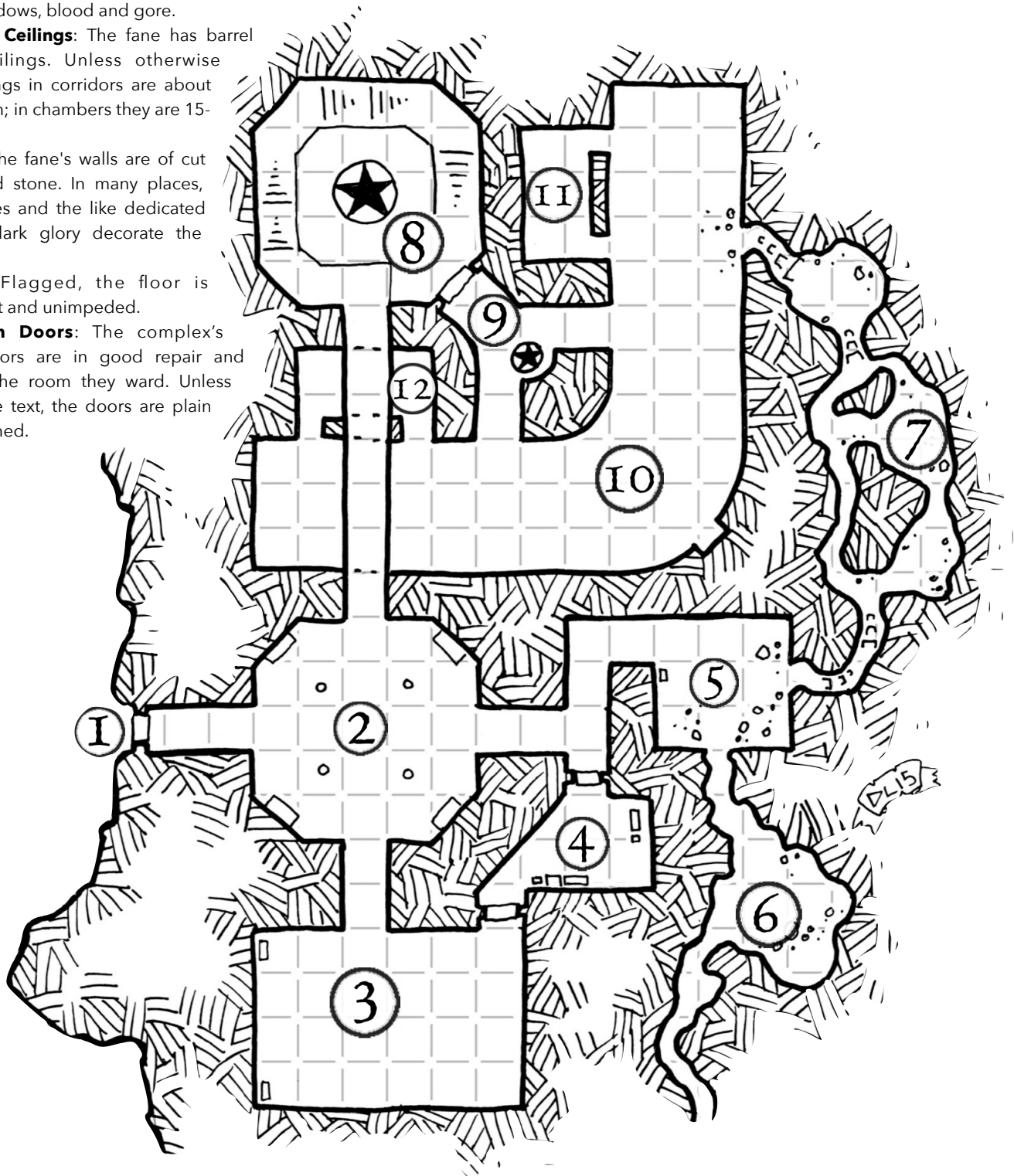
General Decorative Features: As befits a shrine dedicated to an evil power, the fane's decorations are lurid and foul. Skull motifs feature prominently everywhere as do frescoes of deep shadows, blood and gore.

Vaulted Ceilings: The fane has barrel vaulted ceilings. Unless otherwise noted, ceilings in corridors are about ten-foot high; in chambers they are 15-foot high.

Walls: The fane's walls are of cut and dressed stone. In many places, lurid frescoes and the like dedicated to Braal's dark glory decorate the walls.

Floor: Flagged, the floor is generally flat and unimpeded.

Wooden Doors: The complex's wooden doors are in good repair and open into the room they ward. Unless noted in the text, the doors are plain and unadorned.



GM NOTES

Modify the read aloud text of area 1 to take into account where you place the fane. If the portal lies under a city its surrounds will be different to if it stands deep in the wilderness.

The portal in area 1 is a good place for a trap.

If the shrine has any prisoners, perhaps including Aune Ehtaro, from the Kidnap and Murder hook, the PCs discover them chained to the four shrines in area 2.

1: PORTAL OF SHADOWS

Beyond this door lies the Shadow Fane.

A stout iron-bound door pierces the wall ahead. An iron lock cast in the shape of a skull wards the door.

Portal: This stout iron-bound door has a large lock set into it shaped like a skull complete with a gaping, wide mouth. Every cultist has a key.

2: HALL OF THE DAMNED

Here languish the fane's doomed prisoners.

Four skull-shaped wrought iron braziers emit hellish, flickering light from their eye sockets. Four small shrines complete with manacles to secure prisoners stand against the walls.

Illumination: Dim light from the four wrought iron braziers illuminates the centre of this chamber. Behind the braziers, darkness and shadows shroud the room.

Shrines: Each set with manacles these four small shrines are where the cult's prisoners are kept prior to sacrifice and decapitation. The wall behind each shrine is painted black, but splatters of blood and the faint smell of urine surround each shrine.

Wrought Iron Braziers: Wrought to look like skulls these braziers have lids which can be removed to add more fuel to the fire. Flickering light shines through each skull's eye sockets.

3: THE DARK CHAPEL

Here, the cult practise their blasphemous ceremonies and sacrifices die screaming in foul rituals enacted to glorify Braal.

The scent of death and some foul kind of incense hangs in the air of this large, rectangular chamber. To the west, stands a bloodstained altar seemingly hewn from a single piece of black basaltic rock.

With the exception of the Tower of Skulls (area 8), this chamber is where the cultists feel closest to their foul lord.

Wrought Iron Candelabras: Four candelabras, each treated with a *continual light*, illuminate the chamber with flickering, sickly yellow light. An iron "cap" hangs from a hook on each candelabra, and can be used to extinguish the flames.

Bloody Black Altar: Hewn from a single piece of black basaltic rock brought here from some unknowable, alien place the altar is the chamber's centrepiece. Dried blood and viscera splatter the altar and the floor around it.

Two sets of heavy manacles are set into the altar's uppermost surface.

The altar conceals a secret niche which can be opened by pushing in a small outcrop of rock protruding from the altar's rear. Within lie keys for all the manacles in area 2 and 3 and more incense for the burners.

Incense Burners: Several five-foot high incense burners stand behind the altar. Incense—foul and heady—burns within.

4: STORE ROOM

This locked chamber holds many boxes, crates and barrels filled with the possessions of those sacrificed to Braal's glory as well as things the fane's priests need on a daily basis. The cult periodically sells the items stored here to various local fences.

Many boxes, barrels and chests stand against the walls of this small, irregularly shaped chamber.

Boxes & Barrels: PCs searching the various boxes, crates and barrels discover many mundane items such as clothes, hats, shoes and the like. A PC spending ten minutes searching the chests finds something valuable. At the GM's discretion, if the PC searches particularly thoroughly, they may find more than one treasure. Each item can be found only once.

1. **Shoe:** One of the shoes has a false heel; inside, the PCs find three gold coins wrapped in a scrap of cloth.
2. **Headscarf:** A blue silk headscarf worth 5 gp, when the splatters of blood staining it are cleaned off. An overlooked silver necklace is tangled about the bloody scarf.
3. **Belt:** A thick, black leather belt has a secret storage compartment; it contains 1 pp.
4. **Belt Pouch:** This leather belt pouch has an overly complicated set of cords to keep it closed. They make pick pocketing much harder, but take twice as long to open.

5: THE DUMPING GROUND

The fane's priests dump the headless corpses of those sacrificed to Braal, here. They then strip the corpse of anything remotely valuable before dumping the remains in area 7.

Four headless naked corpses sprawl on the floor of this charnel house. Blood and gore splatters the walls and floor while over all hangs the nauseating stench of decay and death.

The fane's clergy have not yet got around to disposing of their most recent sacrifices.

Headless Corpses: The headless, naked corpses comprise two human males, one human female and one male dwarf.

6: THE OLD OSSUARY

This small natural cavern holds the skeletal remains of the cult's oldest victims.

Deep piles of yellowing bones fill the chamber.

Piles of Jumbled Bones: The skeletal remains of scores of the cult's victims lie scattered about the room. A PC searching the bones notices there are no skulls here.

The remains halve a character's movement rate.

Concealed Passageway: Partially hidden behind the heaped piles of jumbled bones, a narrow, twisting corridor leads away from the fane. This could end in a dead-end or intersect with more caves, the city sewers or some other dungeon complex.

GM NOTES

The finds in area 4, 5 and 6 should highlight the cultists' foul practises and their penchant for wringing every morsel of value from their victim's possessions.

Area 6 is a great place for the PCs to encounter undead—perhaps headless skeletons.

GM NOTES

Area 7 is a great place for the PCs to encounter undead—perhaps skeletons or zombies.

Area 8 is an excellent area to place an undead creature of some sort. Perhaps the shrine's guardian lurks inside the skull tower or can animate portions of the foul structure.

7: THE NEW OSSUARY

Packed full of bones, decomposing bodies and the grizzly remains of the fane's sacrifices this small network of caves reeks of death, decay and disease.

The pungent, nauseating stench of death and decay fills this natural cave. Rotting, decaying corpses and heaped piles of white bones cover the floor.

These narrow, claustrophobic tunnels and chambers have an oppressive feel.

Narrow Passageways: Characters moving through the narrow passageways here are considered to be voluntarily squeezing,

Rough Hewn Steps: Several sets of crude steps lead down through the cave to the north. The steps count as difficult terrain.

Piles of Decomposing Bodies: A PC searching the pile of decomposing bodies notices there are no skulls here.

8: TOWER OF SKULLS

The centrepiece of the fane, the column of skulls is a monument to Braal's glory. At the end of every profane service, the tower grows a little higher.

A towering column comprising hundreds of skulls dominates this lofty chamber. A spiral staircase spirals around the room's wall.

Column of Skulls: A PC examining the tower of skulls carefully notices many of the skulls atop the tower still have flesh and hair. The column is sturdy and can be scaled by a careful climber.

Ceiling: The ceiling is 40-foot high in this chamber.

Stairs: Squares containing stairs halve a character's movement rate. The stairs have no handrail.

9: THE DARK GUARDIAN

A cloaked stone statue watches over this junction. It stares impassively toward the door leading to the Tower of Skulls.

A cloaked stone statue of a towering skeletal warrior clutching a two-handed morningstar stands at the intersection of two corridors. The statue stares to the north west.

Stone Statue: The statue is about seven-foot tall and wears a cowed black cloak draped over its shoulders. It represents Braal.

10: THE PROCESSIONAL

This wide corridor is both a thoroughfare and a place of devotion.

Lurid frescoes praising Braal decorate this wide corridor.

Frescoes: Lurid, blasphemous and done in a variety of styles these frescoes depict all manner of slaughter and perversion. Deep shadows, sometimes with the suggestion of sinister shapes lurking within, predominate.

11: ADHERENTS' DORMITORY

In this sleeping chamber slumber the fane's minor priests.

Woollen sheets cover the bunkbeds set against the walls in this small chamber. Two sconces hold flickering torches.

Illumination: The torches burning here provide bright light.

Bunkbeds: Rickety two-storey bunkbeds about six-foot tall line the walls. A character can tip over a bunkbed by rolling less than their Strength on 3d6. A successful saving throw against breath weapons enables a character to avoid being knocked prone under a falling bunkbed. Characters trapped under a fallen bunkbed can heave it aside by rolling less than their Strength on 3d6 or can wriggle free by rolling less than their Dexterity on 3d6.

Bin: A small bin holds two dozen torches, several lanterns and four oil flasks.

Chests: Under each bunkbed two chests hold the priests' personal gear. If the PCs search a chest, roll on the list below to determine what they find. Each item can be found only once.

1. **Coin Purse:** This small pouch holds 15 sp, 7 gp and 1 pp.
2. **Foul Parchment:** This long, unused, scroll is made from stretched skin. It is curled up in a bone scroll tube.
3. **Book:** Holding a series of litanies and personal prayers, this book is the work of one of the fane's adherents.
4. **Flask of Fine Brandy:** A small half-full bottle of brandy lies at the bottom of one chest. It is worth 10 gp.

12: CHAMBER OF THE DARK WARDEN

This sumptuously appointed chamber is the dwelling place of the fane's warden. Here are also kept the shrine's choicest treasures.

Chain Curtain: A floor-length chain curtain fills both entrances. It obscures sight of what lies beyond and inflicts a -20% penalty on Stealth check made to sneak into the room.

Curtains of fine chain fill the two entrances to this sumptuously appointed bedchamber.

Illumination: A permanent magic flame (a *continual flame*) cast on a brazier—or more accurately a lump of coal in the brazier—illuminates this chamber with flickering light.

Four-Poster Bed: This double bed has four black velvet curtains (each worth 50 gp) which hides whatever (or whoever) is in the bed. A skull-shaped finial tops each of the bed's posts.

Chests: One chest holds the Dark Warden's personal possessions. Another locked, metal-bound, oaken chest holds the fane's greatest treasures and several ceremonial objects. They include:

- **Silvered Skull:** This jawless skull has been dipped in molten silver. It is a macabre, sinisterly beautiful thing.
- **Serrated, Curved Dagger:** Used in sacrifices this old dagger is wrapped carefully in a scrap of black velvet.
- **Nameless Book:** Black of cover, and thick, this book is the Dark Warden's diary and personal notebook. Inside—in narrow, cramped handwriting—he has made a careful accounting of the cult, its practises and his own dark thoughts.

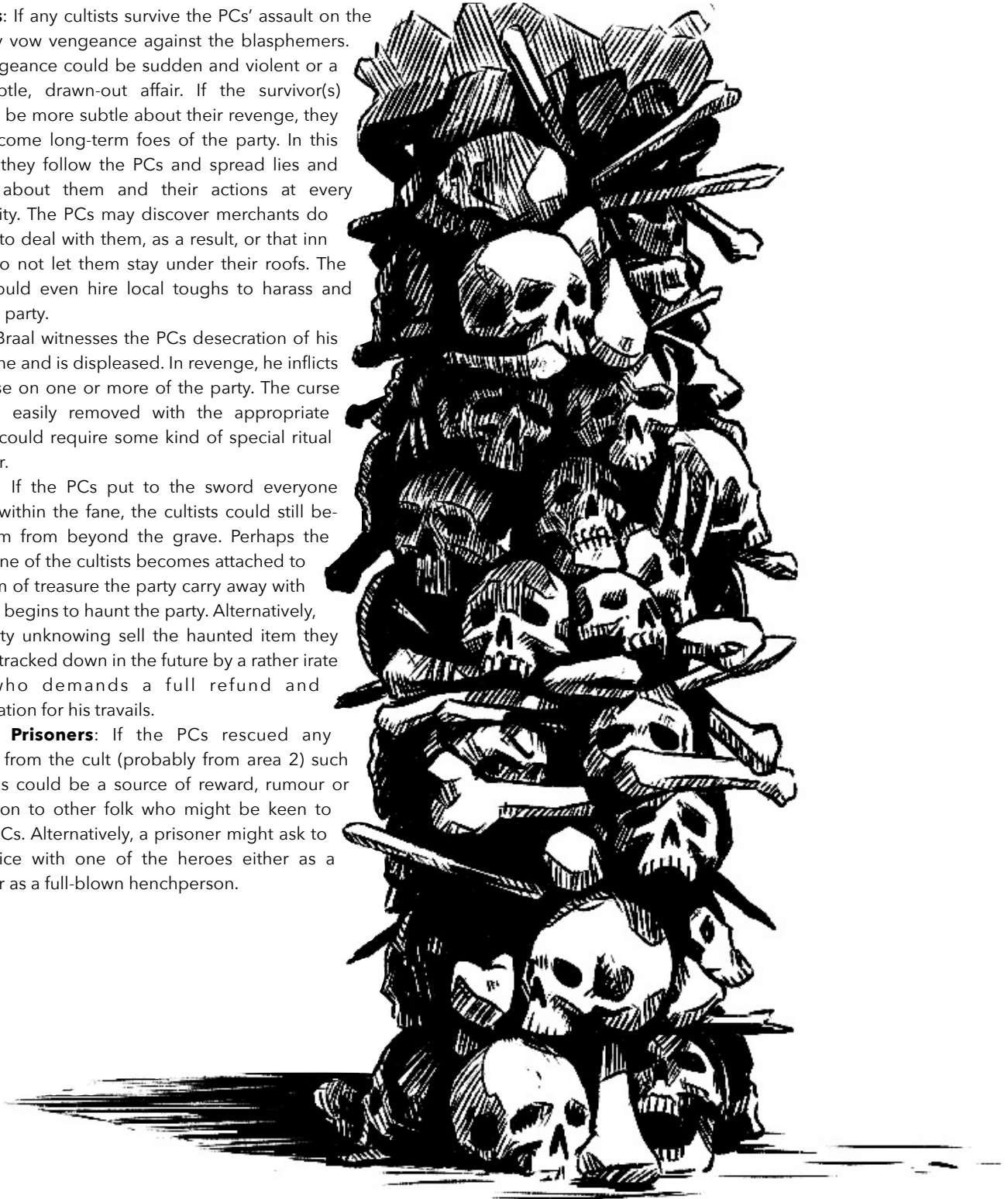
GM NOTES

The number of bunkbeds in area 11 should equal the number of minor priests serving the fane.

CONCLUSION

Once the PCs have dealt with the fane's cultists, the adventure doesn't necessarily have to end. While the PCs may forget all about the cultists and move on, surviving cultists might not necessarily forget about them.

- **Survivors:** If any cultists survive the PCs' assault on the fane, they vow vengeance against the blasphemers. Their vengeance could be sudden and violent or a more subtle, drawn-out affair. If the survivor(s) decide to be more subtle about their revenge, they could become long-term foes of the party. In this instance, they follow the PCs and spread lies and rumours about them and their actions at every opportunity. The PCs may discover merchants do not want to deal with them, as a result, or that inn owners do not let them stay under their roofs. The cultists could even hire local toughs to harass and attack the party.
- **Cursed:** Braal witnesses the PCs' desecration of his unholy fane and is displeased. In revenge, he inflicts a fell curse on one or more of the party. The curse could be easily removed with the appropriate spells or could require some kind of special ritual to counter.
- **Haunted:** If the PCs put to the sword everyone dwelling within the fane, the cultists could still bedevil them from beyond the grave. Perhaps the spirit of one of the cultists becomes attached to some item of treasure the party carry away with them and begins to haunt the party. Alternatively, if the party unknowingly sell the haunted item they could be tracked down in the future by a rather irate buyer who demands a full refund and compensation for his travails.
- **Rescued Prisoners:** If the PCs rescued any prisoners from the cult (probably from area 2) such individuals could be a source of reward, rumour or introduction to other folk who might be keen to hire the PCs. Alternatively, a prisoner might ask to take service with one of the heroes either as a hireling or as a full-blown henchperson.



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