

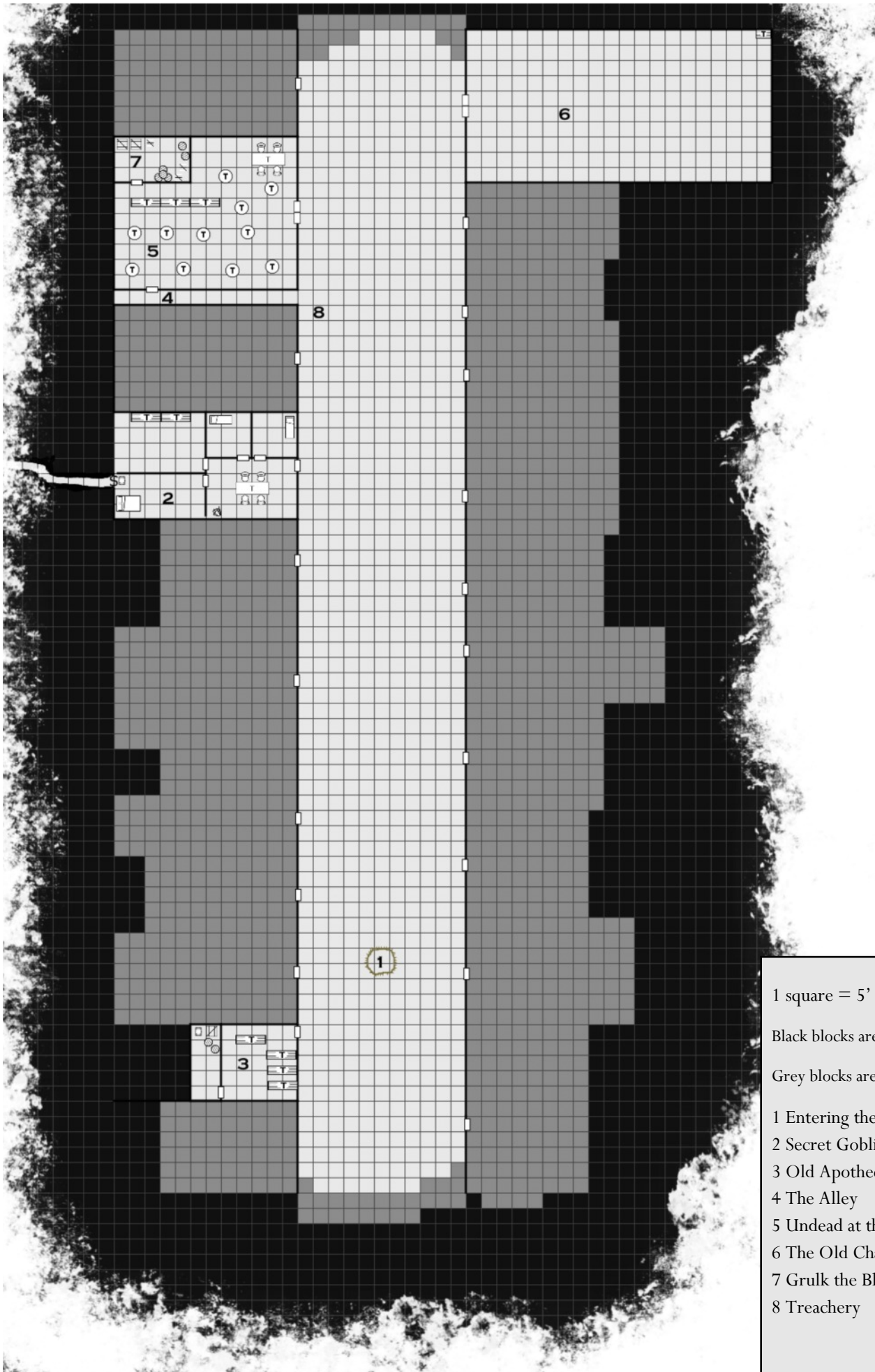
BLACK ORC DOWN

A D&D Adventure set in the world of Phaemorea

by Kieran Brannan



UNDERCITY MAP



1 square = 5'

Black blocks are impassable rubble

Grey blocks are passable rubble

1 Entering the Hole

2 Secret Goblin Passage

3 Old Apothecary's Shop

4 The Alley

5 Undead at the Door

6 The Old Chapel

7 Grulk the Black

8 Treachery

BLACK ORC DOWN

A D&D Adventure set in the world of Phaemorea

By Kieran Brannan



Editor: Ryllandra Rose

Graphic Design: Kieran Brannan

Cover Picture: Jack Holliday courtesy of Louise Porter, Jr. Design

Cover textures by Lord Zsezse Works

Other Art:

Pre-generated characters Ketra & Lyrica by Jeshields

Gary Dupuis Pg 5, 7 courtesy of Headless Hydra Games

Patrick E Pullen pg 9, 11, 12 and remaining pre-generated characters.

Page 13 by Bruno Balixa courtesy of Louise Porter Jr. Design

Page 14 © Leeloomultipass | Dreamstime.com

Inside Cover Map by Kieran Brannan using Dungeonographer by Inkwell



Contents

The Realms of Forecastle	2
The Nest.....	2
Trade Quarter.....	2
The Bilges.....	3
Dry Docks.....	3
Crafts Quarter.....	3
The Shades.....	3
The Blades.....	3
The Wake.....	4
Undercity.....	4
Synopsis	4
General Skill Resolution	4
Starting Out	4
Part 1: Taking the job	5
Investigating the hole.....	7
Looking down the hole.....	7
Part 2: The Undercity	7
Wandering Encounters.....	8
1. Entering the Hole.....	8
2. Secret Goblin Passage.....	8
3. Old Apothecary's Shop.....	9
4. The Alley.....	9
5. Undead at the Door.....	9
6. The Old Chapel.....	9
7. Grulk the Black.....	10
8. Treachery.....	10
Part 3: The Confrontation	11
The Throne Room.....	11
Reporting to Grulk.....	13
Additional Rewards.....	13
The Price of Failure.....	13

Licence Agreement

This information is intended for personal use and respects the copyright of TSR.
Artwork used remain the property of the individual artists.



This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.

Based on a work at Phaemorea.com.

Permissions beyond the scope of this license may be available at
ContactOuterPlane@phaemorea.com.

INTRODUCTION TO FORECASTLE

No city in the world better encapsulates the concepts of freedom and victory over impossible odds. Previously known as Thundercliff, it was the southern capital of the Getica Empire. The riches of an empire flowed through this city, through the Black Corridor to the north, before ending up in the vaults of Getica itself. That is, until about one hundred years ago when the bastion of southern Getica fell to bands of pirates and brigands.

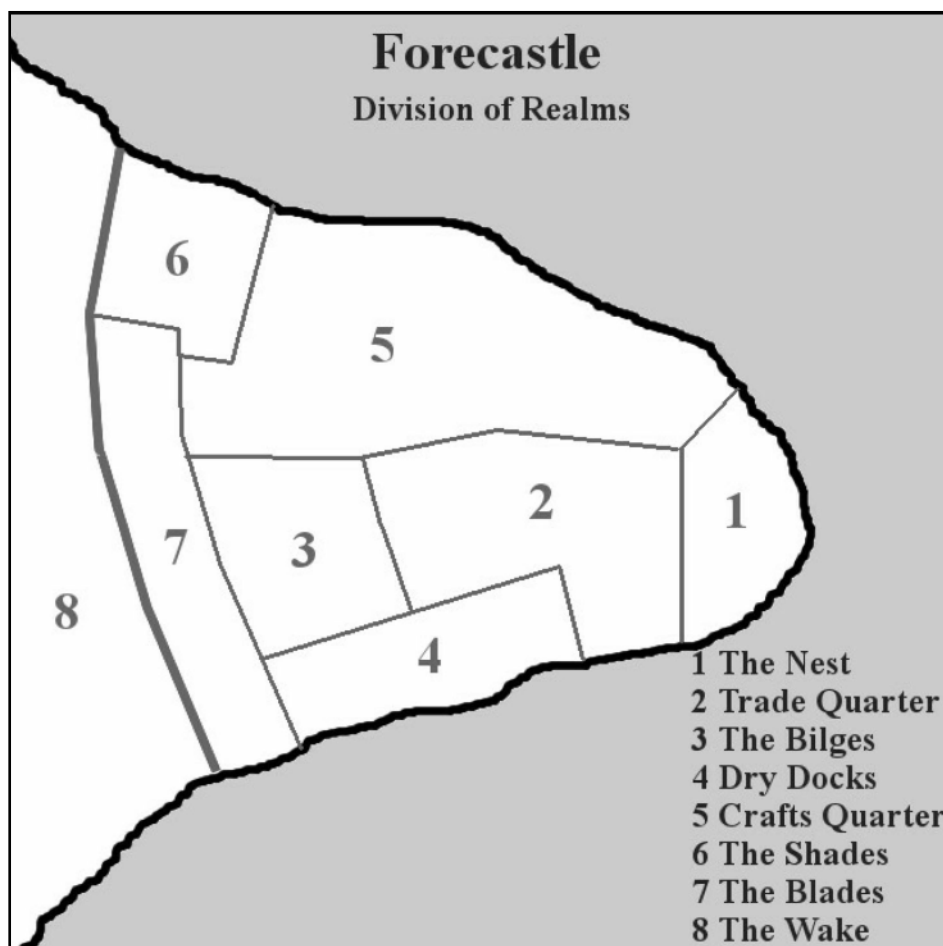
Nestled on the edge of a cliff, the city reminded the pirate captains of the forecastle of a ship, jutting boldly out into the rough oceans below. They renamed the city Forecastle, and divided it up among the various pirate lords who aided in the capture. There were thirteen in all, though over time the numbers have declined. At the current time there are only seven official areas of Forecastle, and one unofficial zone outside the gates. Each section is maintained by their own lords and laws.

Forecastle is a rogue's paradise. Here you can find all manner of illicit dealings, if you're willing to take the risk and pay the right price. It's also the haven of adventurers, as it's one of the best trading centres in the world for arranging expeditions into the wild and unclaimed lands within only a few days ride from the city. Now, instead of being a jewel in the crown of Getica, Forecastle is the capital of the loose alliance of realms collectively known as the Garter States.

More details about the development and history of Forecastle and the Garter States are in the *Guide to Phaemorea*, available at Phaemorea.com.

The Realms of Forecastle

Forecastle is much like a mini empire, made up of eight sub realms. When they were first formed, each area was controlled by a single dictator, and run much like a ship might be captained. Over the years, this method has broken down into what might be considered a more natural form of political structure. While all of Forecastle maintains a basic set of laws, each sector has their own way of doing things.



The Nest

Situated on the highest and most eastern point of the atoll, the Nest is home to the richest houses. Historically the old bailey was situated here, where it had a commanding view of the entire town. That structure was torn down long ago, and the stones were used to make new buildings.

It was Captain Lars Viekort who seized the area for his own. Most other captains didn't favour the place as it was least protected from the vicious sea winds, but Viekort recognised the value of the real estate due to its elevated position. He built grand houses of stone, which he sold off house by house to those with the means to pay. The Viekort family now own very little of the land themselves, other than a single grand mansion that's more of a fort than an estate. The family still have the right to set laws and have a responsibility to maintain the peace of the area.

The Nest is home to many of the most influential people in Forecastle. They might work in other parts of the city, but it's the Nest where they live and raise their families. Streets are fairly safe, and local taxes pay for

a competent trained watch. There are also a few good schools, most of which are private and very expensive.

Trade Quarter

Just below The Nest is the Trade Quarter. It started more as a centralised market square, but over time shops became permanent. The ruling Julianos family has merchant origins, however their ships turned to piracy when Getica made trade impossible. With the potential to return again to trade, Captian Julianos used his skills as a merchant to ensure good roads and safe trade. His sector swiftly became the richest of all the areas, and with that wealth Julianos reinvested into infrastructure.

Thievery in any form other than the mercantile variety is harshly punished by the blue coated watchmen found on almost every street corner. However, it's also well known that the watchman can usually be bribed to look the other way for a time, so the only cases ever brought to justice tend to be against the poor. People of the Trade Quarter do not like the poor.

The Bilges

Trapped between the Trade Quarter, the Crafts Quarter, and the Dry Docks, is The Bilges. Here the flotsam and jetsam of humanity live in squalor. The only protection from the thugs and ruffians of the area is to be too poor to be worth robbing. The sorts of people who make their home here are the people so wretched that they would consider it a blessing to be lucky enough to get part time work hauling crates on the Docks. It is a place of abject hopelessness, from which few people ever escape.

The Bilges were not always so bad. It was once the place labourers set up homes because it was central to many places of employment. However, the Greely family did nothing to properly maintain the area, and took their taxes for themselves to pay for their lavish home in the Nest. With no order or infrastructure, the place formerly called the Workers Quarter, become collectively known as The Bilges. The Greely family still exists, but it is in steady decline. It's only a matter of time until they sell up their lot and move on.

Rumour has it that The Bilges also has many entry ways into the Undercity. Some say that the poor state of the place is the result of curses released from desperate people digging through the Undercity and disturbing the vile arcane secrets of the Getica legacy. All of this is probably just superstition, as mismanagement seems the most likely source of the state of things.

Dry Docks

Rather than rebuild, the somewhat eccentric Captain Theodore Barnell went to great effort to haul his ships up the cliff and onto land, where he turned the vessels into buildings. As a result, the architecture of the Dry Docks is fairly distinctive, as many of the buildings are literally ships. Even new buildings being made are keep to theme, and look more like grounded ships than buildings.

The Barnell family has done very well, because they also control the southern most part of the city, which means they have access to the area best protected from the vicious northerly sea storms. Over the years they have cut into the rock to create roads all the way down to actual docks set against the side of the cliff face. Supported by a

strong labour force, and a little dwarven ingenuity in the form of cranes, the docks are one of two primary ways to transport goods into the city.

The Barnell family still run the sector much like a captain runs a ship. Justice tends to be brutal and swift. There is even a structure set into the side of the cliff where people can be made to walk a plank. There they will plunge almost one hundred meters to the water to usually die from the impact. If they live, and can get to shore unaided, then they are pardoned. It's a feat only two people in history have been able to pull off.

Crafts Quarter

The Crafts Quarter is one of the largest in the city, occupying most of the northern side. It is the area originally taken by Liliana and the free people she lead. She then absorbed the area taken by Captain Zangov when she rose up with the free people to cast off Zangov's efforts to enslave them.

Build on the principles of Liliana's teachings, the Craft Quarter is a place where people can find a trade and make a new life for themselves. The place contains many fine shops, and people in the area take a special civic pride in their quarter.

Unlike many of the other zones, the Crafts Quarter is ruled by an elected governing body. The numbers change over time, but there are usually around a dozen or so notable people who meet on a monthly basis to discuss issues and find resolutions. They only take a small wage for their services, as it's an honour to work on the council. Taxes are instead used for city services, such as the maintenance and training of one of the most professional police forces in the city. Officers are taught to handle people using social skills, rather than using violence first. They are also backed by magical aid from the church of Liliana and a handful of arcane spell users.

The Crafts Quarter is one of the most friendly and welcoming areas in Forecastle, and people look out for each other. Adventurers love the area also, as many professional services required by adventurers are close at hand. As a result, a number of Adventurer Guilds have chapter houses set up in the area.

The Shades

Against the northwest wall, with the Crafts Quarter to the East and The Blades to the south, is The Shades. Many of the Beast Races were invited in on the raid to take Thundercliff. Those people were also entitled to their share of the captured city. However, many of those races dislike sunlight, so between the ramshackle buildings heavy sailcloth has been stretched to cast the streets into permanent shadow. It's dark enough that orcs and goblins do not suffer light penalties, but light enough in the day that normal humans can get around without need for a lantern.

The Shades are not the violent den of depravity most people expect it to be. There are many smaller tribes who have set up their own little sub-realms within The Shades. Streets serve as borderlands, while city blocks will be the property of one or more tribes who each maintain their own way of doing things.

There is often tension between the tribes, and open warfare in the streets has taken place on a few occasions. However, most of the time the scuffles are just people letting off steam and actual deaths are not common. In fact, the people here tend to be far more respectful of each other than in places like The Bilges. Here there is tribal pride and honour, and people are expected to do their part.

The Shades is a good place to buy more unusual items. Weapon and armour smiths produce crude but effective work, and it's also a place you can buy rare herbs and monster parts gathered by tribal hunters. The Shades serve as a trading post for the tribes, allowing them to share their goods with the human world. The ability to talk across a table with humanity also makes The Shades a popular place to negotiate diplomatic solutions to problems throughout all the Garter States.

While leadership within the Shades is more or less handled at a tribal level, representatives from the more powerful tribes will often meet to discuss larger affairs.

The Blades

Nestled against the southwest wall is The Blades. Primarily the lands of a brigand commander called Cylus Rex, it continues

STARTING THE ADVENTURE

to be a rough neighbourhood filled with thugs and miscreants. They are paid a stipend from the other regions to maintain the gates and the walls, with the exception of the northern section where The Shades is. They have a tendency to charge made up tolls to new travellers and generally provide a very bad first impression to would-be visitors.

However, they do perform their role in a fairly adept manner. They are currently under the command of Captain Rin Hargrave, who is a grizzled old mercenary captain from Solmani. Since he took over, things have gained a new level of discipline and the area is now home to a number of reputable fighting schools. Petty corruption is still rife, but serious abuses of power are now punished very harshly. This led to many of the worst of the people moving out, but those who stayed are learning what real martial discipline is.

The Wake

Not technically an official city quarter, The Wake is a collection of outlying slums gradually built up outside the walls of Forecastle. Mostly they are simple farmer folk, doing trade with people who flow in and out of the city. Here you will find regular farmer's markets offering fresh food and homemade goods. There's also a small community of Jhan who operate a farm on the southern coast of the area.

Life in The Wake is simple but mostly honest. Lacking its own watchmen, they are frequently the victim of rowdy travellers and thugs, but people tend to band together to oust the worst of them.

Undercity

The Undercity is one of those rumours most people accept as fact. When Thundercliff was first taken, before it became Forecastle, most of the city was destroyed. Fires raged out of control and many things were simply torn apart by overly zealous treasure hunters. When it was all over, and people decided to settle, they simply built on top of what was already there. This meant that old sewers and basements were simply covered over and built upon.

This sordid history has led to the rumours of the Undercity, said to contain the most vile secrets of the Getica Empire. Stories of undead and demons abound, as do tales of

dark curses, and raving madmen. There are also rumours of treasures which may have been missed, or too tightly guarded to be reached.

Many adventurers do try to uncover the secrets beneath. Most waste their time while some simply disappear. Yet every now and again, someone breaks through a wall to find some old storehouse or hidden chamber where they might find gold or even magical trinkets to sell.

Synopsis

Black Orc Down is a short introductory adventure for 2-6 players of level 1-3.

The party is drawn into the underhanded cutthroat politics of The Shades, when they are tasked to investigate the disappearance of one of the local orc leaders. Grulk the Black, leader of the Black Claw Clan, was dropped into the mysterious Undercity when the floor gave way under his throne and fell into the darkness below. The last anyone saw of Grulk, he was wounded and beset by animate skeletons just before he fled to places unknown in the Undercity. Grulk's clan has hired the PCs to rescue their leader, or at least discover his fate. Grulk is an important member of Forecastle, because unlike many of the tribes in The Shades, Grulk is working hard to make friendly trade between orcs and humans a common part of life.

The party must battle their way through the undead while following clues in an effort to find the orc clan leader. Along the way they will find evidence that Grulk's incident was no accident, but the work of saboteurs.

When the PCs finally find Grulk, they must rescue him from where he has barricaded himself in one of the ancient ruined buildings of the Undercity. He's badly wounded, but he's alive. He also has suspicions that someone else has had a hand in his fate, though the list of potentials is long.

As the PCs head for the surface they are attacked by a band of goblins, finally revealing one of the factions set on killing Grulk. After defeating the goblins, Grulk and the PCs will finally have enough clues to allow them to identify one of the primary

antagonists, the wily goblin Batatta, leader of the Rusty Blade tribe.

Grulk offers the PCs a new job; to find, and end Batatta. Using the goblin's own secret passage, the PCs are able to sneak into the heart of the Rusty Blade tribe and eliminate the goblin leader, earning themselves not only a healthy monetary reward, but the gratitude of an influential ruling member of Forecastle. In the final battle the goblin chief offers the name of his co-conspirator in hope of saving his life. It is none other than Ferrak, Grulk's right hand in the clan and the very same orc who hired the PCs for the initial job.

When the PCs report Ferrak to Grulk, they discover the traitorous orc has already fled. Grulk promises he will take care of that matter himself, and pays the PCs the promised rewards, both for his rescue and for the overthrowing of Batatta.

General Skill Resolution

References to General Skill use in this adventure use the methods detailed in the Phaemorea Rules Supplement. If you do not have or are not using those rules, then use the standard rules or your own method.

Starting Out

If set in Phaemorea the adventure is easy to start as the characters need only find the reward poster on their guild job board. If they are new members of a guild, then the guild leader might even assign them the task, because helping orcs isn't high on the agenda of many people. Giving the task to the new adventurers is a good way of testing their mettle. If the new adventurers fail, then as far as most people are concerned it won't be a great loss to have an orc killed.

If the characters are not members of a guild, then the job would probably be the best paying out of those posted on one of the many public job boards. Either way, there is a copy of the poster provided in this supplement which you can give to the PCs.

If set outside of Phaemorea then the adventure becomes much more difficult to place, as orcs and goblins do not tend to be welcome in human cities. With a little

PART 1: TAKING THE JOB

modification you can swap the Black Claw and the Rusty Blade tribes for local gangs of thugs. You don't even need to really change the creature attributes, just make cosmetic changes to the descriptions to make the NPCs human instead of orc or goblin. The party might still answer a help wanted poster, or they might be given the task by a local influential street level contact.

Part 1: Taking the job

Read all shaded text to the players:

Uncertain of how welcome you will be in The Shades, you talk to a tavern owner near the border and make sure you get directions on how to find the Black Claw before you set foot in the area. The directions sound simple enough, so you set out, finally entering the shadows of the rundown tribal district known as The Shades.

The buildings are all in fairly poor states of repair, and many buildings are a mixture of classic human construction blended with rough hewn logs and hides which indicate repairs and extensions made by the local non-human natives. The street reeks of

musky animal scents, though there is less faecal odour than you expected.

Your passage through the darkened streets of The Shades draws many eyes. As you walk past one old orc he sneers and spits. As you pass a small gang of goblins they point at you and whisper before breaking into fits of cackling. At one point you almost walk into a group of Gnoll, who pause only long enough to snarl and growl at you before they move on.

Under this oppressive unwelcoming shroud it's a relief when you finally find the Black Claw. It is a rundown wooden building which is blackened on one side by fire. Standing either side of the door are two large orcs armed with thick heavy looking curved swords. The orcs have three lines of soot marking their forehead; the sign of the Black Claw.

Seeing you approach, one of the orcs steps forward and in a gruff voice asks, "You lost? Or 'ave you got business with the Black Claw?"

Once the PCs introduce themselves and state their business the orc drops a lot of his

gruff attitude. The Black Claw are one of the more accepting tribes when it comes to humans and demi humans so this isn't the first time they've had to deal with non-Beast races. He leads the party inside, read on:

The orc opens the door and leads you down a long wide corridor lit dimly with irregularly placed coal sconces. You pass many side passages, and a few other orcs of the Black Claw eye you with suspicion but do not seem as poorly disposed toward you as most of the others you've encountered on the street.

You pass two other guards and enter a grand room more brightly lit by two large braziers in opposing corners of the room. The braziers also make the room uncomfortably warm and whatever they're burning for fuel gives the air a thick pungent quality.

The first thing to draw your eye is the large hole in the middle near the back of the room. It's as if a giant drove his fist through the floor leaving jagged splintered wood at the rim. A few spikes driven into the floor near the hole, and you can see ropes tied to the spikes and coiled untidily at the edge.

The second thing you notice is the tall grey bearded orc who is approaching with his arms held out in a welcoming gesture. "Welcome friends of the Black Claw," he says. "I am Ferrak, second claw to Grulk the Black. Thank you so much for answering our request for aid."

Ferrak gives all the right signs of being pleased to have experienced adventurers help their tribe in this dour time of need. He's a cunning old orc, yet if a character looks for it, a Detect Deception (20) test will reveal that he secretly seems happy about Grulk's fate and is a little contemptuous of the PCs.

Ferrak will be ingratiating with the PCs and be very thankful of their aid. He expects that he is sending them to their death, so he doesn't mind abasing himself to them and being generous with his dealings, as he doesn't expect to see the characters again. He does know not to overplay it though, so the PCs might be able to negotiate for double the fee, raising the reward to 200GP, but Ferrak will not offer any more than that. When the PCs ask for the details read the following:



Taking the Job

Ferrak explains, "It happened yesterday evening. Grulk sits in council at the start of every evening, and last night when he sat down there was a loud cracking sound and before any of us could react the entire throne fell through the floor. Well, we immediately summoned the warriors and went for ropes. We could hear Grulk's battle cry and the sounds of fighting so we knew him to be alive.

"Looking into the hole, we could see Grulk battling with a horde of animate skeletons. Before we could get any warriors down there to help him, we had archers up top firing down. Arrows don't work well against bones though, so before the warriors got to him, Grulk had to withdraw from where we could see him.

"The last I seen of him, he was wounded but making a fighting withdrawal. We dropped warriors down not long after, but by then the sounds of battle had gone. They cleared up the skeletons they could while they looked around the area, but more skeletons kept coming out of the ruins so we withdrew and sought professional help.

"Grulk is a powerful warrior, so if anyone could be alive Grulk could do it, but he cannot survive against an endless horde. I would suggest that he had the wisdom to hole up somewhere, or at least that's what I hope he has done. If he has fallen, we need confirmation so his successor can be chosen.

Therefore, the task we have is to have him retrieved, either alive or dead. I sincerely hope you are the professionals the Black Claw needs. Will you help us?"

Ferrak will encourage the PCs to hurry, but if they are smart they will do some investigating and ask a few questions. Use the following responses if the PCs ask.

Why not send your best warriors to do this?

"We have, and they lack the strength of Grulk. They destroyed many skeletons but were forced to withdraw. We need people who know more about human structures, because you will be able to see details our warriors might have overlooked. It looks like an old city down there, and Grulk has gone to ground somewhere amongst it. We need people with a mixture of special skills to find and reach him."

Can you offer any more help?

"Of course. Most of our supplies have been used up, but we got some holy water and oil you can have. If you can get Grulk to the hole, I'll have warriors on hand to drop in and help you get him out. Also, our shaman has some healing potions which I hope you can save to restore Grulk to health."

This will earn the PCs two potions of Cure Light Wounds, two vials of holy water, as well as two lanterns and four flasks of oil.

What does Grulk look like?

"I'm sure you will recognise him if you see him. He has very dark skin, almost black. He is impressively large and he should have the Black Claw sword." Ferrak draws his own curved blade and shows it to you.

What do you know about what's down there?

"Very little. We know there are areas below, where the old city was built over. I believe the humans call it the Undercity. We had no idea we had such an area below us. If the rumours are to be believed then any type of horror might dwell down there. Remnants from the Getica Empire left to wander forever in the darkness. That's why we have called upon your aid.

"Grulk means a great deal to our tribe, but we cannot expend all of our best warriors in an effort to rescue him. Grulk himself would not approve such a thing because it would leave the Black Claw weak. We hope you might know enough about human cities to know where someone might end up if lost in a strange underground human city."

Is there anyone who might have wished Grulk harm?

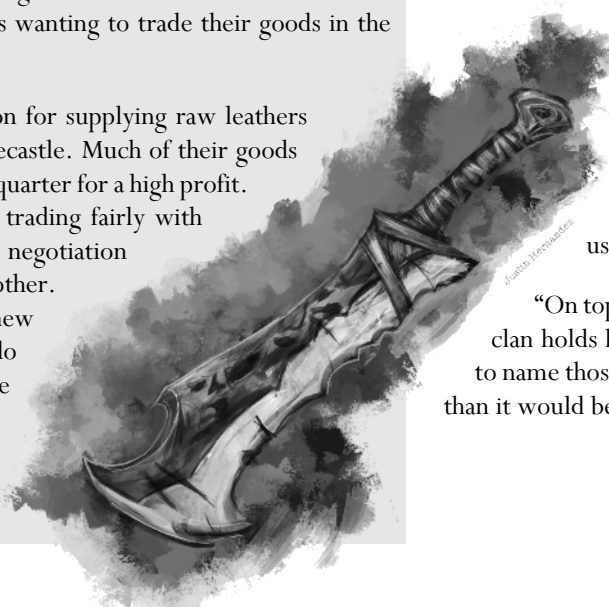
"Many people. Grulk believed the future of our people lay in learning to live with and trade with humans. That's why the Black Claw is one of the most influential clans in The Shades; because we have always worked with humans. However, not all tribes share Grulk's vision. Many of the other tribes hate us for our stance, and even among those tribes who agree with us, many have factions within who oppose us.

"On top of that there is the land our clan holds here. It would be far easier to name those who do not wish us harm, than it would be to list those who do."

About the Black Claw

The Black Claw was not one of the tribes which aided in the assault on Thundercliff. Instead, it moved into town just over ten years ago when another orcish tribe sold the land and buildings to the Claw. From the start, the goal of the Black Claw was to work as an intermediary between peaceful orcish tribes wanting to trade their goods in the human lands.

Over time they have developed a good reputation for supplying raw leathers and orc crafted weaponry to many buyers in Forecastle. Much of their goods are then on sold by human merchants in the trade quarter for a high profit. The Claw knows the human traders are not yet trading fairly with them, but little by little they are improving their negotiation skills and learning to play one merchant against another. Grulk has been instrumental in establishing these new trade agreements, and at this stage they actually do get a fair price on their leather goods, which are thick leathers highly prized for armour making.



Does Grulk have any enemies in the Black Claw?

“No, he was respected and admired by us all.”

Describe the throne.

“It was a large structure made from natural wood and bone. I don’t think it’s anything remarkable to the average person; it’s really just a large solid chair decorated with carvings and bones. It was fairly heavy, and the building is old and these floors are not what they were.”

Was there anything to indicate the floor here was weak?

“No, nothing. A few creaks and groans I suppose, but I think we are all used to that.”

Did anyone take any nails out of the boards here?

“It’s possible. Iron is a valuable resource for weapons and such.”

Investigating the hole

If the PCs pay close attention to the hole itself, there are a few things which become apparent.

A Basic *Intelligence* (10) check reveals that the hole is surprisingly regular in shape; it’s fairly square. This might be because of the shape and weight of the throne, or the fact the floor boards are straight boards.

Any skill like *Craft (Carpentry)* or *Engineering* can make a test to determine the following.

10 – Given the position near the back wall, the floor should have given some sign of failing before something like this occurred.

15 – There are tool marks on the supporting beams at the edge of the holes. It looks like someone has weakened the beams from below.

20 – The weakening of the beams was done with small cutting tools and worked on over time. There is evidence that some of the boards have had nails removed from them as well, ensuring the boards would have collapsed into the hole. The damage to the supporting beams was definitely done from

below, but the loose nails should be somewhere above the floor.

25 – Small claw marks and piton holes indicate some small clawed creatures might have been the ones who sabotaged the floor.

Looking down the hole

The PCs will probably need some light, but the floor is only 30’ below. Read the following:

The floor is covered in blood, smashed bone and splintered wood. The remains of the throne is clearly visible as a pile of debris in the centre. It looks like it would have been a large structure, easily the rival of a monarch’s throne, but made primarily from wooden blocks. There is no sign of anything moving down there.

rubble. Any attempt to move at a faster than walking pace will require a Dexterity 5 test or the character will trip on the uneven ground.

The place has long ago been looted by the goblins who first discovered the passage to it, so there is little of real value left. However, the PCs might be tempted to try to do a building by building search. Do remind them that they are on a rescue mission, so time might be an important factor. Either way, if they insist on searching it now or at a later time, you can use the following as a guide for each building.

If the PCs insist on conducting a search then have them make an Intelligence 10 test. If successful, roll on table 1, if failed, have them roll on table 2.

For the sake of variation, here’s a few descriptors for buildings:

This looks like it was once a grand house, but it has collapsed, and most of the rooms are utterly destroyed. Old manchester is stiff and ruined by mould. It looks like door

Part 2: The Undercity

The Undercity consists of many pockets where the ruins of the old Getica city was simply built over. The area the PCs are about to enter is the ruins of an ancient city street, which consists of little more than

Table 1 - Scavenged Loot (Roll 1d20)

1 - 5	You find nothing
5 - 10	You manage to find a few bits of tarnished plates, cutlery and other sundries, worth 2d20cp to a non-discerning collector
11 - 13	You manage to find a small cache of silverware worth 2d10sp
14 - 15	You find a couple of old books which might be of value to a collector of Getica memorabilia. They can be sold for up to 1d10gp if you can find a buyer.
16	You find two unbroken bottles of wine. The labels are ruined, but by the style of the bottle they are probably of Getica origin. Value 1d10gp each, but finding a buyer willing to purchase wine which is potentially soured will be difficult.
17	In the lee of a collapsed ceiling you find a portrait which is damaged but might still have some value. The portrait depicts a Getica noble of unknown type. Value 1d100gp to a collector.
18	You discover a small jewellery box hidden in the broken drawer of a dresser. The jewellery is of simple design, being of a quality a merchant’s wife might wear. Value 1d4x5gp
19	Though scorched by flame, you find a small statue of a naked woman in a dancer’s pose. It’s made of marble, and should fetch a nice price. Value 1d10x5gp
20	In the remains of an old study you find some sealed scroll cases. Most of the contents are ruined, but you do find one piece of crumbling parchment which seems to be written in magical script. The scroll contains a level 1 Magic User spell, roll for which one.

The Undercity

handles and metal fittings have been removed leaving nothing of any apparent value, even to a junk collector.

An old workshop lays in ruin. There are a few rusted tools left strewn about, but they wouldn't even be worth melting down for scrap. You can see a few old crates, but they lay open and broken, containing nothing of value.

The building looks near to collapse as everything leans slightly to the left under the weight of the artificial roof above it. Without disturbing anything and risking further collapse, there does not appear to be anything of value in sight.

It looks like looters have ransacked this building then set it on fire. What's left is a ruined skeleton of a structure groaning under the weight of the city above it.

Wandering Encounters

Due to the recent activity there is no real chance of a wandering encounter here. Not only is it a sealed area, but the monsters which were here have been drawn to the recent events. Do not bother rolling for wandering encounters for the time the PCs will be in here.

I. Entering the Hole

You descend the ropes, touching down on the floor below. Your light pushes back the darkness but reveals nothing more than more signs of carnage. Whatever this place once was, the chamber you are in is very large and open. The roof looks like nothing but old debris and tight packed soil.

As you sort through the debris, you can see clear signs of combat. The smashed skeletons are dressed in a variety of old rags, the style of which seems much like standard peasant garb, though here and there a skeleton wears the remnants of archaic padded leather armour of the Getica style. There are a few rusted weapons scattered about, but it looks like most of the skeletons are unarmed.

As you cast about, you do find the corpses of a few other creatures only recently killed.

It looks like they might have been dogs, not orcish war dogs, but common mongrels.

Tracking would be the ideal skill to apply here, though **Veterinary Healing** will help with the dogs. Remember that if a PC lacks a skill, they can still make a test but they halve the d20 roll.

5 – There appears to be a line of destroyed skeletons heading in one direction. Also, there are three dogs which have been muzzled and chained to pitons driven into the ground here. The dogs were torn apart, presumably by skeletons.

10 – There are spots of blood among the trail of broken skeletons. There is a good chance Grulk made his fighting withdrawal in this direction. Also, there are a total of six dogs, three of them were crushed under the throne when it fell. It looks like the dogs died about two days ago.

15 – Clearly Grulk made a fighting withdrawal in the direction of the trail of skeletal destruction. He was still moving okay, but it looks like he's taken many minor wounds. There are footprints in the blood that indicates there have been other orcs who fought skeletons down here. It doesn't look like they moved more than 15' from the hole. There are many signs that a number of skeletons milled about here for a couple of days. They came from more than one direction.

Just as the PCs have managed to learn what they can from the area, their light has attracted the attention of a few of the skeletons that wandered away from the earlier fighting. The skeletons attack out of the darkness. Unless the party are using

poor light, the skeletons will not surprise the party.

Skeletons x4

AC 7; HD 1; hp 8,6,3,1; MV 60(20); #AT 1 clawed hands; D 1d3; Save F1; ML 12; AL C; XP 10 each

2. Secret Goblin Passage

This passage is concealed in the ruined remains of an old residential home. If the PCs stumble upon it before they have found Grulk, read the following.

You stand at the open doorway to a ruined house. One wall has collapsed, giving you a fair view of the interior. The place looks like it has been looted of anything of worth, as even the lamps have been stolen from the holders on the wall. Some of the furniture looks like it might have once been of reasonable quality, but it is either broken or ruined with age.

If the PCs decide to search the house anyway, have them make a roll to Detect Secret Doors. On a success read:

You discover a closet with a distinct lean to it as it's partially crushed under some fallen roof beams. There is a tiny hand print in the dust on the closet door. Opening it to peer inside, you see the back of the closet has been removed and replaced with what looks like a tabletop. The tabletop conceals a small passage just under 3' in height.

If the PCs follow this passage, consult the section called The Confrontation.

If the PCs follow the trail after battling the goblins at encounter 8, then the passage is still open. Read:

Table 2 - Scavenging Dangers (Roll 1d10)

1 - 5	Nothing happens
6 - 7	Partial collapse. One random character must test Dexterity 10 or suffer 1d4+1 damage when a part of the roof collapses upon them.
8	The rubble shifts and you hear something within the rubble break. Noxious fumes begin to seep from between the trash. Save vs Poison at +4 or suffer a -2 penalty to actions for 1d6 hours due to illness.
9	Major collapse. All PCs must test Dexterity 10 or suffer 1d6+1 damage as the building collapses. If they fail the roll, they must Save vs Death Ray or be trapped in the rubble. It will take 1d6 turns to dig them free safely.
10	It takes some effort to open a jammed door. When it gives way, it breaks off the hinges and releases the animate skeletons of the ancient residents. The party is attacked by 1d3 skeletons.

The trail leads to a ruined house. One wall is collapsed, and there is little of value left. It looks like the house has been thoroughly looted, as even the lamps have been taken from the walls and every door handle and piece of metal not rusted to ruin has been scavenged. Picking your way through the rubble and debris, you discover a closet left open. In the back of the closet is a small passage, less than 3' tall.

The passage leads up to tribal holdings of the Rusty Blade.

3. Old Apothecary's Shop

The door to the building stands open, and the shingle hanging from a broken chain above the door depicts a pestle and mortar. Peering inside you can see broken glass and pottery all over the floor. Those few shelves which have not collapsed still hold some clay pots sealed with wax and labelled in the Getica language.

There are many herbs here, but most things of worth have already been looted. If a character succeeds in a *Herbalism*(10) test they will discover 1d4 uses of healing herbs per level of success. Also, have the party make a Detect Secret Doors roll. If successful they uncover an old metal lockbox concealed beneath some floorboards. The box has a simple lock, +20 to pick. If the PCs try to bust the box open they have a good chance of breaking the contents. You can determine the chance of breaking the contents based on how they open it. Within the box are 2 potions of Cure Light Wounds and one potion of Cure Serious Wounds.

Sorting through the goods will disturb a nest of Giant Rats.

Giant Rats x4

AC 7; HD ½; hp 4,3,2,1; MV 120(40); #AT 1 bite; D 1d3+disease; Save NM; ML 8; AL N; XP 5 each

4. The Alley

You approach a small side alley. There is a smear of blood along one wall, as well as a large bloody hand print. Halfway down the alley you can see a door standing open, and from that direction you can hear dull irregular thuds like someone beating a hollow log with a thigh bone.



The building itself looks like an old tavern, based on the shingle hung out front depicting a centaur toasting with an overflowing mug of ale. The front door is blocked off by a pile of broken stone and splintered wood leaving only this side door as a way to enter.

If the PCs show due caution, they might be able to gain a surprise round on the next encounter at 5.

5. Undead at the Door

The room beyond the door is large and filled with tables and chairs, most of which are no longer fit for purpose. There is a long bar at the far side, and broken glass litters the area. There is a door behind the bar, and it is there you can see a half dozen or more rotting undead beating on the door in an effort to breach it. By the way the door is rattling on its hinges, it won't take much longer until they gain entry.

If the PCs manage to succeed in a Stealth 5 test they will automatically gain a surprise round. Otherwise roll for initiative as

normal, as the skeletons turn on the new living targets before them.

Zombies x6

AC 8; HD 2; hp 10,10,9,8,6,4; MV 90(30); #AT 1 claw; D 1d8; Save F1; ML 12; AL C; XP 20 each

6. The Old Chapel

The architecture of this building immediately identifies it as a chapel. Judging by the stone dragon skull above the door, the chapel is undoubtedly dedicated to undying god Getica. The doors are thrown open, and chains lay coiled in a rough pile to one side. The chapel is empty, however the stone of the walls and floor are scratched and marred by violence. Broken bones lay strewn about and gathered in piles here and there.

Over a century ago, while Forecastle was known as Thundercliff and was ruled by Getica, this chapel was a common place for devotional services. Many civilians took refuge herein during the assault on the city, and rather than trying to face the priests of Getica, the pirates simply chained the doors

The Undercity

and left the people to die. The cleric in service laid one last curse on his dying people, allowing them to rise as vengeful dead when they died.

Some months ago the goblins of the Rusty Blade stumbled across the temple in their search for loot. It is the goblins who baited the trap for Grulk and released the skeletal horde in hopes of killing the black orc.

Now the temple is devoid of anything of value. With the dead distracted by the dogs, the goblins recently looted the temple of anything of worth. If the PCs search the place, then a Tracking 20 roll may find a goblin footprint here and there among the dusty remnants of the chapel.

7. Grulk the Black

The door to this room is barricaded by three barrels. It will require a Strength 15 test to break down the door, though it can also be hacked through in time. If the PCs try communicating with Grulk he might be

willing to remove the barrels on his side. However, he recognises treachery is at play, so it will require a Persuasion 10 skill test for him to put any trust in the PCs. Otherwise he'll refuse help and fight if the PCs try to force him to go with them.

Once the PCs get the door open, read:

You have no doubt the injured orc before you is Grulk the Black. His dark hide is the colour of coal, and he's built like a warrior. Though he is covered in wounds, he still holds his heavy curved blade firmly in hand. His body might be weakened, but you can tell his spirit is still strong. He doesn't look like a victim, he just looks really annoyed.

Grulk already suspects he's been set up, and that someone orchestrated his 'accident'. He's genuinely pleased that it was human folk who accepted the task of his rescue, but confused as to why it wasn't his tribe who came for him.

8. Treachery

This encounter occurs only after Grulk is rescued. Trying to ensure Grulk never returns to his tribe, the goblins of the Rusty Blade have prepared a contingency plan, and lay in ambush.

You leave the alley and make your way towards the light of the hole you came through, where you can still see ropes hanging down waiting for you to climb. Suddenly there is an undulating screech and goblins charge screaming at you from where they had concealed themselves in the nearby ruins.

The PCs are surprised on a roll of 1-2 on a d6. Grulk will fight with the PCs. The Goblins intend to focus primarily on Grulk, but they might shift their priorities based on the actions of the PCs. Ideally they don't want anyone to leave alive, and their first action is to put themselves between the PCs and the escape route.

Goblins x9

AC 6; HD 1-1; hp 7,5,5,2,2,1,1,1,1;
MV 90(30); #AT 1 short sword;
D 1d6-1; Save F1; ML 7; AL C; XP 5 each

When the battle is over, if Grulk survives he will search over the bodies. It doesn't take him long to find the blood coloured tattoo of a blade that indicates the goblins belong to the Rusty Blade, a tribe he has great rivalry with. Grulk explains:

"These goblins are from the Rusty Blade. Those little shit gobbling sons of a harpy have been trying to get me out of the city since that little worm Batatta took over the tribe. Yes, this has Batatta's grubby little claw marks all over it." Grulk grips his weapon tightly and spits. He looks around and manages to find a trail.

Pointing towards one of the nearby buildings he says, "They came from there, and I'd bet my right fang that they have a tunnel or something which gives them access. If you folk have an interest in it, I have more work for you. These goblins got in here somehow, so we can track them down. You've already earned your pay in rescuing me, and maybe some more coin besides, but if you want some more coin then follow this trail and kill Batatta. You do that and you'll be doubly rewarded. I can have my shaman give you some healing

Grulk the Black, Chief of the Black Claw Tribe

AC: 6

HD: 4

Hp: 20 (Currently 7)

Move: 120 (40)

Attacks: Curved Orc-forged sword

Damage: 1d12+3

Save As: F4

Morale: 10

Alignment: Neutral

Skilled with Sword (+2 to hit. H:-2AC/1, Deflect(1)+Disarm

Appearance

Grulk is a large strong orc with brown skin that's so dark it looks almost black. He wears a chain shirt with hide greaves. His sword is a heavy scimitar style of blade which is the trademark of the Black Claw. He also carries a curved dagger on his hip. He has a strong square jaw with a slight under-bite, which makes his lower fangs jut out a little.

Personality

Grulk is a visionary, and believes there is a place for humans and orcs to live in alliance, just as humans and dwarfs do. He is still very proud to be an orc and would never sell out his principles or his people to humans, but he also understands human pride and does his best to be amenable where possible. He's the sort of person who will tease people in a casual friendly sort of way, without real malice. He does not appreciate weakness and while he would do his best to help people, he won't help anyone not willing to help themselves as well.

Grulk would really appreciate an ongoing connection with the PCs if they demonstrate that they have no prejudice against his race.

Part 3: The Confrontation



I'm going to need to take care of if you're going to get paid. If I had the time, I'd take care of this personally, but I don't have that luxury. We need to catch Batatta red handed, before he has a chance to cover his tracks. So, I need you to act in my place instead while there is still time. If you fear I'm going to screw you out of the deal I want you to know that we don't have a lot of cleanskins willing to help my people out, so I'm not going to throw you to the wolves. You can take the reward already owed to you and leave, or you can double it by acting now on my behalf. The choice is yours."

Part 3: The Confrontation

Here the PCs face off against one of the real masterminds behind the attack on Grulk; Batatta, chieftain of the Rusty Blades. How these encounters work out will depend on what brought the PCs to this moment. Most likely, the PCs are being employed by Grulk and they will be ready to kill anything that stands in their way. However, if they have stumbled upon the entrance by accident, then they might try to take a very different approach.

before you go, but we'll have to be quick about it before they have time to close off their entry. You interested?"

Grulk will happily double their pay if they do the deed. Either way, he is true to his word and once they are clear of the hole he calls upon his shaman who smears some foul smelling paste over their wounds and restores them to full health. Grulk also gives a command that the lair is to be locked down, and no one leaves until things are resolved. He doesn't say it, but he suspects Batatta must have a spy among his people and he wants to get to the bottom of it.

If Grulk has died, then the PCs might decide to look for the source of the Goblins themselves. A Tracking 10 test will find unconcealed evidence leading to the goblin passage. The door has been left open, so there is no need to find secret doors.

If Grulk is asked to go with the PCs, read:

Grulk's eyes blaze with a vicious anger. "Aye, I'd like to do that very much. However, there are things happening here

goblins on guard duty outside the door, but a sneaky PC can sneak up and peer through the gaps to spot them and the room beyond. If they are clever, the PCs might be able to neutralise the guards and gain complete surprise on the next encounter. Otherwise the final battle will begin the moment the PCs open that trapdoor.

Goblins x2

AC 6; HD 1-1; hp 6,1; MV 90(30);
#AT 1 short sword; D 1d6-1; Save F1;
ML 7; AL C; XP 5 each

The Throne Room

The room is a large wooden structure roughly 60' x 80', with the walls covered in hides. There, on a raised dais, is a grand chair made from animal horns and broken rusted weapons. Sitting upon the throne is a wiry goblin with sharp features and long ears tipped with red. His skin is a sickly brown and it looks like part of his right ear has been bitten off as you can clearly see the outline of teeth marks.

The Goblin Chieftain is not alone. He is being attended to by about a dozen other goblins, and they are all armed in various ways.

During the course of this battle more Goblins can be introduced through the main doors to heighten the drama and to make it clear that the PCs are in the heart of a goblin lair. A smart party can try to block the door and lock it against more arrivals. It can be barred, but the bar for it is standing up in the corner of the room. If the PCs get it into their heads that they can commit genocide against the Rusty Knives by going on a killing spree outside the throne room, then have an organised force of Goblins ready to block them off and fight for their lives to protect their females and whelps.

Goblins x4

AC 6; HD 1-1; hp 7,6,5,4; MV 90(30);
#AT 1 short sword; D 1d6-1; Save F1;
ML 9; AL C; XP 5 each

Goblin Bodyguard x6

AC 6; HD 2; hp 10,8,8,8,4,3;
MV 90(30); #AT 1 short sword; D 1d6;
Save F2; ML 9; AL C; XP 5 each

This part of the passage is just wide enough to allow the PCs to change the party order but they will have to travel single file. Just around the next corner, the passage comes within sight of a wooden trapdoor. The trapdoor is made from ill-fitting wood and there are gaps between the planks through which dull light can be seen. There are two

The Confrontation

Batatta, the Goblin King

AC 6; HD 3; hp 15; MV 90(30);
#AT 1 short sword; D 1d6+1; Save F3;
ML 9; AL C; XP 5 each

This battle could end in many ways. If Batatta is slain, then check morale at -2 to see if the other goblins break or stay to fight. If the group morale breaks at any time, or only Batatta is still left alive, then Batatta will attempt to bargain with the PCs. If they halt hostilities long enough, read on:

The goblin king shouts at his people in his own language. The others immediately fall back into a defensive posture. Then, in the common tongue, the goblin shouts at you saying, "Stop! We make a deal. You come here to kill but Batatta knows who is really behind this. Batatta only used as a tool in this. We make deal yes?"

If the PCs refuse to immediately stand down, then Batatta will order his people to help him try to escape and he'll leave by the main doors. If he cannot get out, then he'll fight to the death. However, if the PCs agree, then Batatta will reveal the following:

"Batatta was hired by an orc in the tribe of Grulk. I give you this name and you let Batatta and his people live yes?"

If the PCs refuse to offer assurances they will honour the deal, such as swearing by their gods or making a vow, then it will require an Intimidate 10 or Deception 15 test to convince him to give up the information. However, if the PCs seem genuinely willing to make a deal and leave Batatta alive then he will reveal the nefarious plan of Ferrak.

"Ferrak makes this deal with Batatta. Ferrak wants leadership of the tribe, so he promises Batatta rewards if Rusty Blades help make Grulk dead. Ferrak is the enemy, Rusty Blades are only mercenaries. Not worth dying for this so Batatta tell you all about it.

"Ferrak gives us magic scroll to make silence so we can cut under Grulks throne without him hearing, and Ferrak helps us find the right place to cut through. Then we take stray dogs, and tie them under place. Then we let undead out of chapel. Undead go to dogs to kill them. That's when we finish breaking of floor and shoom! Grulk fall into undead.

"Ferrak hires you outsiders in big pretend that he gets professionals. Ferrak was meant to get people bad at rescue, but instead he gets youse. Stupid Ferrak. Stupid Batatta for trusting Ferrak. Now Batatta has told you

all. Just business right? No hard feelings between us. You leave Batatta live and I help you as witness in fancy law talking."

Batatta is telling the truth, and he'll happily turn on Ferrak if the PCs want to turn this into a legal matter. If the PCs threaten Batatta further and demand recompense, then Batatta might be convinced to unearth

About the Rusty Blades

The Rusty Blades are a long standing tribe within the walls of Forecastle. They were not among the tribes who aided in the capture of Thundercliff, they just sort of showed up a few years later and laid claim to some land.

The Rusty Blades represent a lot of what's wrong with the Beast races. They sustain their tribe by acting as a fence for goods other tribes plunder from travellers or from raiding villages. The Rusty Blades have so far been cunning enough to evade being brought up on criminal charges, but their reputation is as tarnished as their name suggests.



his cache of coins and give the PCs a small chest containing an assortment of copper and silver coins, totalling 2cp, 121sp and 345cp.

Reporting to Grulk

If the PCs return to Grulk with the evidence of Ferrak's involvement he reveals that Ferrak has already disappeared and that he'll take care of the rest himself. He doesn't care if the PCs kill Batatta or not, he'll pay them the full promised reward regardless. In fact, he'll throw in 50gp per character as a bonus for uncovering the truth.

If the PCs kill Batatta and learn nothing more, then Grulk will pay the rewards for his rescue and for their work in confirming Batatta's involvement.

If the PCs refused to follow up on the Goblins, then either Grulk or Ferrak will pay the promised reward for attempting to rescue Grulk. It was Ferrak's hope from the start that the PCs would only return with

Grulk's corpse, so he's more than happy to pay for their services if that's the outcome.

If the PCs take what they learn to the local authorities then their information is taken and promises are made to follow up, but nothing more is ever heard about it.

Additional Rewards

If Grulk has been rescued then they will have also earned the respect of a powerful influence in The Shades. Grulk is working hard to bridge the gap between Orc-kind and the other races, so this example of unity is something he hopes to foster. The PCs can certainly use Grulk as a future contact, and he would even be willing to help the PCs out if they have any special needs in the future.

The characters should also get an XP award based on their roleplaying and input into the game. It's up to the GM to decide the pace at which characters advance, so you should pick a value suitable for your group. As this adventure has very little XP for monsters

killed or treasure found, this bonus XP will be crucial to character advancement. A value of between 1000 to 2000 XP would be recommend.

If the PCs are a part of an Adventurer Guild, they will gain 2 Reputation and 2 Fame if they rescue Grulk. They will gain an additional 3 Reputation and 2 Fame if they uncover the plot between Ferrak and Batatta. If the PCs only manage to bring back the corpse of Grulk they will gain 1 Reputation and 2 Fame.

The Price of Failure

If the PCs completely fail, and do not manage to save Grulk or uncover the plot, then they will lose 1 Reputation.

In addition, the alliance between Farrak and Batatta will fester in The Shades, and start to destabilise the relationship between The Shades and the human zones. Reports will begin to emerge of well equipped goblin thieves robbing and killing people in streets outside The Shades.





About Phaemorea

Phaemorea is a classic High Fantasy genre game world which could be plugged into any system. While designed to work best with Classic 1991 Dungeons & Dragons Rules Cyclopedia, it can easily be ported into any version of D&D, or with a little more tinkering, any system that supports high fantasy.

Suitable as a new entry level world for beginning players, as well as an alternative world for older players who want to experience D&D in a new way without losing any of the charm of the old way.

Phaemorea offers new ways of looking at classic races and classes, giving each a unique identity within the world, while preserving the integrity of classic D&D while still offering a new experience.

Phaemorea is for you!

Phaemorea is released under the Creative Commons Attribution Non-Commercial Share-Alike License, meaning you are invited to expand the world of Phaemorea and release your own publications, just so long as you follow the Creative Commons guidelines.

You too can publish adventures and source books to share with your fellow gamers in this new world!

Current Releases

Guide to Phaemorea

Your introductory guide to the history, people, places and Immortals of Phaemorea.

Phaemorea Rules Supplement

Collection of rules adaptations to offer alternative ways to use the D&D Rules, including updated general skills, and new Class variations.

P1 Black Orc Down

The first adventure set in the world of Phaemorea. Can you rescue a VIP lost in enemy territory before it's too late?

In the Works

P2 Murder in the Fungeon

What happens when a simple adventure in an amusement park turns seriously deadly?

World Map of Phaemorea

Garter States Gazetteer

Solmani Gazetteer

Getica Gazetteer

Bungara Gazetteer

Saluria Gazetteer

Beast Races Gazetteer

Demi-Humans of Phaemorea Gazetteer

Immortals of Phaemorea

Want more about Phaemorea?

Your gateway to Phaemorea can be found at

Phaemorea.com

The birthplace of Phaemorea!



Ketra
2nd level Fighter

ST 13 (+1)
IN 8 (-1)
WS 14 (+1)
DX 9
CO 9
CH 18 (+3)

Hp 16

AC 1 (Plate Mail +1, Shield)

Weapons Sword 1d8, Knife Shield 1d4+1,
Dagger 1d4, Heavy Crossbow 2d4

Skills Bargaining (CH), Persuasion (CH), Intimidation (ST),
Danger Sense (WS)



Bertran Phinx
3rd level Cleric

ST 15 (+1)
IN 10
WS 17 (+2)
DX 13 (+1)
CO 16 (+2)
CH 10

Hp 14

AC 1 (Plate Mail, Shield, +1 Dex)

Weapons Mace (SK) 2d4, Throwing Hammer 1d4

Skills Gambling (WS), Healing (IN), Cheating (DX), Detect
Deception (WS)

Spells Cure Light Wounds x2



Lyrica
3rd level Thief

ST 14 (+1)
IN 16 (+2)
WS 10
DX 18 (+3)
CO 9
CH 11

Hp 7

AC 4 (Leather armour, +3 Dex)

Weapons Shord Sword (SK) 1d6+2, Dagger 1d4

Skills Acrobatics (DX), Art: Dance (IN), Lip Reading (IN),
Alertness (DX), Stealth: Urban (DX), Deception (CH)



Khait Plex
2nd level Magic User

ST 7 (-1)
IN 17 (+2)
WS 15 (+1)
DX 13 (+1)
CO 11
CH 13 (+1)

Hp 8

AC 8 (+1 Dex)

Weapons Staff 1d6, Dagger 1d4

Skills Alternative Magics (IN), Alchemy (IN), Escape (DX),
Singing (CH), Leadership (CH), Healing (IN).

Spells Magic Missile, Sleep



Thunn Stonebreaker
2nd level Dwarf

ST 14 (+1)
IN 11
WS 13 (+1)
DX 11
CO 17 (+2)
CH 9

Hp 17

AC 3 (Banded Mail, Shield)

Weapons Hand axe +1 1d6+1, Light Crossbow 1d6

Skills Endurance (CO), Caving (WS), Labour: Miner (IN),
Engineering (IN)



Peony
2nd level Halfling

ST 9
IN 14 (+1)
WS 14 (+1)
DX 13 (+1)
CO 12
CH 16 (+2)

Hp 10

AC 5 (Scale Mail, +1 Dex)

Weapons Short Bow 1d6, Short Sword 1d6

Skills Nature Lore (IN), Tracking (IN), Healing (IN), Veterinary
Healing (IN), Blind Shooting (DX)

Bertran Phinx

Alignment: Neutral

Male of average height with brown hair and eyes. He's unremarkable in appearance in almost every way.

Bertran was once known by a different name, however he ruined his life when crippling gambling debts drove him into hiding. He sought out the House of Doors, the temple of Liliana Thriceborn, and there he underwent a Rebirth.

Now, determined to become a new and better man, he chose to stay with the temple and study as a cleric. He's a pragmatic man, and often painfully blunt, but he's genuinely trying to become a better human being.

Equipment: Holy symbol, 4 vials holy water, healers kit, 2 throwing hammers, lantern, oil, flint and tinder, scroll (Bless)

Khait Plex

Alignment: Lawful

A native born member of Manakata, Khait is tall and dark skinned. He arrived in Forecastle as a part of a trading caravan. The caravan master mysteriously disappeared leaving Khait stranded in a city he doesn't really like.

Khait is a smart man, but also arrogant at times, seeing those without arcane talents as inferior. He knows when to keep his opinions to himself though, and when you get to know him, he's not that bad a chap. He's always happy to point out when you've done something stupid though.

Equipment: 2 Potions of Healing, lantern, oil, flint and tinder, 1 vial holy water.

Peony

Alignment: Lawful (but prone to misbehaving)

Peony is an assumed name for this bright young Jhan only freshly out on her Yewmer rite of passage. She's loquacious, vivacious, and desperate to experience as much of the world as she can.

Peony has a real thirst for adventure, and hopes to find a few special trinkets she can take back to the many members of her large family. She also likes helping people, and bears no prejudice. So long as you seem like a kind and decent person, you have an easy friend in Peony.

Equipment: Mirror, 30 arrows and quiver, wolfsbane, potion of Invisibility, potion of Healing, 4 silvered arrows.

Ketra

Alignment: Neutral

Blonde female, slightly taller than the average person. Her most remarkable feature is her ice blue eyes that show no compassion for people on her wrong side.

Ketra grew up on the mean streets of The Bilges in Forecastle. Most of her life she only aspired to live to the end of each day. However, she has steel hard determination, which has pushed her to become stronger and able to get by independently. She won't say much about her past, claiming that time is long gone and she doesn't care to talk about it.

Despite her hard edge, she's very warm and funny with those she trusts. She also knows how to turn on the charm to talk her way out of a fight.

Equipment: Backpack, 12 bolts.

Lyrica

Alignment: Chaotic

Lyrica makes a decent living as a dancer, though her fortunes vary at times. Her lithe body and lustrous black hair draws the eye of men and encourages good tips.

In truth Lyrica doesn't much like men, and sees their affections as a weakness easily exploited. Her disdain for others often shines through in conversation. She'd rather avoid the pawing hands of her fans and strives to become a full time respectable thief, gaining her wealth through adventure instead of the halls of seedy bars.

Equipment: Thieves tools, backpack, 4 daggers, mirror, rope, 1 Egg of Wonder

Thief Skills

OL 25; FT 20; RT 20; CW 89;
MS 30; HS 20, PP 30; HN 40

Thunn Stonebreaker

Alignment: Lawful

Thunn is certainly rough around the edges. His family are hard working common miners who have never been much for fancy things.

Thunn loves his family, but he also wants something better for them than busting rocks for a living. He's run away from home in an effort to make a name for himself, and to bring his clan back riches he hopes will elevate his family's status.

He's a very honest person, and though he sees the sense in lying at times, he never feels comfortable with it.

Equipment: 2 Torches, flint and tinder, hammer, 12 iron spikes, 2 spare hand axes, rope, 20 bolts.

Adventurers

Wanted

100 gold

Reward!

Adventurers needed for
URGENT rescue mission.

See Ferrak at the
Black Claw tribal house
in the Shades for details.

Open minded people only
need apply!!

Adventurers

Wanted

100 gold

Reward!

Adventurers needed for
URGENT rescue mission.

See Ferrak at the
Black Claw tribal house
in the Shades for details.

Open minded peepol only
need apply.!!