



The Blight Pathologies

THE EXILED

by Thom Wilson



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The Blight: Pathologies

The Exiled (or the Dirty Bowl)

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Introduction

Nowhere in Castorhage are the simple laws of the natural food chain more apparent and clear than in the lowest levels of the Underneath. The denizens of the dark and mysterious passages below the city streets are the hunters and the hunted, chasing prey through the uncharted tunnels of the Nether while running from more deadly predators than themselves. Although solitary dwellers may succeed in quietly luring prey and escaping their enemies for a while, large bands of creatures have better chances of long-term survival. Small villages and large towns in the darkness below the surface aren't by any means safe places, but at least residents can see their assailant coming; in the dark depths of the Underneath, the death screams of the lone wanderer are often never heard.

Not every creature of the Nether chooses a solitary existence. Although some creatures leave their settlement to avoid paying a debt or to flee an assassin, most return when the dust settles. It is safer to take their chances with what they can see and hear than to try to survive in the tunnels all alone. However, not every creature can return to its village or town. The most egregious offenders of settlement laws are punished with a fate worse than death: exile. They are banished from their homes and pushed into the lawless and unforgiving realm beyond the safe walls to which they've become accustomed. They will be alone, easy prey for hungry tunnel people who wait in the shadows at the outer edges of well-traveled passages and caverns.

The Exiled (as they are called by the Underneath dwellers who encounter them) are burned with a magical insignia on their face or head that lists the settlement, the date and their crime. Any who meet one of the Exiled immediately knows the details of their banishment, and can easily refuse their entry into their village or town. The skin etching glows a faint red and can be seen through clothing, paint, or hair. Not every village and town in the Underneath uses this method to identify the Exiled, but for the sake of this adventure, most of the humanoid monster settlements have turned to using the burning stamp to keep undesirables out of their villages.

But rumors of a haven for exiles, a place safe from the horrors of the quiet darkness, are now well known to the residents of many villages and towns in the Underneath. It is said that an exiled cousin to the royal leaders of Trolltown converted a shallow fissure into a last-chance settlement for the banished. All — except elves and dwarves — are welcome to live amid the Exiled in this growing settlement. Those who fail to follow this leader's rules are again exiled to the dark and dangerous places beyond.

Adventure Synopsis

Borrog Festarwen, the boss of Trolltown, exiled his cousin, Ganfolg the Lame, after the youth insulted one of his consorts. His court advisors urged him to have the young troll pulled apart and consumed by otyughs (as is the outcome for many broken rules in Trolltown), but Borrog chose instead to exile Ganfolg. The formal act of exile demonstrates the ultimate punishment in Trolltown; even death is preferable to banishment among the residents of the settlement. With challengers pressing Borrog for his seat, the two-headed troll used the exile punishment to send a message that he was still in charge.

Before he was sent away from Trolltown, however, Ganfolg stole his cousin's greatest treasure: the *three-bladed axe-mace of Festarwen*. Owning the weapon is of great importance to Borrog, as it reminds his court and the residents of Trolltown that he bested an opponent of greater ability than himself. His clan has always owned the weapon; Borrog himself killed one of his own family to claim it. Although Borrog realizes his cousin stole the axe-mace, he has not revealed that information to anyone in Trolltown. Without the magic weapon, it is likely that one of the braver challengers will attempt to take the leader's seat.

After Ganfolg left Trolltown, he traveled throughout the Nether searching for a new home. He fled multiple hunting parties (both known creatures and unknown), and eventually found a small group of other Exiled near the edge of the Frontier. Avoiding the human and dwarven hunting parties from the Royal Underneath Society Headquarters, the small group of banished creatures eventually stumbled upon a narrow tunnel that ended in a small depression. Although now dry, it appeared the tunnel was once an avenue for water from the surface trickling to its end, before finally pooling and carving out a fissure in the earth. Natural ledges wound along the interior of the crevice, spiraling downward to the bottom. Small caves, many filled with years of surface debris, were found along its interior. Ganfolg immediately named the area the Dirty Bowl and declared it the new home of the Exiled.

Over the years, evicted creatures that survived the long trek to the Dirty Bowl have made the fissure their final home. Only creatures with the Stamp of Exile are allowed entry into the last post of the Underneath. Those who approach the gates without the mark are driven away or killed. The uninvited (trespassers) are caught, slaughtered, and their parts given to the Dirty Bowl's merchants to sell as delicacies. Ganfolg rules the village with few rules, believing in survival of the fittest; weaker members of the lawless society are bullied, beaten, and murdered. The Dirty Bowl is populated mostly by tougher Underneath denizens, with large numbers of trolls and ettins controlling much of the trade and militia. Weaker races are relegated to the lowest and most awful tasks of the village.

The Stamp of Exile

Each banished creature is stamped with a magical insignia or rune that displays their crime, their former village, and the date of their exile. The magical stamp is nearly impossible to remove; only the strongest magic of a powerful wizard can extract the symbol from the face or head of an Exiled, a service not readily available to the majority of the Underneath's downtrodden.

Creatures with the Stamp of Exile who arrive at the gate of the Dirty Bowl are given the slightest interrogation before being allowed entry. After all, who'd want to fake an exile stamp? Guards at the Dirty Bowl's lone entry point take down the creature's description and stamp information, reporting the most heinous crimes to their leaders each night. The worst offenders are placed on a village watch list and are shadowed by guards for the first few weeks of their arrival. Many disappear after a few days; Ganfolg doesn't like to take chances with the worst of the Exiled and has them murdered and removed from the settlement before they get too comfortable.

Common Stamps of Exile

1d8	Crime	Symbol Initials
1	Unjustified Murder	UM
2	Theft of Property	TP
3	Theft of Beer	TB
4	Theft of Food	TF
5	Kidnapping Prominent Member	KPM
6	Adultery with Leader's Consort	ALC
7	Insulting or Challenging Leader	ICL
8	Treason	T

Note: The higher the roll result, the more heinous the crime.

The Stamp of Exile is well known throughout the Underneath. Those with the magical insignia are not welcome in any settlement under

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the surface of Castorhage and may be attacked on sight by any race encountered.

The Location of Dirty Bowl

The tunnel leading to the Dirty Bowl isn't shown on any Underneath map. It is one of the many forgotten passages of the deeper levels. You can choose any location within 10 miles of the Frontier for its location. It should be placed close enough to Frontier to make the residents of the headquarters worry about the growing population of trolls, ettins, orcs and tunnel people.

Adventure Hooks

Although it is possible that the characters may stumble upon the Dirty Bowl in their own travels and exploration of the Underneath, there are two other possible hooks to start this adventure. If the group arrives at Frontier before discovering the Dirty Bowl, the leaders of the settlement may want to hire the adventurers to clear out the growing tunnel village. Not willing to risk their own in a dangerous mission, they promise the characters a large quantity of gold coins if they'll do their dirty work for them. They may promise more than they have in their treasury, believing that the characters likely won't return from the mission but may put a dent in the fissure's population.

If the characters are captured in Trolltown and brought before Borrog Festarwen, the two-headed troll leader spares their lives if they agree to infiltrate the Dirty Bowl and retrieve his stolen heirloom. Trolltown's ogre magi responsible for creating Stamps of Exile mark each of the characters, allowing them easier access into the Dirty Bowl. Once they return with the artifact, Borrog promises that his wizard will remove the magical insignias. Of course, who's to trust a two-headed troll to follow through with his promise?

The Tunnel to the Dirty Bowl

Erratically changing directions and widths, the tunnel leading to the Dirty Bowl slopes ever downward, meandering to its end over the course of several miles. Carved by millions of gallons of water cascading down its slope for centuries, the tunnel appears smooth and worn for most of its length. Watermarks at varying heights along the tunnel walls may tell the story of its purpose and its lowering water levels over the years. Investigative characters should be able to tell that water flowed through the tunnel once, in a direction leading toward its end.

Although the occasional wanderer may be encountered within the tunnel, most creatures avoid the Dirty Bowl and its murderous denizens. It's more likely that the characters come upon a recent Exiled making his way to the settlement. Ganfolg rarely sends his guards to patrol the tunnels far from the settlement, preferring to keep them close to help manage its lawless population. Use the **Wandering Tunnel Creatures Table** for encounters within the tunnel leading to the Dirty Bowl.

Wandering Tunnel Creatures

1d20	Result
1–16	No Encounter
17	Lone Exiled traveling to the Dirty Bowl
18	Gang of 1d4+2 wererats searching for Exiled
19	Fleeing Exiled, leaving the Dirty Bowl
20	1d2 trolls or an ettin out hunting for "food"

Exiled: These forlorn travelers often travel alone or in small, fearful groups. Most are downtrodden and run from a fight. They can be any race except elves or dwarves.

Ettin: HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

Trolls (1d2): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round).

Wererats (1d4+2): HD 3; AC 6[13]; Atk bite (1d3), weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapon, lycanthropy, surprise (1–4 on 1d6). (*Monstrosities* 307)

Several smaller passages break off from the main tunnel at various locations. Many lead nowhere, either culminating in dead ends, ravines, or in collapsed sections. However, a few may lead to areas of interest within the Underneath. You may choose to connect these smaller tunnels with others shown on the Blight maps or have them lead to your own adventure areas.

The Dirty Bowl

Long ago, when water from the surface rolled along the sloping tunnel, it splashed over a ledge of the fissure before cascading into the pool below. An enormous waterfall poured into the bottom of the crevice, spinning the foamy water into a constant whirlpool. Eventually, the water would escape the bowl to parts unknown. Debris and detritus from the surface, unable to escape the fissure through the smaller holes at the bottom, ultimately blocked the water's escape from the bowl. After the tunnel dried out and the fissure slowly drained, it left an enormous pile of garbage and junk at the bottom. Residents of the Dirty Bowl continue to search through its deep piles, often finding old relics and bits of useful items.

The interior walls of the crevice are smooth, worn down after years of circling water. As such, climbing attempts are significantly hampered. Additionally, residents are quick to spot unfamiliar climbers and alert nearby guards to the unusual activity.

Higher locations in the Dirty Bowl are filled with the majority of residents; the lower one goes, the fewer residents one encounters traveling along the dark and shadowy ledges close to the bottom. The quiet and unwatched ledges are great places to catch single creatures unawares, and are avoided by the more sensible Exiled.

Wandering Residents of the Dirty Bowl

1d20	Result
1–5	No Encounter
6	Wererat worker traveling to the lower levels for work
7	Two goblins fighting over a piece of moldy bread
8	Orc guard , late to work, hurrying to his post
9	Kobold prostitute looking for customers
10	Legless tunnel person begging for food
11	Hobgoblin thief waiting in the shadows, looking for his next victim
12	Merchant chasing a thief down the ledge path
13	Drunken troll coming back from his post, ready to brawl
14	An ettin , with both heads fighting over the direction to go
15	Passed out resident , dangerously close to the edge of the ledge path
16	2 trolls escorting a goblin to the gate to be thrown out
17	Merchants and 1d4 orc guards carrying food to Ganfolg's advisors and consorts
18	A messenger from beyond the Dirty Bowl running to meet with Ganfolg
19	A patrol of 1d6+1 orcs looking for trouble
20	A merchant, accusing the characters of a crime to a nearby group of guards (1d4+1 orcs and 1 ogre)

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Ettin: HD 10; AC 3[16]; Atk 2 clubs (3d6); **Move** 12; **Save** 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

Goblin: HD 1d6 hp; AC 6[13]; Atk dagger (1d4); **Move** 9; **Save** 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Hobgoblin: HD 1+1; AC 5[14]; Atk 1 longsword (1d8); **Move** 9; **Save** 17; AL C; CL/XP 1/15; **Special:** none.

Kobold: HD 1d4hp; AC 7 [12]; Atk dagger (1d4); **Move** 6; **Save** 18; AL C; CL/XP A/15; **Special:** none.

Orc: HD 1; AC 6[13]; Atk short sword (1d6); **Move** 9; **Save** 17; AL C; CL/XP 1/15; **Special:** none.

Trolls (1d2): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round).

Wererats (1d4+2): HD 3; AC 6[13]; Atk bite (1d3), short sword (1d6); **Move** 12; **Save** 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapon, lycanthropy, surprise (1-4 on 1d6).

Each resident carries little to no money but has a few trinkets or scraps of food received in trade at the market. Dirty Bowl militia carry 1d10 gp and 2d10 sp each, and are likely to have stashed a bundle of food or a jar of wine in their cloaks to be consumed during their shift.

A1. The Gates

As the characters reach the final stretch of the sloping tunnel, they see the poorly crafted gates of the Dirty Bowl. The two wooden and iron gates are 15ft tall and always closed. Although somewhat sturdy, they appear as if they might fall at any time. A single ettin guard is almost always out in front of the gates and verbally challenges newcomers from a distance of 30ft. As long as no elves or dwarves are in the group, he asks in Undercommon their purpose for approaching. If he spots any elves or dwarves, he calls out to his comrades behind the gate for assistance. If characters fail to provide a good answer to his challenge or they lack Stamps of Exile, they are assaulted immediately. Supply merchants may be allowed entry, but only as far as the gate interior to trade materials with the vendors on the ledge market.

Ettin: HD 10; HP 71; AC 3[16]; Atk 2 clubs (3d6); **Move** 12; **Save** 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

A2. Gate Interior

An ettin and 5 orcs lounge within the interior behind the gates, waiting for new arrivals. They assist the ettin outside the gates if called upon. Their main purpose is to record information about each new Exiled as they arrive, documenting their general description and their stamp details in a large book. The orcs ask questions of the new citizen, calling out to the ettin with answers and details that should be written down. At the end of each shift, the information in the book is shared with guard leaders in **Area 12**. Enterprising characters may be able to bribe the orcs with gold, food, or alcohol. If successfully bribed, the orcs relay false information (e.g. less worrisome crimes) to the transcribing ettin.

No resident of the Dirty Bowl may exit the gate and leave the settlement without proper authorization from Ganfolg or one of his trusted advisors (see **Area 15**). The ettin and orcs stop any creature attempting to leave through the gates, and attack if they are resisted. If needed, the gate guards call to the trolls in the market (**Area A3**) for assistance (they arrive every 1d4 rounds until 10 trolls are present).

Ettin: HD 10; HP 62; AC 3[16]; Atk 2 clubs (3d6); **Move** 12; **Save** 5; AL C; CL/XP 10/1400; **Special:** none. (*Monstrosities* 162)

Orcs (5): HD 1; HP 7, 6, 5x2, 3; AC 6[13]; Atk short sword (1d6); **Move** 9; **Save** 17; AL C; CL/XP 1/15; **Special:** none.

A3. Ledge Market

Never getting closer than 20ft to the gates, a sprawling market on the large ledge overlooking the bottom of the Dirty Bowl provides its residents with basic supplies, food, and alcohol. Makeshift tents and tables are set up anywhere along the ledge where room can be found. Merchants, also residents of the settlement, sell and trade their wares throughout the day and night. Customers can find a limited but wide range of supplies, many of which trade hands multiple times each day. Residents with theft-related Stamps of Exile are shunned at the market and are usually escorted out of the area by the guards when discovered. Those who are stamped in this manner have to rely on other residents to help them buy or trade supplies. Humans, even those with Stamps of Exile, are distrusted in the Dirty Bowl and are generally ignored unless they show items of value or coins to merchants. Humans always pay higher prices in the ledge market of Dirty Bowl.

Patrolling the market are 10 trolls who watch for suspicious activity and pay particular attention to those residents with theft-related stamps. They spread throughout the area, walking through and around the tents and tables in pairs. The trolls have been given explicit instructions to kill thieves caught in the act or send squabbling residents to Ganfolg's advisors at **Area 15** to resolve issues. Note that residents are not able to access the lowest level without an escort; they have to wait until the advisors are free to meet with them and are carefully watched during this time by at least two guards from **Area 12**. It is not unusual for residents to wait days to get just a few minutes with the impatient advisors.

If summoned by the orcs at **Area A2**, a single troll guard arrives every 1d4 rounds until all currently in the market descend on the inevitable brawl.

Trolls (10): HD 6+3; HP 45, 42, 40x2, 38, 34, 33, 31, 27x2; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; AL C; CL/XP 8/800; **Special:** regenerate (3 hp/round).



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Customers perusing the market's wares too close to the edge occasionally fall from the ledge, splattering at the bottom of the fissure more than 80ft below. Whether they slip or are pushed is rarely determined.

Examples of Items for Sale or Trade

Leg of Goblin	Moldy Bread	Flat Beer
Ogre Rump Roast	Rotting Apple	Spoiled Wine
Slug Guts	Old Mushrooms	Dirty Water
Orc Brain	Regurgitated Toadstools	Curdled Ogress Milk
Ettin Fingers	Soggy Biscuits	Mild Poison

First Level

A4. Topside Checkpoint

Only one path leads from the ledge market to the bottom of the Dirty Bowl, and it winds around the outer edge of the crevice several times. At a dozen places, the ledge is wide enough for two humans to walk side by side, but many parts are narrow and unsafe. Larger denizens of the settlement jump from ledge to ledge or climb the inner walls to move from one safe section to another. More than one overconfident creature has fallen to its death after a poorly calculated jump or casual misstep.

At the top of the ledge, **6 orcs** and a **troll** monitor residents as they move up or down the lone path. Suspicious creatures are stopped and interrogated by the guards at the checkpoint, and are rarely allowed to pass unless coins change hands. Halted residents who question the guards' intentions are often seen spiraling off the path and into the bottom of the fissure. Sneaking by the guards requires a significant distraction or a talented rogue with excellent skills.

If the settlement is aware of intruders or is on watch for enemies, no one but Ganfolg or his advisors are allowed to pass this checkpoint. Any who attempt to pass without clearance are given a single command to halt, followed quickly with aggression.

Orcs (6): HD 1; HP 8, 6x2, 5, 4x2; AC 6[13]; Atk short sword (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

Trolls: HD 6+3; HP 40; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: regenerate (3 hp/round).

A5. Topside Hidey Holes

Newcomers to the Dirty Bowl are directed to the least favorable living quarters in the settlement, which are found along this stretch of the ledge. Narrow, cramped, and noisy, these small hidden holes are awful for all but the smallest of denizens. Creatures fight over their spaces, constantly evicting each other until someone finally moves on to another area or turns up dead. Any creature larger than a human finds these holes unbearable and impossible to live within for long.

Dozens of tunnel people are often seen scurrying about the ledge, fighting with each other, cursing at passers-by, or begging newly arrived Exiled for spare coins. Many are diseased, deformed, or badly maimed, and frighten easily if threatened. However, at least **2d4 mongrelmen** are informants for the local militia, carefully watching for troublesome newcomers and reporting tidbits of information in trade for scraps of meat or bread. Nearly every denizen of the hidden holes fights to the death for its spot, knowing that if they lose their tiny home, they'll have nowhere else to go.

Mongrelmen Informants: HD 2; AC 4[15]; Atk club (1d6); Move 12; Save 16; AL N; CL/XP 2/30; Special: sound imitation, surprise (1–2 on 1d6).

A6. Auxiliary Checkpoint One

Just beyond the topside residences, a light checkpoint has been set up where the ledge broke away from the inner wall of the fissure. Stationed here are **4 orcs** who guard this makeshift platform that can be lowered with pulleys on either side of the ledge to allow passage from below or above. The break in the ledge is more than 20ft wide and even with the platform in place, is a treacherous stretch of the path to the bottom of the crevice. Anyone fighting here has a 1-in-6 chance of stepping too close to the edge, which crumbles beneath them. Any character who stumbles must make a saving throw to avoid falling. Although the platform can be raised or lowered on either side, the orcs may shift their location to either edge or split up into two groups. Most of the time, the platform remains lowered to allow residents access back and forth.

Like the checkpoint in **Area 4**, the orcs watch over travelers as they pass and pull out those who look suspicious or meek. Without the support of a troll or ettin to back them up, the orcs can be bullied by tough creatures or characters.

Orcs (4): HD 1; HP 7, 6, 5x2; AC 6[13]; Atk short sword (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

A7. Common Sleeping Chamber

Swirling waters of yesteryear etched out a large, narrow cavern along the outside of the fissure that is now used as a common sleeping chamber for transient residents and homeless Exiled. Most nights, more than a hundred creatures hunker down in the area. Most mornings, a dozen of those creatures do not rise, shanked in the late hours for their food or coin.

New arrivals in the Dirty Bowl can always find a sleeping spot in the common area on this level. During the day, the long chamber is fairly empty after the night's residents exit to other areas of the settlement. No one lingers in the chamber in the late morning hours when the settlement militia sweeps through looking for the dead and troublemakers. Orc guards are known to shake down those found in the area before stripping the dead of what's left of their gear. Tunnel people follow the guards into the chamber, removing the remains to the butchers on the lower levels (**Area 11**).

A8. Auxiliary Checkpoint Two

This area is similar to **Area A6**, with a platform that can be raised or lowered to allow access. The **4 orcs** stationed here are similarly motivated to harass, detain, and flat-out rob any weak-looking denizens who cross their path. See **Area A6** for more details.

Orcs (4): HD 1; HP 6x2, 5, 3; AC 6[13]; Atk short sword (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

Second Level

The second level winding layer of the Dirty Bowl is where many favored settlers make their homes.

A9. Private Residences

Dozens of private caverns and chambers line the second level of ledges of the crevice, providing homes for the more affluent residents of the settlement. Each small chamber has minimal furnishings for its current resident, mostly acquired from thorough searches of the piles at the bottom of the Dirty Bowl. Some of the owners have hidden stashes of valuable trinkets, either traded with other residents or smuggled in from outside the settlement. Although the penalty for burglary is death, thieves continue to rob the private homes in hopes of finding a treasure valuable enough to pay for the removal of their facial stamps.

Residents currently favored by Ganfolg or his advisors are given these luxurious residences until such time that they are given to someone else of higher standing. Turnover is high, with settlers sometimes moving between areas or being unwillingly removed from their homes by violent militia members presenting orders of eviction.

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A10. Rope-line Shortcut

Two ledges jut out from the second level in opposite locations of the fissure. A tall pole affixed to the ledge on each side connects to the opposite area with an oil-coated rope. At one end, a steel bar hangs from the oily rope, and can be used to travel across the open space between the two points. There is a 50% chance that the steel bar is hanging from the line on the side nearest the characters. With a running start, a single rider can use the setup to get to the other side of the bowl quickly (saving throw to succeed). However, if riders try to coast across without enough momentum, they find themselves stalling at the midway point, trapped and unmoving. A character who jumps for the rope and succeeds on the check, but rolls within 3 points of the target saving throw, has a 1-in-6 chance of stalling. Additionally, excessively heavy creatures are prohibited from using the rope device as their weight likely snaps the rope somewhere in the middle of the ride. Anyone falling from the line drops 60ft into the bottom of the fissure, taking 6d8 points of damage.

An **ettin** stands guard over each side of the rope-line, ensuring that riders meet the appropriate qualifications for the ride. Tall or fat creatures are not permitted to use the rope, although if enough coins are presented, the ettin can be convinced to look away momentarily. Those who jump the line and stall out in the middle of the rope may find the ettins taking turns tugging on the line from either end to shake them off.

Ettins (2): HD 10; HP 72, 61; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; Special: none. (*Monstrosities* 162)

Third Level

Although the bulk of the residents of the Dirty Bowl have no official jobs in the settlement, some are fortunate to trade their hard labor for scraps of meat and bread. Those entering the village with a trade are quickly recruited for open positions: Trolls and ettins are pressed into service as militia and guards; goblins and dark gnomes design and build equipment; and other intelligent races are put into Ganfolg's search teams. Any creature that shows a modicum of ability may get offered a position within the butchery or bakery. The remaining Exiled are left to figure out how to survive on their own.

A11. Butchers and Bakers

Working in several small caverns along the outer edge of the third level are **18 wererats** who prepare mysterious meats and bake fungal bread for the merchants above. Although the bulk of the food is carried to the ledge market by militia, the choicest meats and treats prepared by the wererats are delivered to Ganfolg and his advisors below. As payment for their tireless dedication, the wererats are given a bag of meat and bread each night to share, more food than half the settlement would see on any given day. Once per month, Ganfolg allows the wererats to venture out into the tunnels outside the settlement to hunt and chase prey of their own choosing.

The rodent butchers carve and prepare various cuts of meat, from large chunks torn from unknown beasts to carefully minced cubes of rare and delicious prey. Using fungi, limestone dust, and other various unknown ingredients, the bakers make dozens of loaves of bread each day. If eaten within a day, most are suitable and moderately nourishing. Bread left out for 24 hours spoils quickly and may induce illness in those unaccustomed to consuming the strange fare. Characters who eat the rotten food must make a saving throw or be sickened for 1d6 hours (–1 to hit and damage).

Wererats (18): HD 3; HP 20, 19, 18x2, 17x3, 16x4, 14, 13x2, 12x2, 11, 9; AC 6[13]; Atk bite (1d3), weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: control rats, hit only by magic or silver weapon, lycanthropy, surprise (1–4 on 1d6).

A12. Guard Caverns

Segregated into three holes for the safety of the lesser races, troll, ettin, and orc guards use this area during their downtime. More than half the militia is on duty at most times, spread out across the Dirty Bowl. Ganfolg

keeps 20 trolls, 30 ettins, and 50 orcs employed as guards and militia to maintain order in the settlement. About a third of that number is found in and around these caves, gambling, brawling, and sleeping in their assigned holes.

The area is also a checkpoint to the fourth level, with at least a dozen creatures keeping an eye out for unwanted visitors. Any creature attempting to access the lowest level of the Dirty Bowl is stopped, questioned, and likely beaten to death if they lack the proper authorization or escort.

This is a dangerous area if characters shove their way into the chamber. The guards don't take lightly to being bothered and happily take it out on unwanted visitors. The Referee should balance the characters' actions with the appropriate response by the guards.

Ettins (up to 10): HD 10; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; Special: none. (*Monstrosities* 162)

Orcs (up to 16): HD 1; AC 6[13]; Atk short sword (1d6); Move 9; Save 17; AL C; CL/XP 1/15; Special: none.

Trolls (up to 6): HD 6+3; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: regenerate (3 hp/round).

A13. Engineer Workshop

Goblins and dark gnomes work around the clock in the workshop found here. Although most of the engineers are working on the next great invention for Ganfolg (but usually failing to produce anything of real use), a handful of the hardworking creatures are spread out through the crevice fixing broken devices and damaged mechanisms. The shop usually employs at least **6 goblins** and **3 dark creepers** during regular work shifts, working about 20 hours per day.

The engineers are generally noncombatants, preferring to flee or hide from threatening residents. Despite their small stature, the engineers are held in high standing by Ganfolg and his advisors. Any Exiled found assaulting or injuring the engineers is hunted, killed, and fed to the settlement.

The workshop contains enormous piles of debris pulled from the fissure's floor. Most of what is found within the workshop is useless and has no value, although a few interesting trinkets may be found after a prolonged search.

Dark Creepers (3): HD 1; HP 7, 6x2; AC 3[16]; Atk dagger (1d4); Move 12; Save 17; AL C; CL/XP 2/30; Special: darkness (3/day, as spell), death throes (10ft radius blast, save or blinded for 1d6x10 minutes), light blindness, surprise (1–2 on 1d6).

Goblins (6): HD 1d6 hp; HP 4x3, 3x2, 2; AC 6[13]; Atk dagger (1d4); Move 9; Save 18; AL C; CL/XP B/10; Special: –1 to hit in sunlight.

Fourth Level

Access to the floor of the Dirty Bowl is prohibited to all but Ganfolg, his advisors, and various approved trash searchers. A network of narrow paths weave around monstrous piles of debris and garbage left behind by the spinning vortex of water that once filled the bowl. Although regular guards are not allowed on the fissure floor, Ganfolg's personal bodyguards occasionally walk through the area looking for intruders and trespassers.

A14. Dirty Bowl Floor

Mounds of rubble and filth mimic a rolling landscape at the bottom of the settlement. Four teams of searchers — groups of intelligent races bent on finding something of value for Ganfolg — are constantly digging and moving debris in hopes of finding the next desirable item. Ganfolg rewards searcher teams with quality food and drink, and a day off from searching. The searchers relentlessly scour the floor, rarely sleeping more

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than a few minutes at a time, subsisting on tiny bugs and mushrooms they find as they dig.

Each searcher wears rags and rubbish, and blends into the surroundings surprisingly well. If approached by unknown visitors, searchers hide amid the trash, almost completely disappearing from vision. Searcher groups are made up of mixed races of tunnel people, goblins, gnomes, and wererats.

Anyone digging through the trash and rubble must make a saving throw to avoid contracting a wasting disease that kills them in 1d4 days. *Cure disease* halts the ravages of the disease.

A15. Advisors' Chambers

The western trash-hut of the Dirty Bowl serves as the quarters for Ganfolg's advisors. **Four blind night hags** willingly serve Ganfolg, providing advice and visions to help the young troll leader. The four creatures are not Exiled, but were instead recruited by Ganfolg during the settlement's beginning stages to assist his leadership and development. **Gassa, Nippa, Froka, and Jekka** are devoted to the young troll, and do their best to assist him in all matters.

Hundreds of scrolls, books, tubes, bottles, jars, and plates cover several tables in the night hags' home. Although blind, the advisors are able to read magic and use devices to produce their visions. They are skilled in fortunetelling and future readings, often providing answers to Ganfolg's questions by interpreting rat bone positions in a wide bowl.

Gassa, Nippa, Froka, and Jekka, Night Hags (4): HD 8; AC 8[11]; **Atk** bite (2d6); **Move** 6; **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** +2 or better weapon to hit, blind (-2 to hit), spell blast (100ft, 2d8 damage to opponent, 50% miss chance from blindness), magic resistance (65%). (*Monstrosities* 347)

A16. Consorts' Chambers

This southern section of small caverns within the mounds of debris was given to **10 female trolls** for their relaxation. Colorful fabric has been sewn into large pillows, and moderately clean rugs have been laid out to cover most of the floor. An old troll widow serves the consorts, attending their every need as they prepare for their next meeting with Ganfolg.

Ganfolg visits the lady trolls several times a day but has yet to produce an offspring. The pressure to be the first to give the lame troll a litter of young is immense; each consort fights to get Ganfolg's attention at every chance and isn't above "removing" the opposition from the situation. Missing troll consorts are replaced frequently. Half of these trolls fight (to prove their strength to Ganfolg), while the rest run to alert Ganfolg (also seeking his favor).

Trolls (5): HD 6+3; **HP** 36, 34, 30, 29, 25; **AC** 4[15]; **Atk** 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate (3 hp/round).

A17. Ganfolg's Throne Room

The open entrance to the eastern debris mound leads to the throne room of **Ganfolg the Lame**, the leader of the Dirty Bowl. When he's not carousing with his consorts (**Area 16**) or meeting with his blind advisors (**Area 15**), he is usually found sitting upon his makeshift trash throne, barking orders at his personal bodyguards or bragging about past feats to no one in particular. He is never far from the *three-bladed axe-mace of Festarwen* he stole from his cousin in Trolltown as he was being thrown out. His bodyguards, a pair of trusted **ettins**, ensure that the young troll is kept out of danger. They are quick to intercept intruders, and they fight to the death to defend their lord.

Ganfolg the Lame, Two-Headed Troll: HD 10; **HP** 78; **AC** 3[16]; **Atk** +2 *three-bladed axe-mace of Festarwen* (3d6+2); **Move** 12; **Save** 5; **AL** C; **CL/XP** 11/1700; **Special:** only surprised on roll of 1 on 1d8, regenerate (1hp/round), rend. (*The Tome of Horrors Complete* 573)

Equipment: +2 *three-bladed axe-mace of Festarwen*.

Ettins (2): HD 10; **HP** 78, 72; **AC** 3[16]; **Atk** 2 clubs (3d6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** none. (*Monstrosities* 162)

After a goblin found a bag of gold coins in the debris field at the bottom of the bowl, Ganfolg set up the searchers, groups of intelligent treasure seekers who comb through the trash. Ganfolg has amassed a hoard of gold and silver coins since the start of the searchers. A locked chest behind his throne holds 10,265sp and 2698gp. Additionally, Ganfolg has a second locked chest filled with several possible magical items that he trades with merchants who travel to the Dusty Bowl weekly. You may randomly choose 1d4+1 magical items to place in this chest.

Magic Weapon

+2 Three-Bladed Axe-Mace of Festarwen

At first glance, this absurdly heavy yet plain weapon appears to be unwieldy and useless in combat. Three long blades set within a long, tapered shaft are too short to cleave through foes but too sharp to make a traditional mace head. Weighing nearly 60 pounds and extending more than 6ft in length, it is obviously made for larger creatures with great strength. Those able to wield it effectively can deal tremendous amounts of punishment with a single swing, with the weapon crushing and slashing the target simultaneously. The weapon requires the wielder to have a minimum strength of 16. A creature with an 18 strength increases damage done with the weapon by 1d6.

Weapon	Damage	Weight (pounds)	Cost
Three-bladed axe-mace	2d6 (3d6 if strength 18)	60	40gp

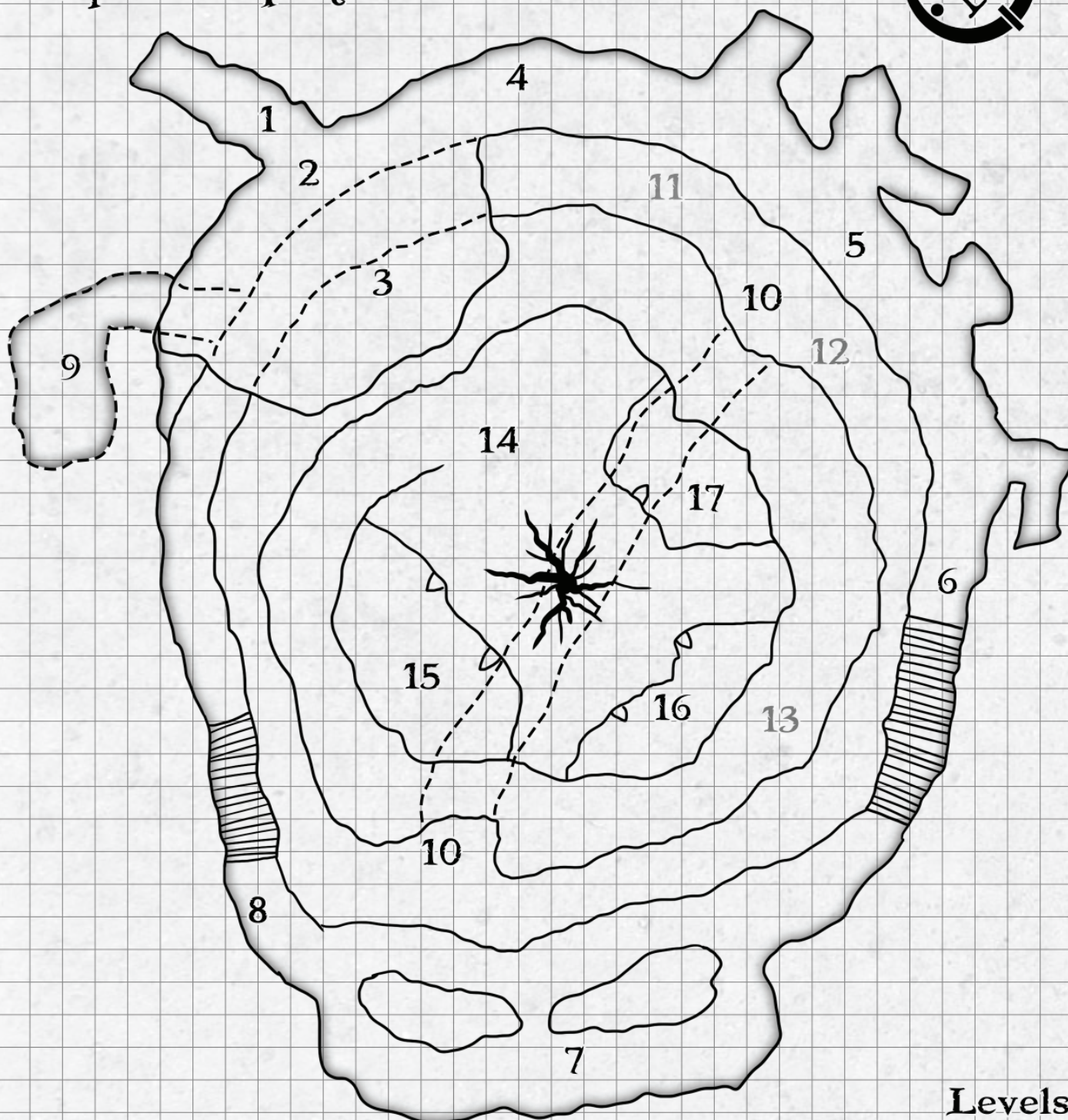
Adventure Conclusion

The adventure can end in multiple ways

depending on the characters' purpose for visiting the Dirty Bowl. If the group is attempting to wipe out the settlement for the Royal Underneath Society, they have to prove that the job is complete before receiving their payment, if they get paid at all. If they agreed to steal the missing artifact for Borrog Festarwen and succeed, they are likely to find the Trolltown leader less than truthful about his promise. Of course, if they fail to find or return the weapon, they'll be running for their lives until they can find someone to remove their Stamps of Exile.

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1 Square - 5 Feet

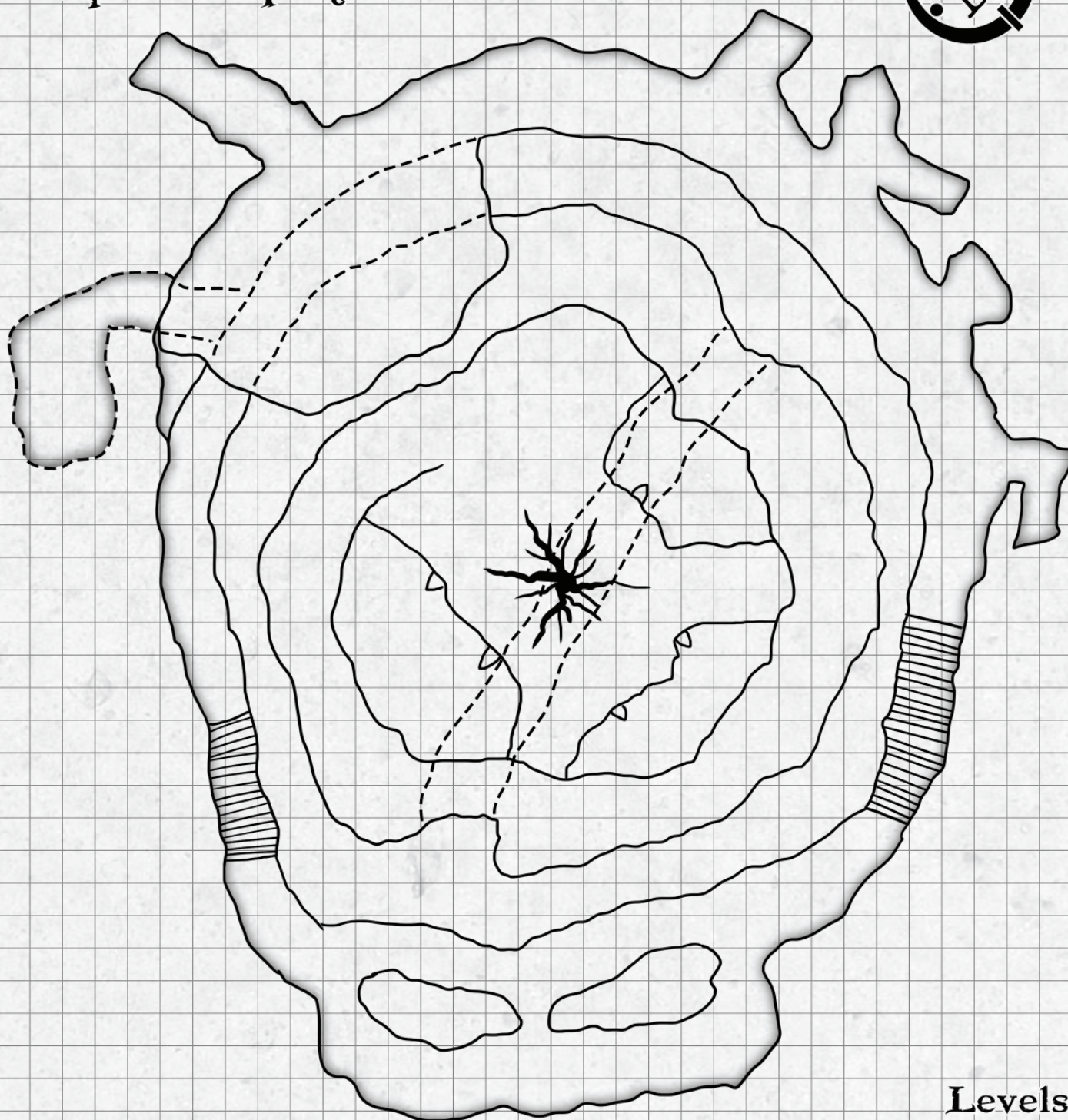


Levels

1. Market etc
2. Private Residences
3. Workers/Guests
4. Bosses

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1 Square - 5 Feet



- Levels
1. Market etc
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