



The
Trollish
Delver

Hot Nights in Lowhollow

A Koffy's Peakvale Adventure



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Hot Nights in Lowhollow

by Tom K Loney

*An In-Between session for T&T 7+
with scenarios for players of levels 3–5*

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Going Ugly Early

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Hot Nights in Lowhollow

By Tom K. Loney

An *In-Between* session with scenarios for players of levels 3–5

Abstract:

This adventure is intended to serve as a wrap-up for a beginning-level series of adventures (such as Kopfy's Swamp of Doom) moving into the mid-levels. The GM should focus on the delvers' "outside of the tunnel" development while keeping the pace a little hurried. A bit of trouble is always to be found, and could very well be used as the impetus to get the troublemaking adventurers on the road once again. Though not particularly lethal, as with all of my sessions, it is possible for PCs to die.

I am not going to get into the major NPCs of the city. The point of this work is not to create a massive roleplaying sourcebook, but rather to present a fairly complete urban adventure setting. Look at it like this: when you visit places you haven't been to before, do you really worry about who the mayor and police chief are? Hopefully your tourism is more along the lines of interesting landmarks and nifty places to eat, maybe with just a moment or two of trouble worked in. Well, I am not that into landmarks, and pub grub takes only minutes to finish, so I am focusing on the last bit there.

Tom K Loney
February 2012

This Town of Lowhollow

Lowhollow's human and hobb population is solidly in the fold of King Hobbletoe's political leanings, meaning that humans and the very human-like hobbs are normal, and every other kin is unworthy. The town tends to attract more than a few non-humanlike kindred due to its location near the Peakvale borders with Paddahl and Riggia as well as to its closeness to Gnarlay Wood and the Twins, Mount Dath and Elp's Climb. Many urooks from the southern plains work as manual laborers for the artisan houses while maintaining ties with their wilder cousins outside of town. Even the reputedly savage Green Fist elves will traverse Lowhollow en route to business elsewhere.

Of special note, ratlings have been a rapidly growing population in Lowhollow for at least 50 years now, following the normalization of relations between Peakvale and the ever-pragmatic Paddahl. Ratlings are one of the dominant cultures within that caste-system-based land. Their very ancient and established identity helps them maintain at least a minimal level of status within the Peakvaler mentality, which respects social placement. While privately spoken of as a "monster kin" by the humans and hobbs who feel they run the place, many established ratling families have risen through the ranks of the city's society. Many ratlings are physicians, Wizards, solicitors, or owners of major artisan foundries. Despite all that, not a one is officially a part of the city's governing institutions. Still, many city leaders do have ratling advisors, and many prominent ratling figures have a great deal of "soft" influence.

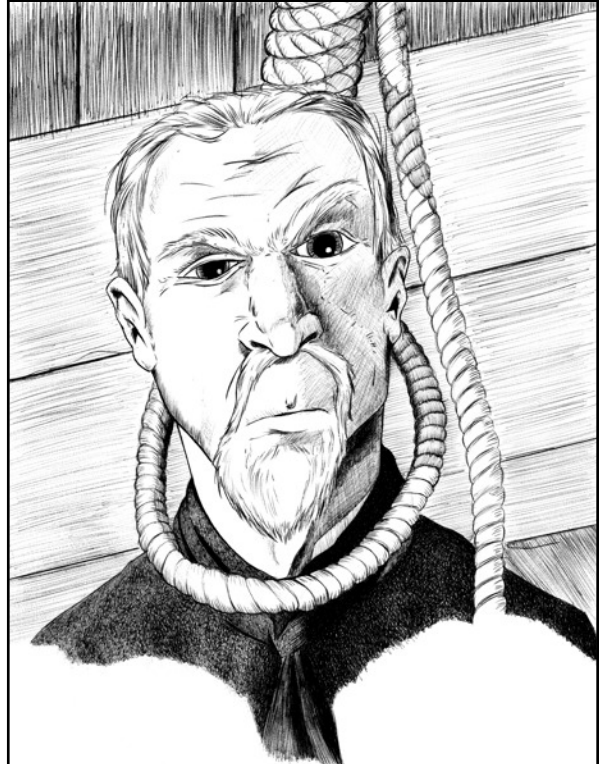
Lowhollow is a big guild city. The town itself is home to many artisan shops and serves as a destination for merchant ships and trading caravans. Those en route to or from Thornguard usually stop in to purchase goods made by the artificer businesses. Because of this, guilds determine who the town's mayor will be as well as who will hold other positions of authority within the municipality. As in the

rest of Peakvale, the Wizards' Guild here maintains a Mystic Spear order, which is basically tasked with handling magic problems and enforcing spell-teaching laws.

There are four distinct parts to the city. The northeastern *Harbor District* comprises the harbor as well as most of the city's markets and bazaars, which are filled with goods from both ship and caravan. The northwestern section, called the *Walled City*, is made up of many walled neighborhoods of the more affluent of Lowhollow's population. The southeastern part of town is a mixture of industrial areas and poorer human and hobb populations; it is sometimes known as *Wrong Side*. The southwestern part is known to the locals as *Unhallowed Corners*. This is where the non-kin of the city tend to locate. A lot of industry is housed here as well. Needless to say, there is quite a bit of noise, soot, and grime to the area.

Crime and Punishment in the Medium-to-Fairly-Big City

Any offense that is petty in nature is punished, with the offenders held in pillory stocks for three days. *Petty crimes* include brawling between two equally armed and armored individuals of the same sex, theft of less than a Crown's worth of merchandise, being a public nuisance—these sorts of infringements. Punishment may be meted out on the spot by



any City Militia member. Of course, there is a “slippery at sunset” custom in Lowhollow, by which a person in the clamps bribes a member of the Fire Watch. Watch members do night patrols and are, technically, concerned for the well-being of those detained. Most of the time, no one notices that the detained person is gone the next morning. Now, if that same malcontent is caught again within three days committing another petty crime, it is assumed that he escaped from his punishment and will now be charged with “being an outlaw,” moving his infringement into the next level of offense.

The next level of crime is *enduring crime*. This covers offenses such as sizeable theft, reckless and dangerous behavior, malicious injuring of another, and the like. Acts of this nature tend to result in a very quick trial, usually within hours of arrest, by a petty judge. The sentences imposed on these criminals are at least two weeks of time spent as laborers in the Pitt, a massive strip mine a day’s travel from the city. Payment of Crowns by the guilty to the judge may reduce the sentence from months to weeks, but the sentence will always be two weeks at least.

Serious crimes, like accidental murder, arson, burglary, or over-indebtedness for more than two weeks, are punished with hanging. A city judge usually will hear the case within a day or two. The more heinous crimes get the axe-man through the same trial process. This said, there are crimes such as kremm-thievery, selling fake Abatraxis on the black market, mass murder due to arson or spell, or even organ wizzing for which punishment is theatrical, to put it lightly.

Getting Stuff

As in most of Peakvale, in Lowhollow the money is what is important. And to make Pykki (the term that the rest of Isun uses when referring to Peakvalers) coinage worth more, the natives have a special currency:

- A Tip* Made of bronze and worth five copper pieces from the T&T rules book
- A Tab* Made of silver and pewter and worth one gold piece in the T&T rules book
- A Crown* Made of gold and lead and worth twenty gold pieces in the T&T rules book

All other currencies the delvers may be carrying on their persons measure roughly as in the T&T rules book, unless the GM rules otherwise, for the sake of monetary exchanges.

Lowhollow isn't the sprawling, kingdom-sized area of urban settlement that Pholus and Estvol are. However, it has a sizeable population and comes complete with land and seafaring trade routes. It is a thriving metropolis in the terms of the civilized parts of Elder. Anything that is available is available here. While there are some noted areas on the very rough map, the GM should feel free to add his own special ideas and work here and there.

As in most of the world that we as players know, there are set prices for everything. But because things are still rather not as codified here, a little bit of haggling cannot hurt negotiations. A successful SR on Ch, with the level determined by the GM, can reduce the stated cost by $d3 \times 10$ percent. And when haggling doesn't work, there is always shoplifting. Hopefully, as this is a fantasy world, there is a bit more involved than in our world.

Thieves' guilds, the staple of any fantasy "city adventure," are prevalent in Lowhollow. Not only does the pilfering character have to

worry about the shopkeeper noticing his transgression, but there are more than a few footpads hanging out in any establishment worth shopping at. If the delver successfully “palms” something based on an SR set by the GM, a higher-level SR should also be made to avoid the footpads’ notice.

If a shoplifter is noticed by the shopkeeper, the shopkeeper’s response will depend on the item being stolen. The more value to the item, the more “official” the shopkeeper’s response is going to be. By official, I mean the City Militia. It is recommended that an SR on Lk dictate whether any militia members are nearby when an alarm is raised (human and hobb Warriors, MR 2d3 x 10 each, with 5-point armor and d6 Crowns per purse). The amount the PC fails by will be the number of militia members chasing him. If a character gets caught by the militia, it’s one month in the Pitt (see “The Pitt” in the Scenarios section) per Crown of the lifted items’ worth, or a fine. The fine is generally equal to 15 times the value of the stolen goods. The GM may include solicitors whose Charisma will help reduce the fine and jail time; of course, their Ch scores will be 10 plus one additional point for every five Crowns paid to them.

Now, if the shopkeeper gets involved himself, this doesn’t necessarily mean that things have gotten easier for the thief. The citizens of Lowhollow, as in every place in existence, are not just simple T&T Citizen Types; they can be highly competent individuals, even delvers themselves. They may be any Type listed in the T&T rules book. *Note: the chart below may be applied to any random encounter in this work.*

Shopkeeper's training; roll d6 (the level is determined by 2d3, remembering DARO)

- 1 Citizen
- 2 Rogue
- 3 Warrior
- 4 Wizard
- 5 Wizard
- 6 Specialist

Now, members of the thieves' guilds aren't going to be as confrontational as the shopkeepers. The thief is most often a Rogue or a Warrior, but may be any Type that the GM wants, really; if in doubt, use the table above. Any cutpurse who sees a shoplifting delver will want somewhere from a few Tabs up to a Crown for his guild's "dues." If the adventurer refuses, the cutpurse won't argue. He'll just offer to sell the shoplifter a "tagged" spell scroll for five Tabs. Once the scroll is opened, the alarm will go off (as its trigger has been shaved), and the GM should start the "Wrong End of the Mystic Spear" scenario detailed later in this adventure.

The Power of a Name

Most Lowhollowans of Peakvaler persuasion have three or four names. A first name and then two or three more names that describe the specific area where they are from. A typical working class, that is considered the "middle" of society in most parts of Peakvale, name would be Hap Uharbo Loho, or quickly translated, "Haleswathe of the Harbor District in Lowhollow." If our Hap has migrated to Lowhollow from a foreign area, that would add on whatever the country of origin's Pykki- name. The Character himself may go on to add wherever his home town is as well as his actual family name. That is as long as Hap is a human or hobb. If another Kin, yet another name "Stalg" will be added at the very end.

As a character, whether played by player or the GM gets better known, his name becomes shorter. The "better known" is both fa-

mous and notorious. The shorter the name the more well-known the person assumes himself to be. Now this can be both a good thing and a bad thing in Lowhollow, as it probably is anywhere. And no matter how short a character's name gets, if they are not human or hobb, the word "Stalg" is added to that moniker.

Certain names though, are reserved for those chosen by the Hobbtoe dynasty, and its predecessors, as "Noble Names." To control the usage of these names decided to be noble, the rule is simple: anyone using a Noble Name must be known by another person with such or name or be sentenced to death immediately. As for the "Stalg" addition for non-human/hobb folk, there hasn't been one yet awarded with one of these named.

While we're at it, if the GM needs help with naming his Peakvaler NPCs here's a table that might be helpful. Please remember that as the reader and ultimate presenter, you can come up with your own. This table can be used whenever the GM would like to detail an NPC's name. Note that most Peakvaler names are androgynous unless otherwise noted.

- 3 Aariki
- 4 Abreham (Male only. "Abe")
- 5 Allee
- 6 Alunhander ("Al" or "Sasha")
- 7 Aruhn (Fem= "Aryn;" Male= "Aaron")
- 8 Axel (Male only. "Axe")
- 9 Azzed ("Azzy" or "Zed")
- 10 Ball
- 11 Betril ("Bat," "Batty," "Beauty" or "Bea")
- 12 Culthaite (Male only. "Cutter," "Cutlet," or "Scooter")
- 13 Haleswathe (Male only. "Hal," or "Hap")
- 14 Hellen (Female only.)
- 15 Indaar ("Inder" or "Inny")
- 16 Jaqueli ("Jack," or "Jacky")

- 17 Lamhed ("Lam" or "Lihm")
- 18 Mikkel (Fem= "Mishal)
- 19 Maskihm ("Nix," or "Nixxi")
- 20 Oskini ("Ossi")
- 21 Pohl ("Paula," or "Paul")
- 22 Raul (Male only)
- 23 Steffahnil ("Steff," or "Steve")
- 24 Vauveni ("Valerie," or "Vivian")

The Noble Names, the names that follow next, indicate that the character has been officially anointed into the Pykki aristocracy. They are usually followed by a pronoun and an adjective. See the "Power of A Name" topic.

- 25 Alekander
- 26 Eddagart
- 27 Eliz (Female only)
- 28 Hennree (Male only)
- 29 Hogswath (Male only)
- 30 Mytalil ("Mishell" or "Mitt")
- 31 Rikkard (Male only)
- 32 Zora (Female only)

Getting Spells

Compared to the rest of Elder, obtaining advanced spells in Peakvale is actually more efficient and rather less expensive. That is, as long as the delver is a guild-certified Wizard, which can mean some Wizards as well as Rogues who are considered "rogue wizards."

Spell Houses are fairly common, as common as the public library is for us in this world, and, upon showing proof of guild and the appropriate payment, membership access to any spell scroll is granted. The appropriate payment is (10 minus the Wizard's level) x 15

Crowns, or a minimum of 75 Crowns, to read the scroll. There is, of course, a 7% Hobbletoe's Tax on any Wizard who is not a human or hobb, and the "proper lineage" must be verified before the purchase can be completed.

This easy access to higher learning keeps the best and the brightest sorcerers from Peakvale, as long as they're human or hobb, or not concerned about the nation's various prejudices towards other Kin, coming back. Not just coming back, really; it keeps them living there.

Black Market Magicks

Now, despite the strictest of laws surrounding the protection of magic—laws that prohibit the teaching of spells to non-guild members—Peakvale happens to be a great place for rouge sorcerers to obtain access to the arcane works. For the price of 1,000 Crowns, plus an additional 15 Crowns per year, the "magic user" will make the acquaintance of a lifelong contact who will sell him new spells at the rate of 430 Crowns each. Mind you that a "magic user" means either a Rogue or a non-guild Wizard. And that term should not be used openly by anybody in this market.

But even the above can be too inhibiting for some. Many a certified Wizard has decided to make some scribbles for a couple extra bucks here and there, especially during his college days when he is strapped for cash. For those without a "pound of gold," there are those who have access to spell parchments of non-guaranteed quality. Any dealer will make this clear. Of course, such dealers will not be using their own names. A PC can buy a spell parchment for (d3 x 100) - Lk. Haggling can help with the price as well.

Roll 2d3; do not use the DARO rule

- 2 Conned
- 3 Faulty spell; 4th lvl SR In to correct the spelling, then a 2nd lvl SR Lk to learn
- 4 Author is a quack; 3rd lvl SR to translate parchment correctly
- 5 Spell works. The reader learns it in d3 days, but is magically “tagged” by the Mystic Spear. Go to the “Wrong End of the Spear” scenario.
- 6 Reader learns spell quickly—in d3 days, that is

The Lowest Part of Lowhollow

What follows here is a random table of scenarios for the GM to run for the PCs due to, or after they finish, their shopping and learning in the above sections. This doesn’t have to be a random choice; the GM may pick any that strikes his or her fancy. The GM should try and keep the session duration below 90 minutes, as this author thinks that In-Between adventures should not turn into major crawls.

For my own group, we ended up in “The Sewer Crocodile” tale. I kept the map of the “under-harbor” tunnels down to four corridors and six destinations. The group didn’t finish the adventure in that single sitting, but that is because of some really picky shopping on one player’s part and some hot-tub partying for the rest of them with Jacquetta and a few friends... There will be a follow-up on the bath time, next time they’re in Lowhollow.

SCENARIOS***Roll 2d; do not use DARO*****2–5 The Sewer Crocodile**

The family of Rikki Rakta, a somewhat respectful-seeming, if actually shady, ratling clan, hires the PCs to investigate the

mysterious disappearances of many of the “under-harbor workers” (dock thieves). The disappearances have been occurring in the underground labyrinth that the ratlings built from a part of the Harbor District’s sewers. The hiring ratling calls himself “Ricky.” He will pay up to 500 Crowns. If the delvers find his lover, a hobb called “Skimmy,” alive, he will throw in 1,000 more.

There are 2d3 hisser, MR 100 each, hunting throughout the tunnels. They are actually after a rogue shaman (a 3rd level Wizard) from their tribe. This guy has summoned a crocodemon, MR 750, with Cat-Eyes and a Hidey Hole ability. The shaman’s goal is to raise more demons and drive the Peakvalers from the land, which he believes is the hisser and crocodile Holy Land. The shaman has Skimmy tied to an altar and is about to summon yet another ghastly fiend when the party finds him.

The treasure trove of the shaman and crocodemon includes three magical swords. Each is able to perform a 1st level spell and do 6 plus d6 dice worth of damage. The trove contains 2d6 x 100 GPs’ worth of Crowns and other coinage as well.

6–7 Phantom of the Brothel

A ghost is haunting Madam Horari’s Den of Delights. A city official, Gambeth Fathwent, wants to get to the bottom of things. He will offer up to 300 Crowns for the ghost’s banishment.

What is really going on is that Maskin Harumpf Rumper, a 4th level hobb Rogue, is sneaking around the brothel, using an amulet that allows him to record images of various people partaking in the more carnal pleasures of the place. He then blackmails them through proxies posing as mediums.

But, if Rumper is exposed, Peakvale's strict taboo against Peeping Toms will disgrace him forever. Note that there are images of Gambeth Fathwent, as well as two other city officials, in the collection. These could garner a bit more coinage for the unscrupulous sort.

8–9 **Jacquetta the Stripper**

The notoriously famous adult entertainer, Jacquetta the Jack-etless (a 3rd level human Citizen), is being stalked by a serial killer. She hires the adventurers at 70 Crowns per night each to protect her. Only, the killer is her other self, who happens to be 3rd level Paragon named Jacqueline the Ripper.

10 **The Ugliest Rodeo Ever**

While they are having a drink at the Prancing Pegasus, player characters get invited to a private party by a human named Rufus and a group of six rowdies (human and hobb Warriors, MR 60 each with 5 point armor and d6 Crowns per purse).

If the delvers don't want to accompany the rowdies, a brawl will break out.

If the delvers are of mixed kin, the rowdies at the party turn out to be in the illegal practice of "race baiting." They throw the adventurers into a minotaur's maze in the basement of the Abandoned Wizard's Tower.

Minotaur: MR 700, with natural Cat Eyes and Oh There It Is abilities

Treasure: 2d x 1,000 Crowns and whatnot, with two magical items

11 **Missing Persons**

People go missing all the time in Lowhollow's less-than-affluent areas. The PCs may decide to answer one or more of the various flyers posted on public walls around the market

areas of the town. Below are some specifics; the GM has to add the color from there.

Relationship; roll d6

- 1–3 Child
- 4–5 Partner
- 6 Parent

Reward; roll d6

40 Crowns plus:

- 1 2d2 x 1 Crowns
- 2 2d2 x 5 Crowns
- 3 2d3 x 1 Crowns
- 4 2d3 x 5 Crowns
- 5 2d3 x 10 Crowns
- 6 2d6 x 10 Crowns

Difficulty; roll d6

- 1–3 Two contacts, d3 level SR on Lk
- 4–5 Two contacts, (d3 x 2) level SR on Lk
- 6 Two contacts, d3 level SR on Lk; d6 thugs, MR (d3 x 10) + 60 each, who will fight off the adventurers

Result

- 1–4 Found person is happy to be found
- 5 Person is dead
- 6 Person does not want to return. 2d3 level SR on Ch for the NPC to agree to disclose her location to the person seeking her out

12 Wrong End of the Mystic Spear

The delvers somehow come into contact with a magical scroll used to teach Rogues new spells. This spell, though, is “tagged” by the Wizards’ Guild’s Mystic Spear. The tag will set off an audible alarm upon opening and notify the Spear,

however far away, when non-Wizard eyes read the scroll. The Mystic Spear Wizards, and their friends, wear a special amulet that gets a "ping" very similar to the Ding-Dong spell in the T&T rules book when the scroll is read by a non-Wizard.

Before the group leaves town, they will encounter d3 Wizards at 2d2 levels of experience (and d6 x 2 Crowns per purse) each, accompanied by 2d6 City Militia members (human and hobb Warriors, MR 60 each with 5 point armor and d6 Crowns per purse). If the scroll reader goes with them without a fight, he may pay a fine of 2,000 Crowns or serve 200 days in the Pitt (10 days off per 10 Crowns paid off). If any resistance is given and the PC is caught, he will serve a year in the Pitt and be fined 2,000 Crowns. To add some courtroom drama, the GM may include solicitors whose Charisma scores will help reduce the fine and jail time; of course their Ch scores will be 10 plus one additional point for each 15 Crowns paid. If any of the Mystic Spear or City Militia are severely injured or killed, the Rogue and his companions can assume that they have a death warrant on their heads wherever the Wizards' Guild has citadels throughout the world, and possibly beyond.

The Pitt

At the foothills of the looming Mount Dath, this massive strip mine complex is one of the sources of Peakvale's power and influence in the region. It is loaded with rare and even magical minerals. It just takes a lot of cheap—very cheap—labor to keep running. Luckily, Lowhollow's rather easygoing penal system, which sends most prisoners to the mines rather than to the gallows or axe-man's stump, provides most of it. And this is without the dangerous social evil of outright slavery, which has a tendency to topple the societies that practice it as general economic practice. The GM should remember that the Pitt is not a death sentence except in the case of extreme

mishap. If a crime is heinous enough to merit execution, there is always the gallows or the axeman.

Rehabilitation; one d6 roll per month

- 1 Really bad food, and you keep getting into fights. Lose d3 Con, not to be regained without AP.
- 2 Roll for a random monster. PC will have a shovel and a bucket as weapons.
- 3 Bored silly. Lose d3 In, not to be regained without AP.
- 4 Bad gambling. Lose d3 Lk, not to be regained without AP.
- 5 The structured environment suits you. Thanks to the insights provided during this incarceration, you get d3 for St, Wiz, and Ch.
- 6 You get an escape attempt.

Random monster; 2d3, do not use DARO

- 2 Another inmate, MR 50, 1 pt armor
- 3 Rock gnome, MR 90, 6 pt armor
- 4 Mega scorpion, MR 45, 3 pt armor; any Spite Damage requires a 2nd lvl SR Con to avoid death
- 5 Genie in a bottle; three wishes with a 2nd lvl SR Ch
- 6 Roll twice

The Wrap-up

The GM should award another 1750 Adventure Points to players who make it through any storyline within Peakvale, regardless of results; this is on top of APs from successful SRs and combat wins. NPCs mentioned here or created by the GM in this work can be used as contacts for the player characters at later dates. Any characters who have caused grievous injury or death to enforcers of the city or the Wizards' Guild will have to keep that in mind during their future delvings.