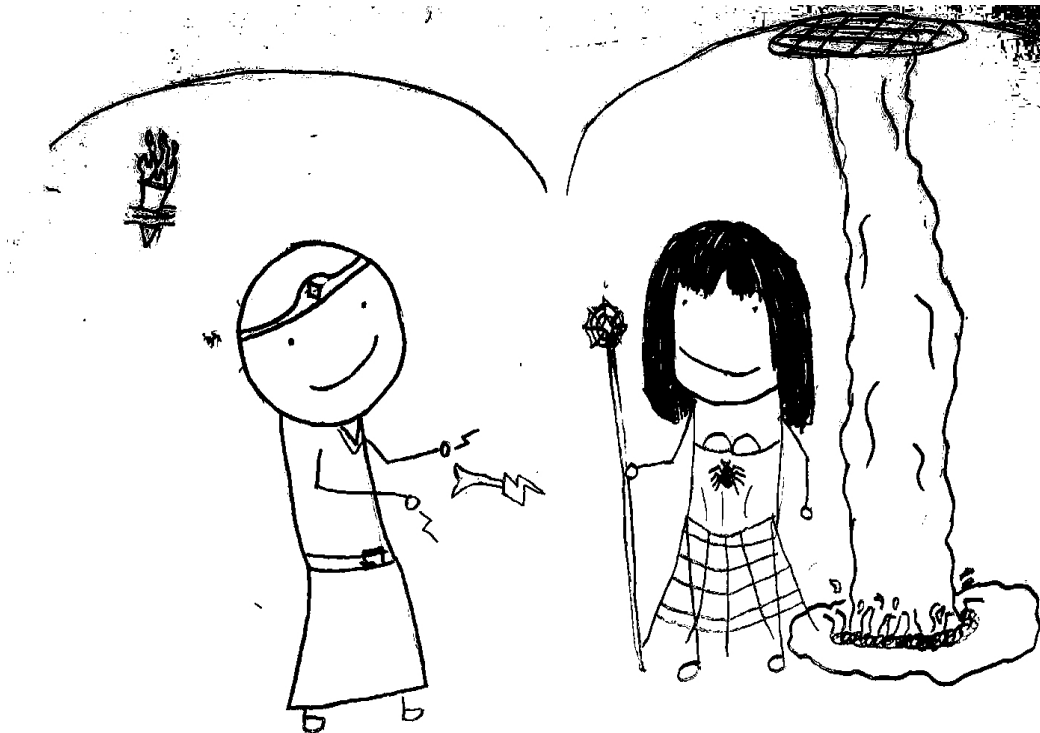


Dungeon Module C3-5

Swords & Sewercery II: The Sewerceror's Apprentice

By Jeff Simpson
AN ADVENTURE FOR CHARACTER LEVELS 2-5



In this anticipated sequel to the highly acclaimed Swords and Sewercery, continue the fight against an oppressive regime, defeat slavers in a crumbling tower, and wade through sewage to do battle with the Sewerceror's Apprentice and his disgusting subterranean mutants!

Following the maps are 8 pre-generated characters which can be used by players in a rush, or used as hirelings and henchmen, such as those hired from Horwedja's Harriers (see Part 2).

This module was originally used for the 2022 PrinceOfNothing No-Artpunk Dungeon Contest. It is free of licensing and may be shared, modified, and altered as you wish.

There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.

-Ernest Gary Gygax, Rest in Peace

City Module 3, 4, & 5: Streets of Filth, Crooked Tenements, and The Sewerceror's Apprentice

Background

Some information here may also appear in the sister release to this module, Swords and Sewercery.

In the den of depravity that is Salo, just a block to the north of Ebony Road, the presence of the Ravens, the secret police, wanes, and a powerful gang, the Green Drake Collective, deals in the trade of flesh. Below these streets a mad arcanist is creating the apex predator of the sewers - a blend of stirge and alligator. Can you stop the Sewerceror's Apprentice with your own Sewercery?

Factions

The Green Drake Collective A gang of slave-traders, the Green Drake Collective is a vile group led by a fat landlord named Genadij. He owns the Crooked Tower Tenements and has made a deal with the Ravens to be left alone on the account of his prey often being considered 'undesirables.'

The Resistance The Resistance is a decentralized movement, and thus has no leader. Rather they are a loose federation of business owners and freedom fighters whose goal is to inform the populace of the Cabal of Raven's crimes and oppression. They deal primarily in the proliferation of dissident literature, as well as revolutionary acts meant to destabilize the government. They are opposed to the Green Drake Collective, whom they believe are just making matters in Salo worse.

Cabal of Ravens & Secret Police No-one knows who leads the secretive group known as the Cabal of Ravens, only that they are powerful mages who use the Ravens, their secret police to crush any opposition to their absolute power. Like their masters, the Ravens all wear raven-beaked masks to hide their identity. If players attempt to contact them, perhaps to turn in contraband or give information regarding the Resistance, they will be suspicious and possibly interrogate the players to figure out where they obtained this information, but will ultimately allow them to leave unmolested, assuming the players do not give them cause for alarm.

Children of the Scaled Eye Formed after a doctrinal schism within the Church of the Scaled Idol, these mad cultists are concerned less with the creation of a perfect fish-human hybrid as their former brothers, but rather with experiencing divine ecstasy through inhalation of noxious fumes. They are friendly, if temperamental, and are unconcerned with the politics of the sewers or the above world.

Maps of the Crooked Tower Tenements and the Sewers use a 5-foot scale, while the map of the street generally uses a 5-foot scale, knowing that the Crooked Tower Tenements building featured on that map is out-of-scale. To remedy this, the building should continue north off the map and its doors should be shuffled north to match their actual position.

When in the western tower of the Crooked Tower Tenements, all combat will be performed with a -1 penalty while on the second floor, and a -2 penalty while on the third floor due to the angle of the collapsed building.

Players who fall into the murky sewage in **Part 3: The Sewerceror's Apprentice** must make a Save vs Paralyzation or move at one-half speed, and take a -1 penalty on attack rolls while remaining in the thick streams of refuse. There are four locations in the Part 3 map (labelled with a \$) where sewage pours from above. The thick chunks of slop here are forced through the above pipes with such force that anyone standing beneath the out-spews will take 1-4 points of damage per round as they are coated in fresh, acrid bile and must roll a Save vs Paralysis or contract Punji Fever. When encountering Wandering Monsters in the **Streets of Filth**, there is a 3-in-6 chance that the encounter will be with a group of slavers who wish to kidnap a character, a 2-in-6 chance that it will be a giant rat, and a 1-in-6 chance of it being 1 of 3 ettercaps who live here.

Wandering Monsters will not appear in the **Crooked Tenements**, though as a stronghold of the Green Drake Collective, there will be many gangsters who can hound intruders (see **Part 2** for details).

While in the sewers, Wandering Monsters will appear as follows: **1** 3-12 Grotesques; **2** 1 Insect Swarm; **3** 1 Otyugh; **4** 2-8 Slavers; **5** 1 Hook Horror **6** 1 Alligator (from area 24). Slavers will always attempt to throw heavily-armoured opponents into the murky sewers so that they can gang up on spell-casters.

Punji Fever Contracted by fecal matter and other such materials entering wounds. Those infected with this take 1 dexterity damage per day. A save vs Paralysis is made at the start of each day, with success indicating the disease has run its course. Anyone who takes more than 4 points of dexterity damage from this disease becomes permanently blind.

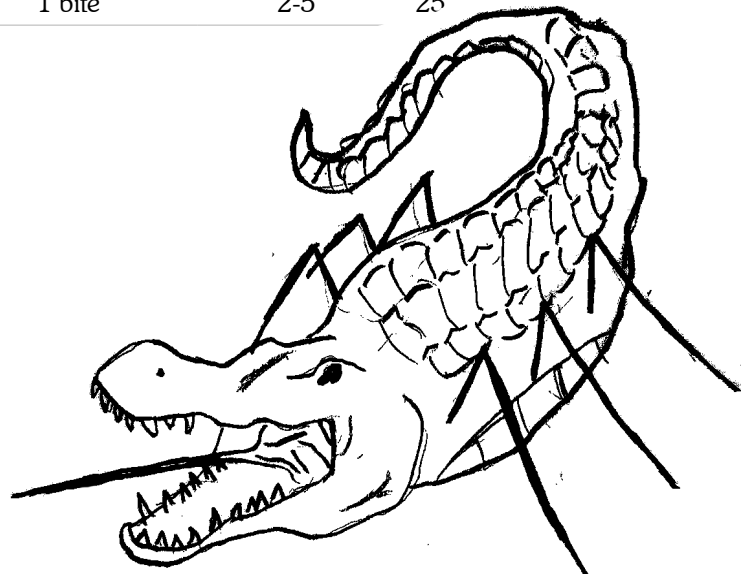
Given below is summary of monster statistics; they must be supplemented with complete information from your favourite book of monsters for the TSR D&D-compatible game of your choice. For creatures whom you can not find a morale score for, assume their morale is 10. Monsters will save as a fighter of equal HD.

Grotesques are mutants made by Dr West who resemble creatures from *The Descent* (2005) and are just re-skinned ghouls.

The Mucksucker, an agile, insect-legged alligator will bite its opponents before its proboscis pierces those caught in the iron-gripped jaws.

Follower the Sewerceror's Apprentice knows the following spells: Read Magic, Ventriloquism, Mirror Image, Continual Darkness, Dispel Magic, Clairvoyance.

Monster	AC	HD	Move	Attacks	Damage	XP
Alligator	3	6	90' (30')	1 bite	2-16	275
Cultist	6	4	90' (30')	1 dagger	1-4	175
Ettercap	6	5	120' (40')	2 claws/1 bite	1-4, 1-4/1-8	175
Green Slime*	-	2*	3' (1')	1 pseudopod	special	25
Grotesque	6	2	90' (30')	2 claws/1 bite	1-6, 1-6/1-6	20
Hook Horror	3	5	90' (30')	2 claws	1-8, 1-8	175
Insect Swarm*	7	2	30' 910'	1 swarm	2	20
Leech, Giant	7	6	90' (30')	Blood suck	1-6	275
Mercenary	2	3	60' (20')	1 sword	1-8	35
Mimic	7	7	30' (10')	1 pseudopod	3-12	450
Mucksucker	3	4+3*	120' (40')	1 bite, blood suck	1-8, 1-6	200
Otyugh	3	7	60' (20')	2 tendrils, 1 bite	1-8, 1-8, 2-5	450
Rat, Giant	7	1/2	120' (40')	1 bite	1-3+disease	5
Raven Police	4	6	120' (40')	1 mace	By weapon	275
Sewerceror Apprentice	9	15hp	90' (30')	1 dagger	1-4	275
Slaver	7	1+1	120' (40')	1 club or dagger	By weapon	15
Slaver (Genadij)	7	3	120' (40')	1 sword	2-9	35
Spider, Giant	6	3*	60' (20')	1 bite	2-12+poison	50
Thri-Kreen	5	6+3	(180') 60'	2 glaives	3-8, 3-8	350
Toad, Giant	7	2+2	90' (30')	1 bite	2-5	25



Part 1: Streets of Filth

1. Locked; young women are kept here by the Green Drake Collective and fed a cocktail of drugs to keep them sedated before selling them into slavery. There are 2 slavers and 7 brain-washed women here. The 2 slavers are refreshed every 6 hours by comrades from the Crooked Towers. *The author's game currently lacks rules for drugs but those who do are encouraged to include whatever strange mix of opium and free-based cocaine they might have. The value of this should not exceed 800gp.*
2. The Gold Rush gaming den is here, run by the Blades (from *Swords and Sewercery*). If players wish to gamble, you may play a round of cards with them, shoot craps, or use the slot-machine rules in Appendix F of the DMG (TSR, AD&D 1). A hidden safe contains 9,000sp and 2,000gp. Characters attempting to gather information will hear from an attractive young female card dealer that the Resistance operates a safe-house in building #5 (false).
3. The Crooked Tower Tenements and its contents are described in **Part 2**.
4. Locked; the Ravens keep 4 officers here in their regional head-quarters.
5. What appears to be a Resistance safe-house with beds and a chest of 5 short-swords is actually a Raven sting operation run by a man named Fardolf. If characters sleep here, he will contact the Ravens next door who will raid the building. Fardolf's payment, a pouch of small agates worth 750gp (30 gems total) is kept hidden in an unused pot near the cook-fire.
6. DeSanto's Cafe is actually a meeting place for the Resistance. Characters listening carefully will overhear two men discussing revolutionary politics before mentioning the safe-house in the Path of Darkness (true). The food here is uninspired and the tea weak. A samovar (ornate tea urn) behind the counter is worth 300gp.
7. Using this public latrine costs 1cp. Edgarš, a man with digestive issues, has a 4-in-6 chance of being present at the same time as any characters and will loudly bemoan how more people than normal have been going missing as of late (true; though he assumes this is due to the Green Drake Collective and not its true cause - Dr West taking in the homeless for his experiments).
8. Casper the Leecher works here. For 30gp he will offer to cure any disease, such as Punji Fever, drug addictions, or skin rashes from cheap tattoos by applying his leeches. Accepting this offer will cure any of the above afflictions but deal 1-6 damage in the process. Casper keeps a Giant Leech named Ruby in a koi-pond-like fixture in his shop.
9. The Resistance safe-house is tended to by a swarthy man named Maruf. Characters are generally safe here as the Ravens fear entering the ettercap-infested Path of Darkness.
10. Jasper, a cousin of Casper the Leecher runs Ackmena's Cantina. A thick haze of musty, sour smoke with undercurrents of spice blankets the room. The patrons here are many; a one-eyed bald man, a hairless dwarf, a raven-haired, smokey-eyed beauty, and countless shrivelled and emaciated addicts drink and deal here. Those who cause trouble are dragged out the back and thrown in the the Path of Darkness where ettercaps will feast upon them. A barrel-chested man is telling a tale of a baby lizard that he released into the sewer at the latrine long ago and must now be the size of an ox, but no-one seems to believe him. Those attempting to gather information will learn of a mercenary company, Horwedja's Harriers, who are staying in the Crooked Towers.
11. Dr Piotr West, a widow-peaked man with high cheekbones and a clay pipe has been taking in homeless people to his sanatorium where he has been secretly experimenting on them in the back room and releasing these grotesque creatures into the sewer. A set of stairs labelled **i**, leads to **Area 8** in **Part 3**. Dr West has the abilities of a 4-HD thief. His scalpel used for vivisection is equal in ability to a Dagger +2.
12. Rudigar's Inks provides tattoos for 10cp-100cp. There is a 40% chance that the dirty conditions will cause a harmless skin rash. Players should not be made aware that this rash is harmless.
13. Thoros the Cobbler works here. His daughter was recently taken by the Green Drake Collective and he fears them too much to oppose them.
14. Cenos, the god of Suffering and Scarification is venerated in this church. The priests are members of an apocalyptic cult who expunge their sin through pain. These priests hang suspended from the ceiling from hooked chains running through them, and chant dark litanies to those who enter. They also accept donations. The donation box has 200gp in it. Underneath the altar is a 200gp bottle of sacramental wine and a beechwood box which contains a saint's preserved hand worth 300gp. On top of the altar is a 500gp statue of a golden, curving chain. A suspended priest holds a 400gp holy text. Within a pew whose seat lifts up are 3 bricks of incense worth 100gp each. The 6 priests here are all 3rd level clerics or magic-users. A trapdoor in their garden, labelled **ii**, leads to **Area 19** of **Part 3**.
15. Those buildings marked 15 are residences of no concern; Dungeon Masters are free to do with them as they please.

Street Locations

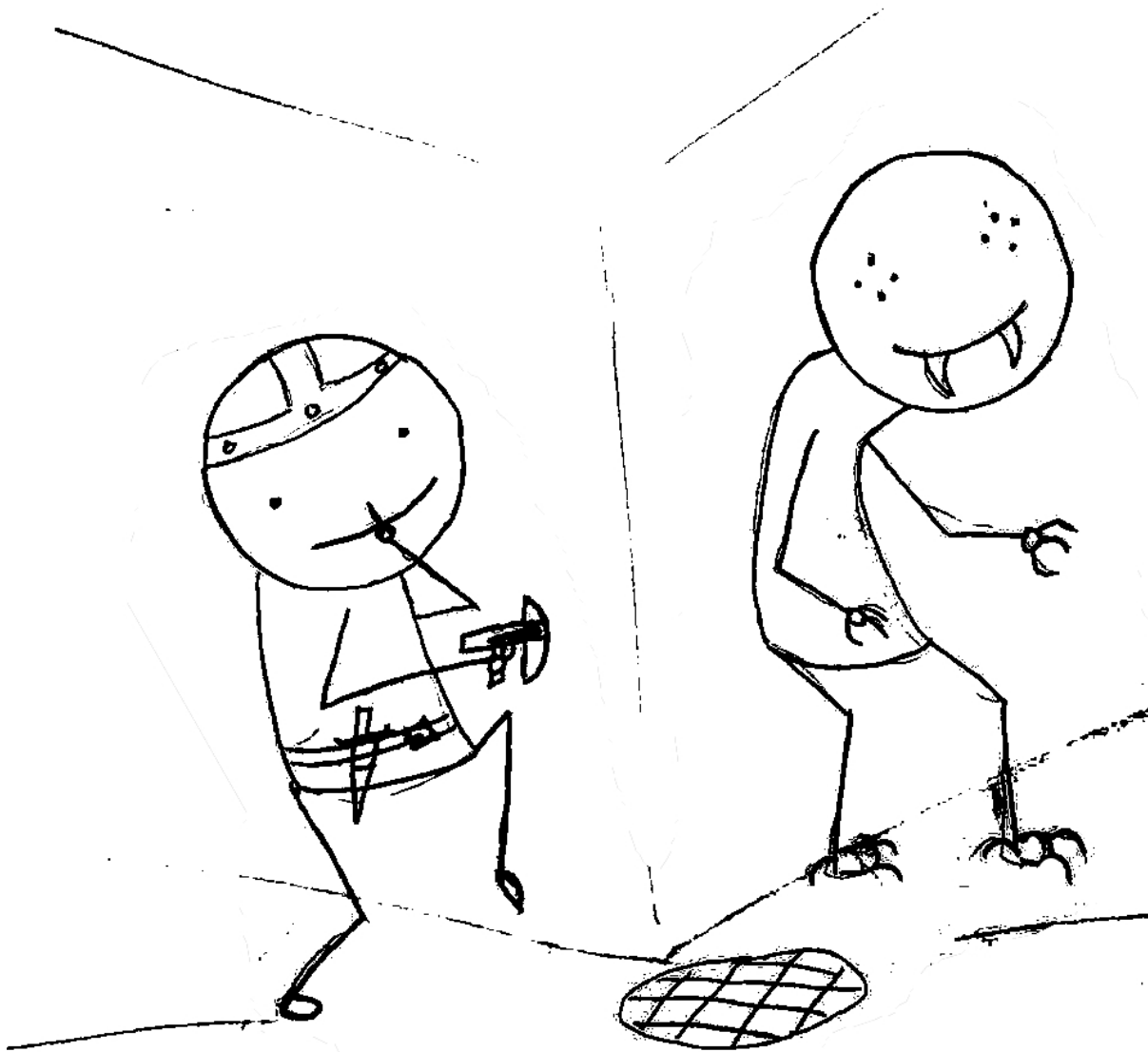
A When characters first enter this area, 3 slavers are struggling to restrain a young woman. If ignored, they will knock her out and drag her to the Crooked Towers. One of the slavers has lost a single hit-point after being clawed in the face by the woman's nails.

B The Town Crier announces that a disgraced State Seer has been banished from the academy and been recently sighted in the area prowling about after dark (true; he is the Follomon, the Sewerceror's Apprentice and now resides in **Area 20** of **Part 3**).

C A busker sings a song about the murdered wife of a blasphemer coming back from the grave to haunt him. He is secretly Donatien, the infamous author of revolutionary poetry and keeps an apartment in **Area 21** of **Part 2**.

D A young beggar girl named Alma jangles a dented cup seeking copper pieces. If characters treat her right, she will befriend them and mention that she recently saw a robed man with a gilded tome sneak down the Path of Darkness (true; she witnessed Follomon on his way to the sewer entrance there).

E Called the Path of Darkness, 3 ettercaps live in this shadowed alley. There is a sewer grate here, labelled **iii**, that leads to **Area 10** of **Part 3**.



Part 2: Crooked Tenements

In total, there are 23 slavers (not including Genadij). If the 3 of **Area 3** fail to report in, the building will be on alert. In this case, the 3 slavers in **Area 16** will have already untied the ropes securing the ladder-bridge to **Area 11** and 6 of the slavers from **Area 25** will station themselves in **Area 14** and **Area 19** in two 3-man squads.

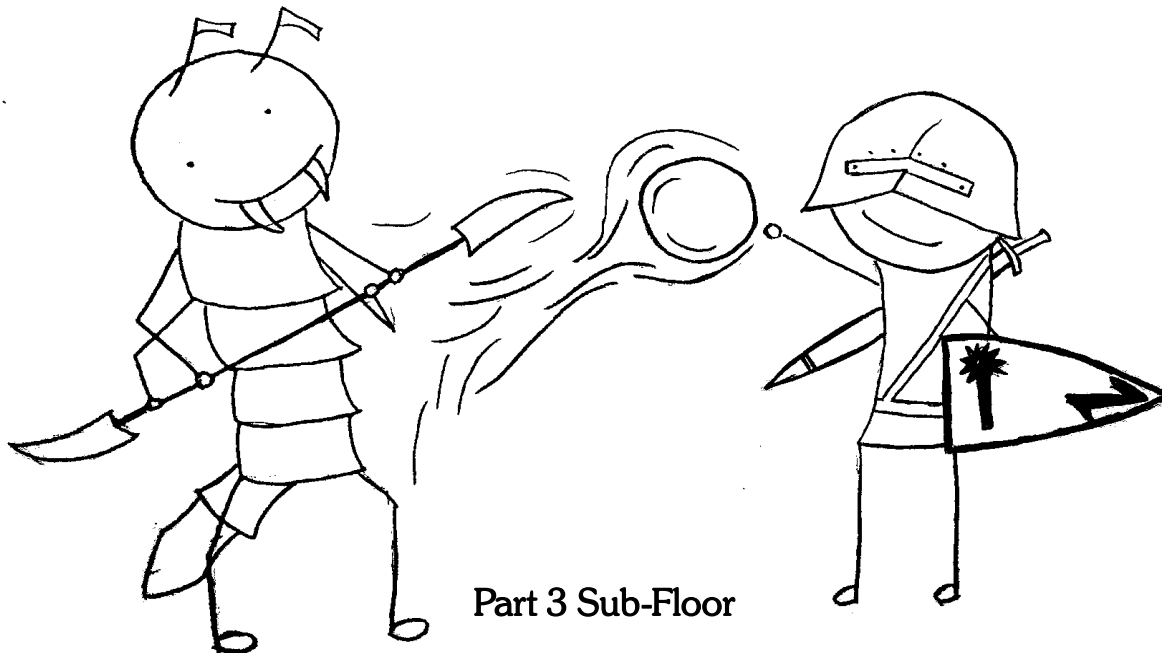
1. This dishevelled room contains nothing of note.
2. A cheap trollop, Zarine, propositions passersby and will take them into her apartment for erotic massages. She has a velvet pouch with 16gp under her mattress and essential oils worth 25gp.
3. This room normally contains the 3 slavers that may be encountered in area **A** of **Part 1**. There is nothing else here.
4. An off-duty Raven officer stays here and always keeps his door locked.
5. Carola the Landlady, an employee of the Green Drake Collective will rent room 7 for a gold piece per day. She will keep tabs on characters who stay here and remain in contact with her employers regarding the tenant's capabilities.
6. This storage room contains a small workshop and general maintenance supplies. A trapdoor, labelled **iv**, leads to **Area 6** in **Part 3**. The trapdoor is hidden under a crate of nails.
7. This room can be rented from Carola the Landlady and contains several threadbare mattresses.
8. Horwedja runs his mercenary company, the Harriers, out of this office. The door to this room is labelled as such. Horwedja wields a Sword +2 (casts Charm 1/week), and the payroll, a chest with 15 50gp carnelians is kept here. Horwedja always has 2 guards on duty here. The Harriers can be used as a source of hirelings and henchmen.
9. The Harriers, numbering 12 in total, stay here. A footlocker contains a scroll of Protection vs Undead, and a Sword +1 which is kept wrapped in a set of oiled furs.
10. This is an occupied residence.
11. There are 4 slavers here. The 3 slavers in **Area 16** will untie the straps holding the ladder that bridges the two rooms in 4 rounds then attack any foes with ranged weapons. If anyone crosses the ladder once untied, they will dump the ladder, causing those falling to take 2-12 damage.
12. A Resistance spy has gone undercover as a slaver. He will not join in combats with slavers
13. This is an occupied residence.
14. This room is empty other than soiled sheets.
15. Yulia, a typical streetwalker, will proposition characters as Zarine from **Area 2** does, but she will pickpocket those she takes in. Yulia has a wand of Phantasmal Force with 22 charges.
16. There are 3 slavers in this room; see **Area 11** for details.
17. This room is empty. 7 loose gold pieces can be found on a dresser with a religious icon of St Gein the Murderer.
18. This storage room is trapped; the door is alarmed and will alert those in **Area 16** and **25**. As well, a large perfume bottle with sleep-mist (as per the Sleep spell) will throw a 10' cloud of sleep-mist into the doorway. A sack contains 1000gp, and the rugs in this room are actually fine furs worth 600gp. There is also a pouch with 400gp worth of shaggy-cut tobacco that smells of earth, straw, and apricot which is tucked away between some cheap bolts of cloth.
19. This room is empty. On a shelf in the closet is a shortsword +1 which can cast web once per day.
20. This room is empty and reeks. An addict died here 3 days ago and has not been removed.
21. Locked; this room belongs to Donatien who moonlights as a busker. An exotic Hazradi rug worth 500gp rests on the floor. There is a fiddle sitting on a dresser. If played, those with musical talent will notice that it sounds strange; if the fiddle is smashed, a hollow neck will be discovered. Within it is a roll of parchment containing fresh dissident lyrics signed by Donatien. This sheet, along with information regarding where it was found is worth 10,000gp to the Ravens if it leads to Donatien's arrest. The poetry on its own is only worth 1500gp to the Ravens. It is worth 2000gp to Donatien if characters wish to blackmail him, or 700gp if sold to the Resistance who will release it as propaganda. The Resistance does not realize Donatien is the busker.
22. This room is empty other than furniture which has smashed against the eastern wall.
23. Characters entering this room can climb through a large hole in the eastern wall into the eastern tower. Mattresses litter the floor here, used by the 12 concubines who are kept here.
24. These are rooms reserved for Genadij's lieutenants. The beds here are far softer than elsewhere in the building.
25. This common room has 13 slavers playing cards. The tables have a combination of 15 50gp ambers and 64gp scattered across them. These slavers will only ever send 6 of their number out of the room, the other 7 remaining here to protect Genadij. If alarmed by the trap in **Area 18**, they will flip the tables over, using them as cover to ambush intruders with shortbows.
26. Genadij, the fat leader of the Green Drake Collective stays here. He is a coward at heart and will try and buy his way out of conflict rather than fight if his bodyguards are killed. Sitting on the un-lit stove is a 200gp bottle of elven wine and an 800gp set of electrum chalices along with an engraved decanter.

Part 3: The Sewerceror's Apprentice

1. Locked; 2 cultists are tasked with cataloguing the church's goods. In various sacks are 2000cp, 5000sp, 2000gp, 22 50gp garnets, a Ring of Protection +1 (worn by one of the cultists), a spoiled Potion of Speed (acts as slow), and a cursed scroll of Wizard Eye (after 2 rounds, the eye becomes visible and allows for two-way viewing).
2. A hallucinating cultist is dangerously close to being devoured by a giant spider whom he thinks is a harmless rust monster (cultists here carry no ferrous goods). This cultist is supposed to be guarding the locked door to area 1.
3. This room serves as a kitchen and dining room for the cultists. The food here is inedible.
4. This bedroom contains 2 cultists and a slaver. They are discussing a deal in which the Green Drake Collective supplies the church with new 'members' in return for offering healing to injured slavers.
5. This is the Church of the Children of the Scaled Eye, cultists born from a theological argument. They worship a statue that resembles Ocula from *Small Soldiers* (1998), an eye-stalk with three legs. There are 13 cultists here who are largely peaceful. They are under the effects of rank sewer fumes which makes them hallucinate. Characters in **Areas 5 or 2** must Save vs Dragon Breath once a minute or begin to hallucinate. Hallucinating characters must relinquish control of their character to the Dungeon Master until the hallucinations wear off (10-60 minutes)
6. This dark room has a ladder which leads to the ground floor of the Crooked Towers in **Part 2**.
7. There are 4 slavers here with a slave; they plan on moving the slave to the south, off this map. For those with access to Swords & Sewercery I, the slave is to be sold to Roderick St Guillaume the Nosferatu.
8. Dr West dumps his Grotesques in this charnel-room. There are 8 here and will attack any other than their own kind who enter. Hidden behind a pile of clean-picked bones is a secret door to **Area 9**.
9. The door to this room will only be discovered if characters specifically rummage through bones in the south-west of **Area 8**. A crate of silver ingots worth 800gp bearing the seal of the deposed king are here.
10. This empty room contains a ladder that leads to the Path of Darkness in **Part 1**.
11. A crystal ball hovers 4' off the ground. Every turn, its image may shift to one of 4 locations; it can view **Area 22**, **Area E of Part 1**, a room of treasure, or a hellish landscape. When viewing the treasure room, one can reach their hand through the glass and grab a 6000gp pearl resting on a silver shell, itself worth 100gp. The first time the hellscape is viewed, a Thri-Kreen steps out of the room and attacks the character viewing the crystal ball. His gythka (double-ended glaive) is worth 500gp and his carapace may be fashioned into armour.
12. An ettercap and a giant spider live here, currently feasting on a Grotesque.
13. A writing desk abuts the north wall of this room. The chair to this desk is actually a mimic. The desk contains a dirty leaflet advertising the Resistance safe-house in **Area 5 of Part 1** (false; this is the Raven sting) and in a drawer is a ring attached to a wire. Pulling this will drop a glass orb containing a green slime on top of the treasure in **Area 14**, destroying it all. There are two open ink-pots, black and blue, mounted to the desk. If a suitably-sized object, such as a pen, is inserted into the opening of the blue pot, it will activate a button which opens the secret door to **Area 14**.
14. Along with a 900gp golden snake torc is 1264 loose gold pieces. A glass orb holding a green slime hangs overhead. If the orb is dropped, it will shatter and the slime will dissolve all the treasure. (See **Area 13** for details).
15. This room is empty but contains the burnt-out remnants of a camp-fire.
16. This maintenance room contains a book on how to maintain sewer cleanliness. It is likely worthless.
17. Anyone bringing a lit flame into this room will ignite a build-up of gasses, dealing 2-16 damage to everyone in the room. Those affected may Save vs Dragon Breath for one-half damage. This will also alert the giant toads in **Area 18**. Those approaching this room from **Area 18** have a 1-in-6 chance of smelling the gasses before entering. Dwarves or characters with a background in mining have a 3-in-6 chance.
18. There are 6 giant toads here, chewing on humanoid bones.
19. Heavy chainmaille gauntlets sit on a shelf next to a ladder that leads to the Church of Cenos in **Part 1**. Wearing these increases unarmed damage by 1 point and can be removed and used to slap insolent curs.
20. Follomon, the apprentice of the elusive Sewerceror lounges in this study. His Elven Cloak and Boots are neatly put away on a coat-rack & shoe-mat, and a portable stove cooks a mushroom stew. Follomon is likely annoyed by any disturbances but can be made to reason with. He does not appreciate anyone investigating his experiments. He does not know that Dr West has been creating the Grotesques. In exchange for his life, he will mention that he has come across an orb that has shown him images of a beautiful pearl, but he does not understand how to retrieve it.
21. The corpses of 6 dead stirges litter the ground. All of their proboscides have been removed. A mace +1 hangs from a rack along with a butcher's cleaver and a large kitchen knife.
22. This is Follomon's bedroom. It is well-kept but smells stale. Several dirty bottles are scattered about his nightstand; one of them is a potion of diminution while the rest are absinthe.
23. The Mucksucker, a hybrid between stirge and alligator swims about in an aquarium tank here. It is hungry and will try to eat any characters unless he is given food. The arcane laboratory equipment here is heavy but worth 1000gp. If

the Mucksucker is sufficiently angered and engaged in combat, each round there is a 2-in-6 chance that it will escape through a vent to the **Part 3 Sub-Floor**. Characters should be capable of fitting through the vent if they wish to follow the Mucksucker unless they are particularly obese.

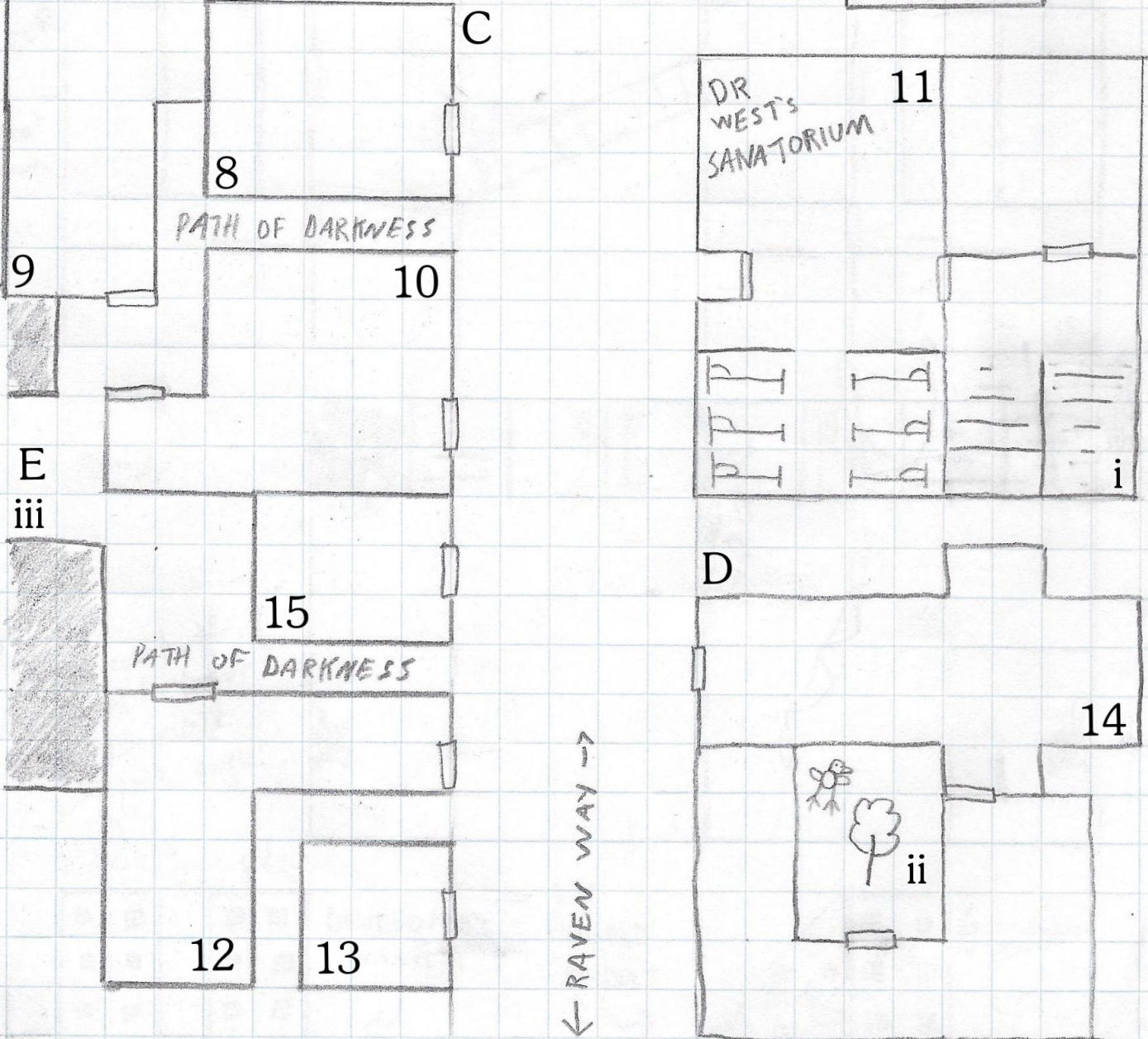
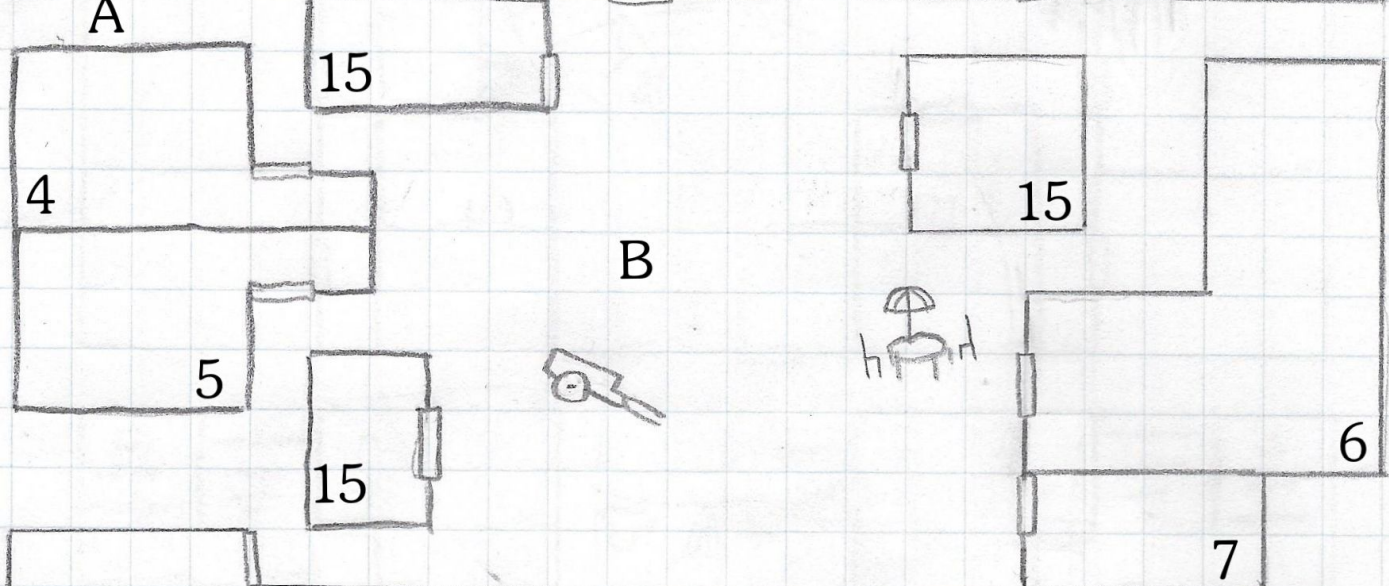
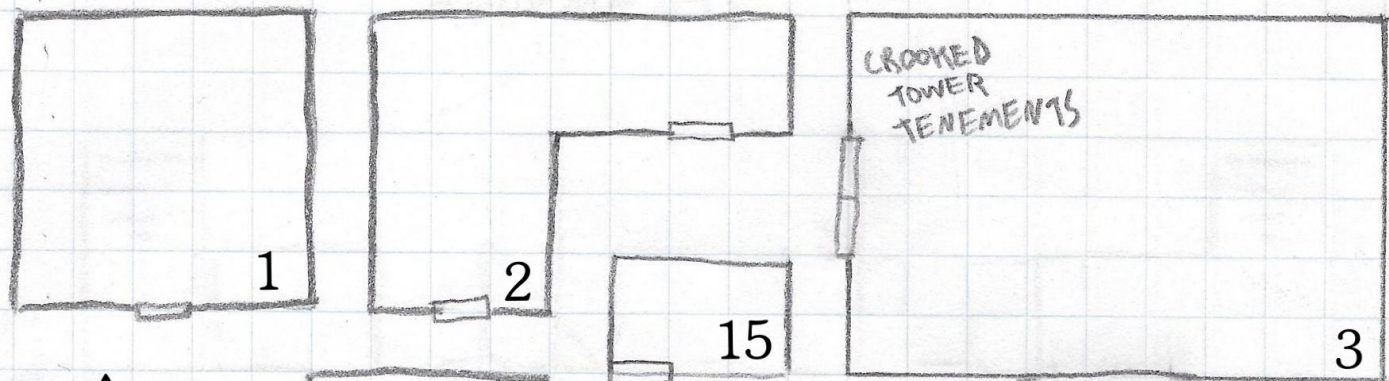
24. A large alligator lives under this bridge. It can be encountered as a Wandering Monster, but will otherwise stay in this area, hoping to pull targets into the sewage and drag them to the north where they will be buffeted with sewage. The alligator is immune to the effects of the caustic sewage.



Players and Dungeon Masters alike may be disappointed to learn that the Sub-Floor contains no combat encounters outside of chasing the Mucksucker. It is meant not as another layer of dungeon to fight and die in, but as an exploratory piece, where players will learn of the powerful **Sewerceror**, whose apprentice they have recently met. Where is this mysterious being now? Fear not, he will finally be revealed in **Swords and Sewercery III: The Sewerceror's Stone** (release date unknown).

The Mucksucker, running from combat above will run in a loop, starting in **Area 1** and **2**, before moving south down the hall to **Area 7**, then west to **Area 5**, then back north, east, and south back to **Area 7**. He repeats this loop until he is no longer hunted at which point he will hide in the rubble in **Area 6**.

1. A large vent leads to **Area 23** of **Part 3**. Its angle is gradual enough to allow passage back up.
2. The corpses of two otyughs rot in the middle of the room. Both have sturdy leather collars and leashes, worth 250gp to someone who needs leashes for exotic creatures, and they both seem to be affected by a wasting disease of some kind. Those with knowledge of different diseases can identify this as something un-natural in origin, and likely caused by arcane meddling.
3. A bedroom once used by the Sewerceror, it has been abandoned for some time. A journal can be found in a nightstand. The journal describes how a subterranean tower has been constructed in a pocket dimension that is accessible through the sewers south-west of the intersection of Ebony Road and Raven Way. The sewers there are dangerous as the Ravens keep a hidden training facility in the area.
4. The texts in this library are largely destroyed by mould. From what remains of the titles, it can be inferred that the library contained books on conjuring, arcane science, exotic beasts, and astral travel.
5. Characters entering this room will notice that is extremely clean just before catching a glint of light in the centre of the room. While they may expect a gelatinous cube, they are only half-right; a gelatinous cube once slid across these halls, but through some strange operation has been vitrified and now stands as a clear cube of glass.
6. This room smells of arcane ozone and is filled with broken furniture.
7. Wizards and other characters with arcane knowledge will instantly be able to recognize the summoning circle and protection circles drawn on the floor in this room. The circles are drawn with salt and characters capable of casting any summoning spells can identify symbols relating to beings of earth and water.



CROOKED TOWER TENEMENTS

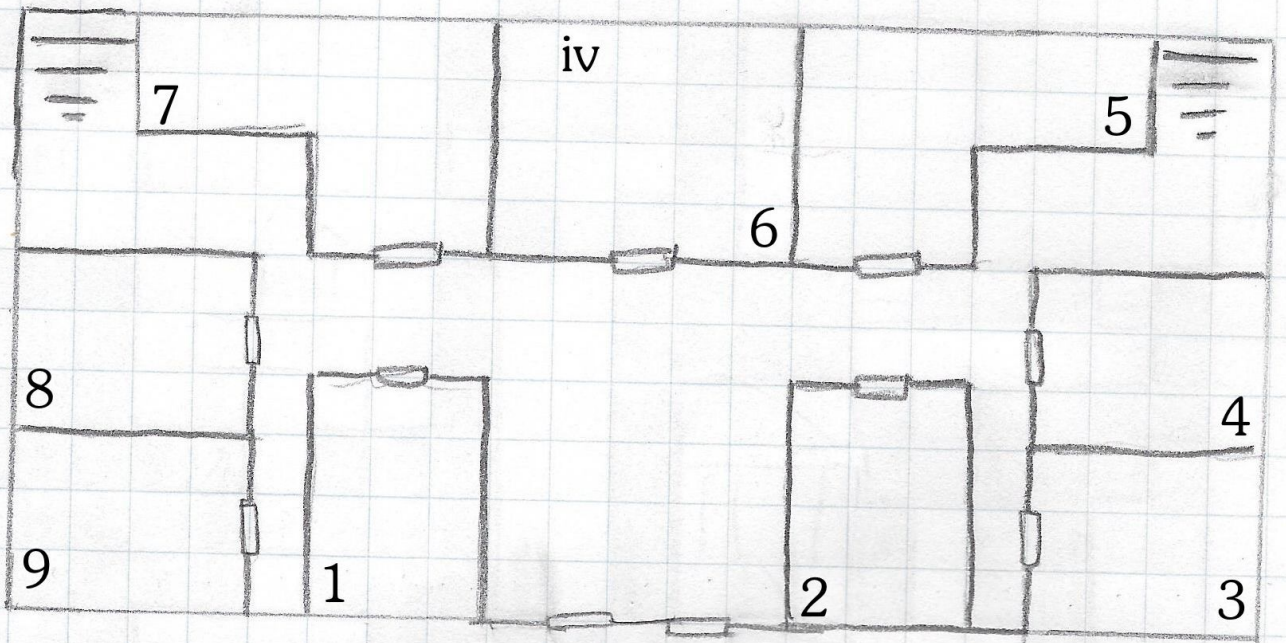
DR WEST'S SANATORIUM

PATH OF DARKNESS

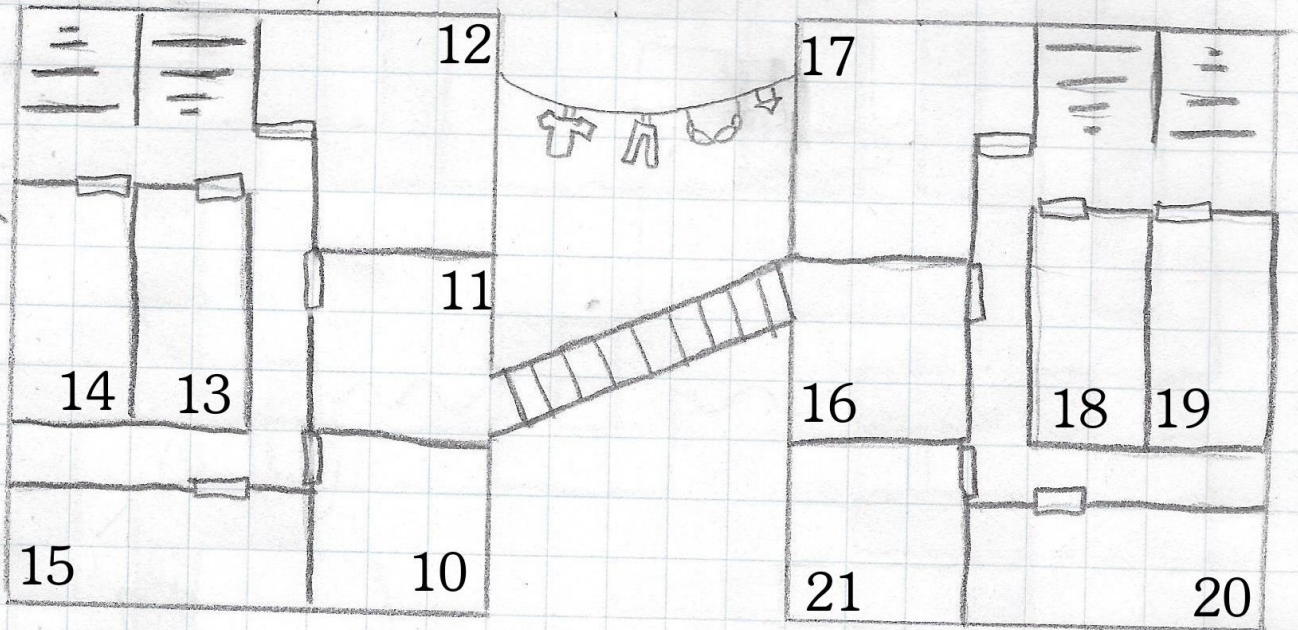
PATH OF DARKNESS

← RAVEN WAY →

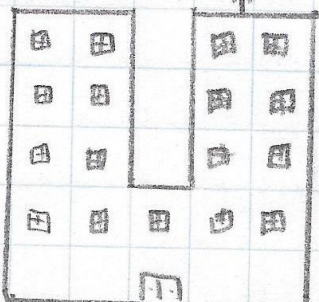
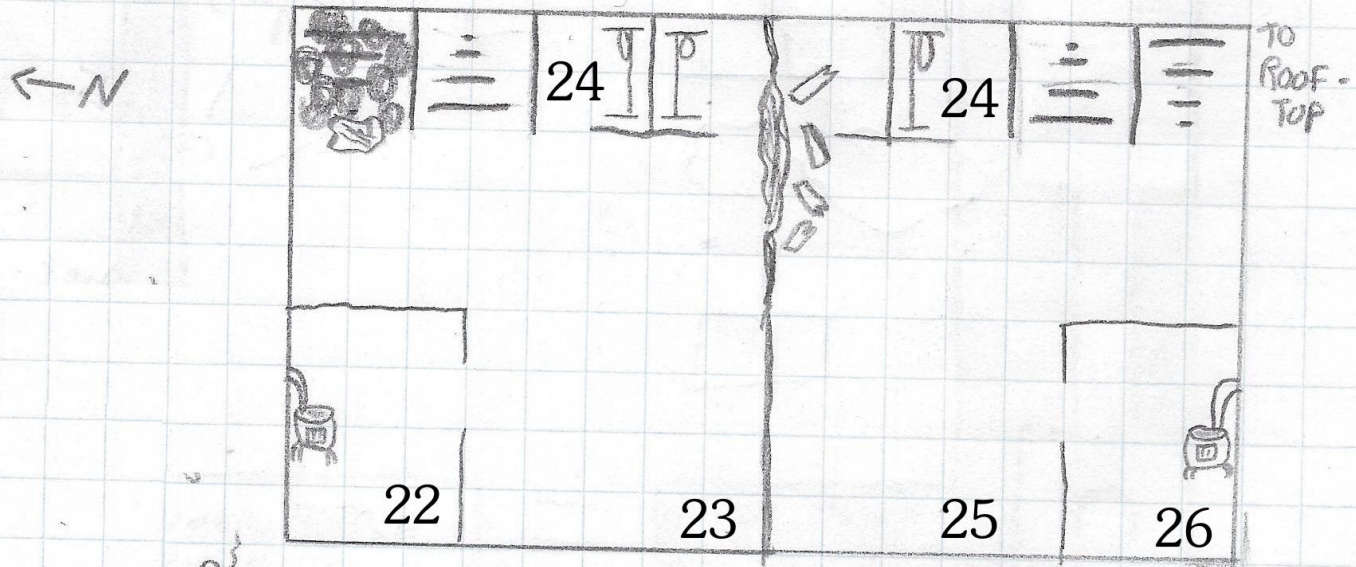
GROUND FLOOR



2nd FLOOR

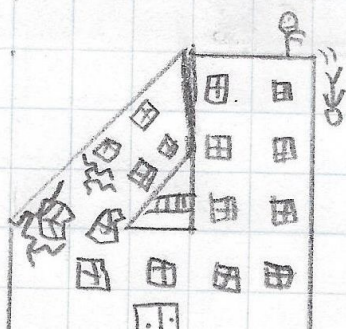


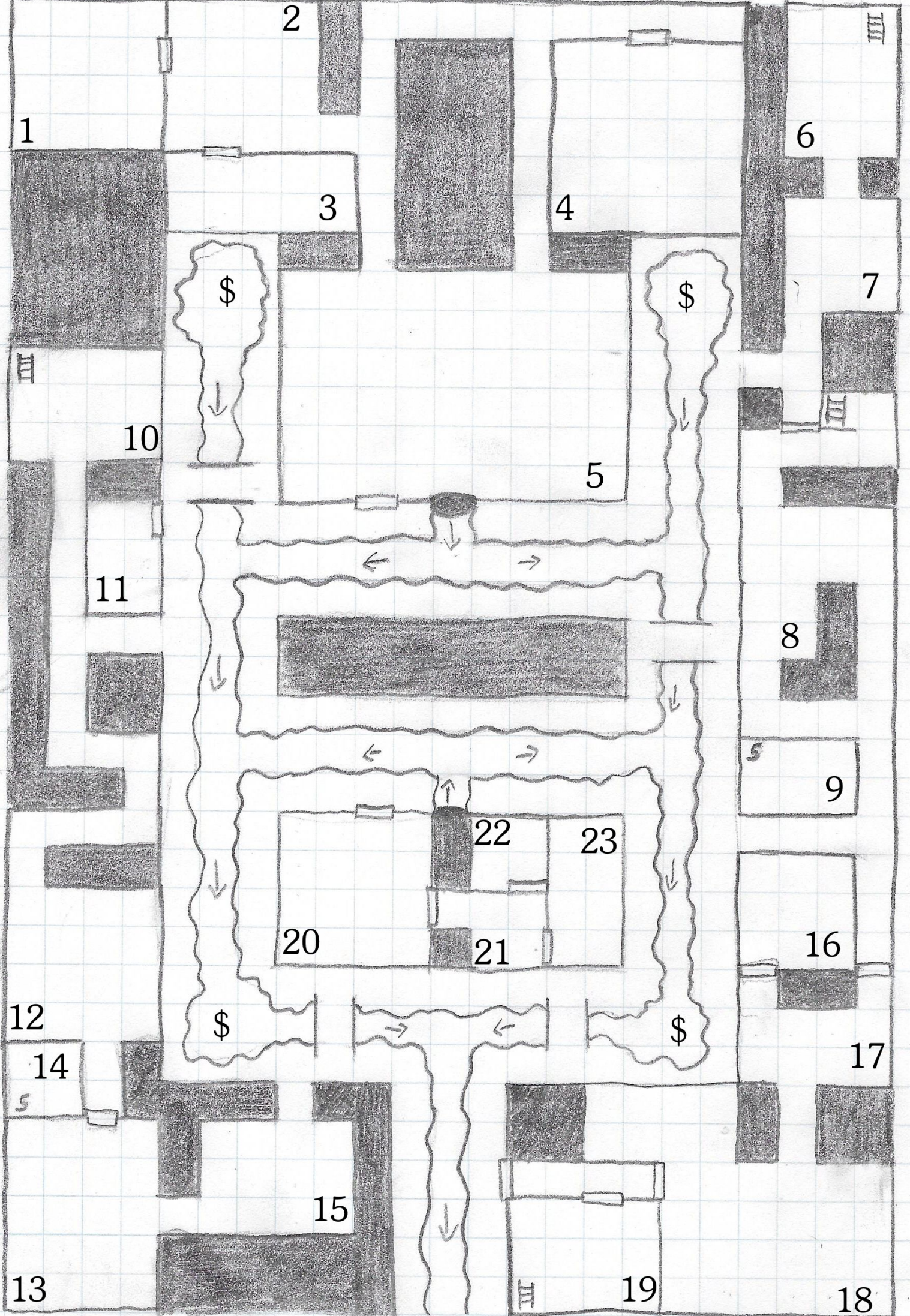
3rd FLOOR



DEVELOPER'S CONCEPT

FINISHED PRODUCT





1

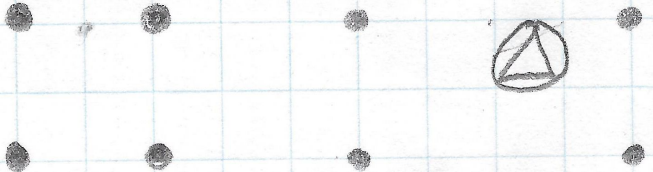
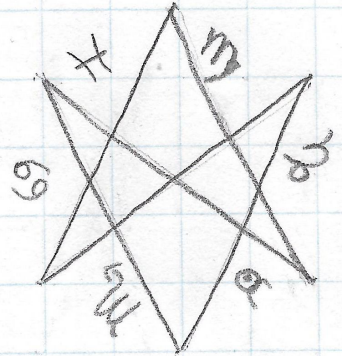
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7

Pre-generated Characters

Provided are 8 potential characters for player-use or for Dungeon Masters who wish for an easy supply of hirelings, available from Horwedja's Harriers (Part 2).

Name	Class	HD	AC	HP	S	I	W	D	C	Ch	Thac0		DB	DR	PP	MW	RSS
											M/R						
Philseite Anargile	FM	3	5	14	14	16	13	7	10	10	17/19	15	12	15	12	15	
Jospeher Peleg	FM	2	4	7	16	11	12	15	9	14	16/17	15	12	15	13	16	
Barbard	FM	4	3	25	7	10	10	12	9	14	17/16	15	12	15	13	16	
Marldg	C	2	2	12	11	9	15	10	14	15	19/19	16	11	14	11	14	
Montsignor Sly Doong	C	3	5	8	10	10	10	10	7	11	19/19	16	11	14	12	15	
Moose Lamoureux	T	4	8	10	10	17	9	8	7	12	19/20	16	13	13	14	15	
Krant the Craven	T	5	7	25	17	16	10	12	9	13	15/17	14	12	11	13	13	
Bleecker Foy Maidans	MU	2	10	10	9	5	4	7	17	13	20/20	16	13	13	16	17	

Thac0 provides 2 numbers, the first of which is for M el e attacks, the second of which is for Ranged attacks. The Author's games include a house-rule in which Fighting-Men receive a flat +1 bonus to hit which has been included above. Feel free to remove that.

Saves are as follows: DB = Dragon Breath; DR = Death Ray and Poison; PP = Paralysis, Petrification, and Polymorph; MW = Magic Wand; RSS = Rods, Staves, Spells. Adjustments to MW and RSS based on high wisdom scores has already been included.

Keep note of character's Charisma scores, as they may receive a reaction adjustment.

Philseite Anargile Fighting-Man 3, Lawful. Philseite carries a small book containing sketches of monsters he's slain. He speaks Common, Lawful, French, and Ape-Folk. Gear: Chainmaille, Sword, Backpack, Sack (3), Stakes and Mallet, Tinderbox, Torch (6), Whetsone, Wineskin, Shield, Dagger +1, 9gp.

Joseph Peleg Fighting-Man 2, Lawful. An avid mountaineer, Jospeher is laden with rope, pitons, and a climbing axe. He speaks Common and Lawful. Gear: Chainmaille, Battleaxe +1, Backpack, Bow, Arrow (20), Rope (50'), Grappling Hook, Iron Spikes (12), Hammer, Handaxe, 9gp.

Barbard Fighting-Man 4, Chaotic. Barbard wears brightly coloured finery featuring a complex coat-of-arms that he is always eager to discuss the iconography of. He speaks Common and Chaotic. Gear: Crossbow, Quarrel (30), Plate Cuirass, Backpack, Bedroll, Block & Tackle, Caltrops, Mirror, Handaxe, Wineskin, Quarrel +1 (3), 7gp.

Marldg Cleric of Surtr the Fire Giant 2, Chaotic. Athletic and brash, Marldg is very competitive. He speaks Common and Chaotic. Gear: Chainmaille, Warhammer, Sack, Lantern, Flask of Oil (2), Wineskin, Holy Symbol, Shield +1, 2gp.

Montsignor Sly Doong Cleric of Grimbus the Worm 3, Chaotic. Sly Doong owns a hunting dog and always dresses in fox-furs. He speaks Common and Chaotic. Gear: Backpack, Bedroll, Holy Symbol, Sack (3), Torch (6), Dog, Chainmaille, Mace, 10gp.

Moose Lamoureux Thief 4, Chaotic. His mother is sick so he steals to raise money to learn anatomy so that he may heal her old bones. He speaks Common, Chaotic, Orcish, and Elvish. Gear: Thieves Tools, Sack (5), Mirror, Dagger, Shortsword, Shortbow, Arrow (20), Leather Gambeson, Sling, Bullet (20), Torch (6), Tinderbox, Backpack, Wineskin, Arrow +2 (1), Wineskin.

Krant the Craven Thief 5, Chaotic. Krant is more interested in spending his money on revelry than any productive cause. He speaks Common, Chaotic, Dwarvish, and Slytherine. Gear: Backpack, Bellows, Block & Tackle, Crowbar, Rope (50'), Iron Spikes (12), Thieves Tools, Whetstone, Sword, Crossbow, Quarrel (30), Leather Gambeson, Wineskin, 7gp.

Bleecker Foy Maidans Magic-User 2, Lawful. The son of a carpenter, Bleecker takes time to appreciate finely-made furniture, doors, and trinkets. He struggles to read and write Common. Gear: Backpack, Bedroll, Flask of Oil (3), Mortar and Pestle, Pachement (5), Ink & Pen, Charcoal, Sack (2), Wineskin, Staff, Dagger, Wand of Shield (7 charges), 5gp. Bleecker is capable of casting Hold Portal and Light (or Darkness).