

UNDERWORLD TURF WAR

A Murder Maze Level for Megadungeon or Underdark Adventures

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The City: Built ages ago, abandoned centuries ago, now it is a confusing warren of twisting passages, collapsed masonry, and unhuman architecture fought over by four factions of morlocks. Decide for yourself who built it and what its name (if any remain unforgotten) might be. The players will decide whether to play the factions off against each other, destroy them one by one, or GTFO.

Navigating the City: Characters arrive at the city in one of two places: the Main Gate or the River Docks. Forays into the city will lead them to a random landmark, after a random length of time (see table). Characters retracing their steps or trying to follow a path they'd traveled before must roll under their Intelligence on a d20. Making the roll by less than half (eg under 8 for a 16 INT character) means they cover the distance in the minimum time; failure leads to a random destination. Characters can try to figure out a direct route from one place to another without having traveled the exact route (ie, after moving from the Main Gate to the Bazaar to the White Faction HQ, they can try to return to the Main Gate without going through the Bazaar); this requires rolling less than half their INT score, and failure again results in a random destination.

Main Gate (MG; 1 on d8 for random rolls): A short passage leads from the main tunnel (previous megadungeon level or underdark tunnel). The gate itself is a fortification fallen into disrepair. The gates are breached, buttressed by rubble barricades, and breached again. Surrounding buildings are barracks for long-dead soldiers.

River Docks (RD; 2 on d8): The docks themselves are stone jetties sticking out into the underground river here. Warehouses abut the landward end of the docks. A miles-long path along one side allowed draft animals to tow barges against the current; it now leads to one or more passageways to the main dungeon environment.

Bazaar (Bzr; 3 on d8): A huge cavern opens up here, with shops carved into the cavern walls and housed in buildings spreading across the floor. In former times, smaller kiosks and stands constricted the wide streets to alleyway size; they are now smashed and thoroughly looted.

Cathedral (Cth; 4 on d8): Carved from the living rock and dedicated to some long-vanished deity, the multi-level nave is lined with balconies, with room for hundreds of worshipers. A fountain in the entryway provides water for thirsty adventurers and dangerous wildlife alike.

The Factions: Each faction of morlocks has subtle threads of their faction color woven into their cloaks. To casual observation, these threads are easily overlooked. Once characters are aware of the existence of differing factions, they will be able to see the colors as long as enough light is available. All morlocks have skills of a moderately skilled thief (level 4 for most games). Outsiders will be followed discreetly on neutral reaction rolls, attacked from ambush on hostile rolls, and led to a meeting with a leader of the faction on friendly rolls, with a view to using them to attack their enemies. Individuals carry about 100gp; bases have caches of 15,000gp.

The White Faction is currently the most powerful, with the greatest numbers (55 total) as well as a goodly treasure trove, which they use to keep a group of hobgoblin mercenaries (30 total) on retainer. Their base (WHQ; 5 on d8) is a fortified manor house.

The Yellow Faction is the weakest group (20 total), but where they lack in numbers they make up in magical prowess. The leader of the faction casts spells as a magic-user of level 7. Morlocks often carry potions on missions, and always have an alchemical "flash-bang" that disorients their enemies, allowing them a chance to beat a sneaky retreat. Their base (YHQ; 6 on d8) is in a former library.

The Green Faction are experts in poisoning, with varieties that paralyze, cause hallucinations, or kill, whether rapidly or slowly. Their base (GHQ; 7 on d8) is on the edge of town, with several smaller caves dedicated to growing poisonous fungi or filled with cages of venomous creatures. They number 35 members.

The Red Faction are the best at thieftcraft, with all 40 members of the faction gaining at least a 10% bonus on all thieftly skills. Their base (RHQ; 8 on d8) is a manor house near the Bazaar, full of hidey-holes, secret passages, and ambush sites for launching backstabs against invaders.

Travel Times (10 minute turns)

	RHQ	GHQ	YHQ	WHQ	Cth	Bzr	RD
MG	5d6+17	3d5+9	3d4+7	3d5+9	2d4+4	5d6+17	6d8+20
RD	3d4+6	3d5+9	4d5+11	3d5+10	4d6+14	2d4+4	
Bzr	2d3+1	2d4+5	3d4+6	2d4+5	3d5+9		
Cth	3d5+9	3d4+7	2d3+1	3d4+6			
WHQ	3d4+6	3d5+9	2d4+4				
YHQ	3d5+9	2d4+4					
GHQ	3d5+9						

Random Encounters (1 in 6 per hour; roll d8):

- 1-3 Faction scouts (1d4 morlocks)
- 4-5 Faction raiders (3d6 morlocks)
- 6 Faction war party (2d10+10 morlocks*)
- 7 Predatory monster (hydra, wyvern, etc)
- 8 Vermin (rats, oozes, giant insects, etc)

*White faction has equal number of hobgoblins.

Random Locations (d20):

- 1-2 stairwell/ramp
- 3-7 stone building*
- 8-11 tunnel
- 12-15 cave, natural or worked
- 16-18 bridge
- 19-20 aqueduct

*Buildings are 10-60% ruined

Random Factions (d8):

- 1-3 White
- 4-5 Green
- 6-7 Red
- 8 Yellow