

# Another Man's Treasure

## How To Use This Book

The guide to Shadazar is meant to be used as either a building block for campaigns or a one time adventure. This book will not step through what to say to players but it will give the basic personalities of the Setting Characters so that the game master will be able to portray them as he sees fit. This book supplies maps and rich, flavorful details needed for players and game masters alike.

### Customization

Customization of this scenario is not only desirable but necessary. This scenario is a collection of information and possibilities which allow the GM to build an adventure. The player can take the skills and classes as well as the setting information and make a rich character that is able to work within the setting to enrich it and give the character definition. The player should be able to extend the setting or game mechanic information outlined here to build new classes (working with the GM) or create skills to fit the setting.

### Campaign Ideas

There are several campaign ideas outlined in these pages. This is done in an attempt to give the widest possible number of starting points for a GM. An extensive write-up on the Rat Catchers Guild is provided because it is an important, if not glorious, part of the city. This does not mean that a campaign could not be centered around the Crossed Lightning Mages Guild or any other guild that strikes the GM as interesting. A great deal of intrigue goes on within the various areas of Shadazar.

### Setting Characters

Setting Characters are characters played by the game master as part of the campaign. They are sometimes foes and sometimes friends but in the end must be treated as individuals who have their own agenda. Some characters can rise to the challenge and others will need help. For those who need help, the GM should use the setting characters to advance the plot and give direction to the players where needed.

## Introduction

Jastor and Tobias ran through the moonlit alleys of Shadazar, desperately looking for somewhere to hide from their pursuers. The jangle of armor and the sergeant's voice were getting louder as the cornered thieves searched for any chance of escape.

"Oh, why'd I ever try to join the Rogues Gang?" Jastor moaned to himself. "Me Mum was right, us Hardfootes is meant to be grocers, not robbers. We're caught for sure!"

"We will be caught," Tobias snarled, "if you don't shut your pie hole. We'll lose them in here." The slender human started lowering himself into a drainage hole in the side of the street.

"What, do you mean in the sewers? Are you mad? I ain't goin' in there."

"Suit yourself. The lockup's sure to be drier." And with a last scornful grin, Tobias slid out of sight.

As the lights of the City Guard came closer, the thought of a stroll in the sewers seemed like a good idea, and Jastor slid after his mentor. He fell about fifteen feet and landed with a splash in a waist-high stream of foul smelling liquid. He almost lost his footing when Tobias grabbed him by the collar. The slightly taller man was only up to his knees in slop and able to get a better grip. "Quiet," he hissed. They both waited breathlessly until the sounds of pursuit moved away.

"Oh, this is just lovely," Jastor said, peering into the gloom. Dimly glowing stones set in the walls were providing a pale yellow light. "Now how are we gonna get back up?"

"We walk to the nearest exit. Our gang uses the sewers all the time. 'Course, I've never been this far uptown, but I'm sure it can't be far. C'mon."

"Oh, just a walk in the sewers, is it? What about the monster, huh? What about that giant croc, eh? What if we meet up with that?"

Tobias sniggered. "There is no giant croc. That's just a story halfling mums tell their chubby little boys to scare the fur off their toes. No, the worst I ever saw was rats. And Rat Catchers. Nutty as the critters they chase after."

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"What kind of monster's a Rat Catcher? Is it dangerous?" The halfling had to struggle to keep up with the larger human, but kept looking nervously over his shoulder.

This time Tobias laughed out loud. "Gezu, you're an ignorant runt. Rat Catchers are the folk that work down here. You know, unplug the drains, keep the rats from swarming out into the city. Crazy bunch. They act like they're saving the world or something, instead of just burning out a bunch of rodents. Most of them will turn you over to the Guard, so it's best to just avoid them."

"Um, Tobias, do these rats catchers have any pets?" Jastor asked in a high pitched squeak.

"What are you jabbering about," Tobias turned around to scold the halfling and stopped dead in his tracks. The tunnel behind them was filled with tiny red points of light, some on the floor, too many others on the walls. "Oh. Rats, just like I said. Here's what you do about rats." He plucked a glowing stone from the wall and advanced on the beady eyes. "Scat! Go on now, back off!" The lights obligingly faded away – all except for one pair, which rose above the ground alarmingly. As Tobias came closer to it, an inhuman shape came into the pale light. It was hideously man-shaped, but with a wicked rat's snout and piercing red eyes. The hapless thief didn't even have time to scream when the man-thing dragged him into the darkness.

Jastor stared helplessly as his mentor was enveloped in the gloom of the tunnel. He just saw the beady pairs of eyes return in the murky depths when instinct took over and he pelted down the tunnel away from certain death. He knew the sludge filled water would slow him too much to avoid the rats and their hideous master, but he couldn't just stand there and wait to die. "Molly Maleagh, please just make it quick," he prayed.

There was another tunnel just ahead that angled upward and looked to be slightly dryer. He darted toward it and stopped in his tracks as he came face to face with a pointed spear tip. "Not so fast, laddie," a gruff voice called out.

Jastor was too relieved to see other people that he hardly noticed the weapon in his face. "Rats, rat-men, big, that way," he gasped, waving down the tunnel.

"Go on, lads," the gruff voice called out. "If you're fast, we might catch them before they run again. I'll take care of this one." Jastor was startled to see an armed group race past him and down the tunnel, then the words of the man – no, Kolba – in front of him sank in. Before he could bolt away, the spear point pinned him to the wall. "Grab the tip, lad, with your bare hand, or I swear by Tanner himself I'll run you through. Were you bit by one of them things?"

Jastor did as he was told, and answered, "No, sir, I ran when I seen 'em. But they got me mentor, er, I mean me friend. Um, can I let go of this now?" The point was rather sharp and glistened oddly in the tunnel light.

"Yeah, there wasn't any reaction, and you seem clean. By the by, I'm not a sir, my name's Samuel Harrowfoote, of the Silver Strum, Rat Catcher's local guild." Samuel eased back his weapon and Jastor rubbed the bruised spot.

"I'm Jastor Hardfoote, Ginny the grocer's son," he replied. "What did you mean, there weren't no reaction, Samuel, sir?"

"To my spear point. See, it's silver coated, like all our gear, and if you were bit by that were-rat, you'd have burned your hand. Now tell me, what's a grocer's son doing in the sewers? No, don't tell me, if you're not a Rat Catcher, then you must be a rat. But you don't look like you've been stealing long. What'd you try to take, that was almost worth your life?"

Jastor blushed red. "Well, it was my first night out. Me and, well, me and me friend, we broke into Lord de Fort's place and swiped some o' his towels, what had his name on 'em, see, to prove we done it, and, um..." He trailed off at the puzzled look Samuel gave him.

"So you risked your life for some rags? And they call us crazy! Still, one man's trash is another man's treasure, that's for sure. So what are you going to do now? Go crawling back to your thieving rat friends?"

"Well, that sort o' depends on you. I seen enough adventure and such. I'd like to just get back to the grocery cart. But you got me fair an square, an I owe you me life an all, so whatever you say," Jastor replied, looking hopefully at the Rat Catcher.

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The older halfling grinned at him. "I think you've learned your lesson. Besides, the Footes have to stick together. Go up this tunnel about a half a mile and you'll come to some rungs leading up to the Bazaar. Shouldn't be anything between here and there if you hurry. But you'd better stay out of these tunnels, or I swear, you'll have worse than rats to worry about."

Jastor stammered out his thanks and took off before Samuel could change his mind. "There goes one lucky lad," he sighed and hurried to catch up with the rest of his group.

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Like the saying goes, one man's trash is another man's treasure, and the trash of Shadazar is big business. Tons of sewage are magically processed and used as fertilizer throughout Narheim. Certain fungi essential to potion

brewing are harvested in the dank tunnels under the city. The maintenance of the tunnels employs hundreds of people. All in all, the sewers of Shadazar add up to a million gold a year industry.

But the underside of the city has many dark dangers. The tunnels are a breeding ground for rats, goblins and other vermin. Alchemists and other spell crafters dump their magically toxic wastes in the sewers. Monsters from the sea wander into the drains in the wharfs. Someone needs to ensure the continued working of the disposal system and keep the vermin from overrunning the city. That someone is the Rat Catchers Guild.

This scenario has everything you need to run a group of newly formed Rat Catchers, including several adventure hooks. It can also be used as source material in an on-going campaign if the characters should wander into the sewers. Since many Rat Catchers are conscripts taken



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from the local jails, the game master may want to run just one session as a surprise punishment for unruly players. It's also possible that high level characters may be approached by a city official to handle one of the larger threats-for a hefty fee, of course. However you intend to use this scenario guide, we hope you enjoy *Another Mans Treasure*.