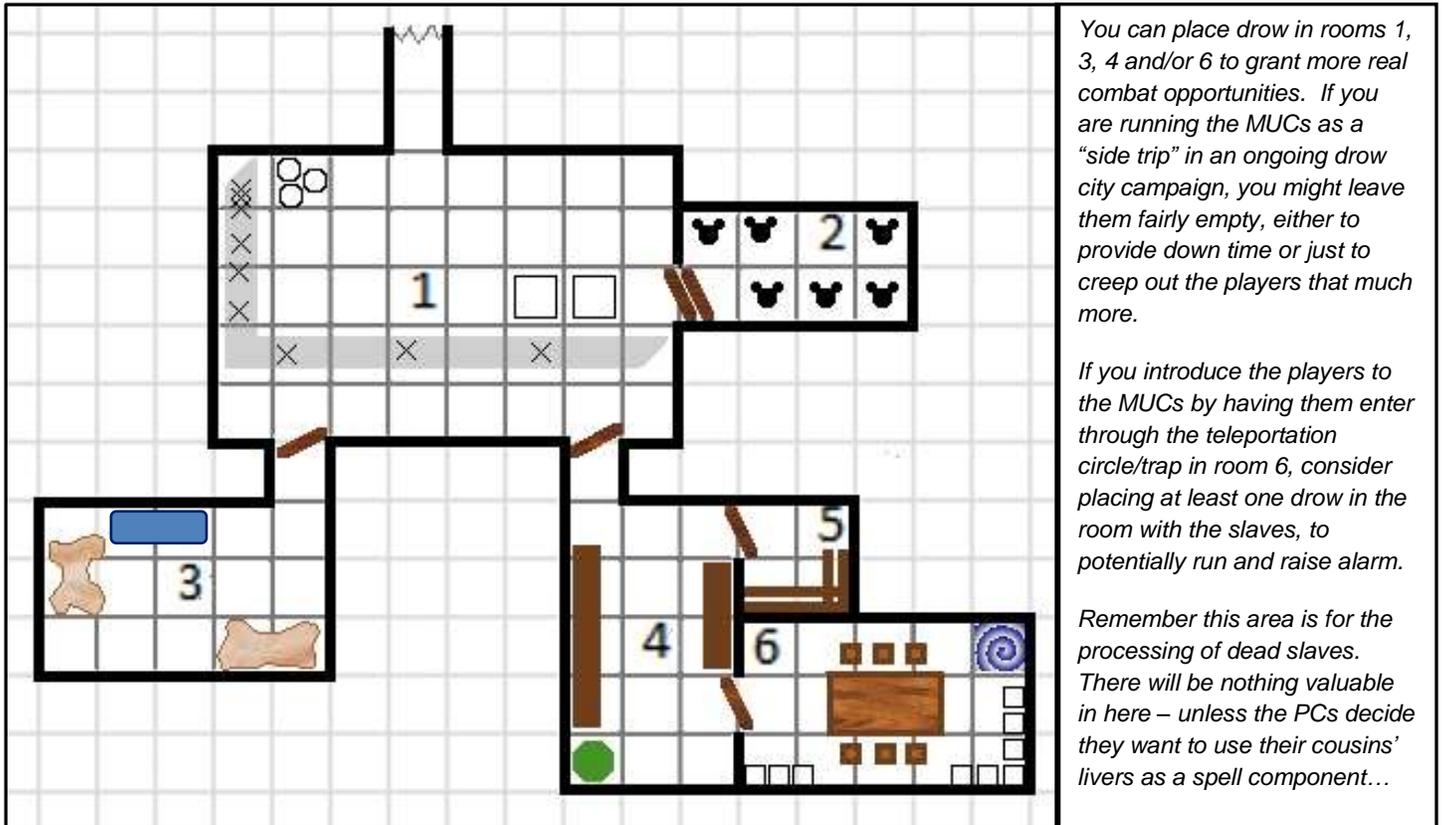


# The Maximum Utility Chambers

The drow are notorious for their use of slave labor. This particular enclave uses them even after they can no longer work...



All rooms are dark except for #6, which contains dim light coming from the slaves working at the table. All doors are initially closed, but none of them have locks.

- 1) **Abattoir** – a rail runs along the ceiling (grey line), with huge meat hooks hanging from it (x). Two large open crates are neatly labeled “Organs” and “Bones”. Three large buckets are labeled for holding bodily fluids. **Everything is very, very clean.** The door to room #2 is a split door; PCs can open the top half or bottom half (or both). *A whistle on a leather thong hangs from the top doorknob.*
- 2) **Vermin Room** – Some very cleanly picked bones lie on the floor, quickly obscured by the hundreds of vermin that come streaming out of holes in the walls as soon as the door opens. The vermin are trained. If a PC blows the whistle, all the vermin will stop moving and look intently at the whistler. (Rats will sit up as if begging for treats.) They will swarm and try to devour anything thrown at them. They will not attack PCs unless provoked somehow; if they do attack, treat it as 3 – 4 swarms’ worth of vermin. (PCs spending excessive time playing with the whistle, trying to make the vermin do other tricks, is a perfectly legitimate provocation. ;)
- 3) **Tannery** – various humanoid hides are lying on a long table against the far wall, covered in salt. A few others have been tacked to stretching frames to finish curing. The rectangular vat on the near wall holds tanning solution (moderately acidic but not harmful). **Everything is very, very clean.**
- 4) **Alchemical Lab/Kitchen** – This is where organs and other body parts are pickled, boiled, dried, smoked, sliced, diced and otherwise turned into reagents and spell components. **Everything is very, very clean,** and meticulously tidied; there may be some slices of liver drying on a dehydrator rack, but nothing just left sitting out on the counter. A tall stone well in the far corner [octagon] holds an ooze, for devouring whatever bits simply cannot be put to use.
- 5) **Reagent Pantry** – The walls are lined with shelves, and the shelves are full of vials and packets, all neatly labeled with their contents (pickled elf eyes, smoked dwarf liver, etc.) and the date they were prepared. A ledger book details all the items that have been brought into or taken out of the pantry. There are occasionally notes like “need to take more halfling slaves, burned through a lot of kidneys during the last uprising”. PCs can take these reagents for their own thaumaturgical use, though this should be a morally dubious act.
- 6) **Arts and Crafts Room** – open crates along the wall contain very cleanly picked bones, all meticulously sorted by size and shape. A couple of crates contain small scraps of tanned hide. Shelves above the crates hold shears, needles, glue, and other arts/crafts supplies. A large worktable takes up the center of the room, and six haggard slaves sit at the table carving bone and stitching leather. A teleportation circle (or teleportation trap?) is incised on the floor in the far corner [spiral].

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