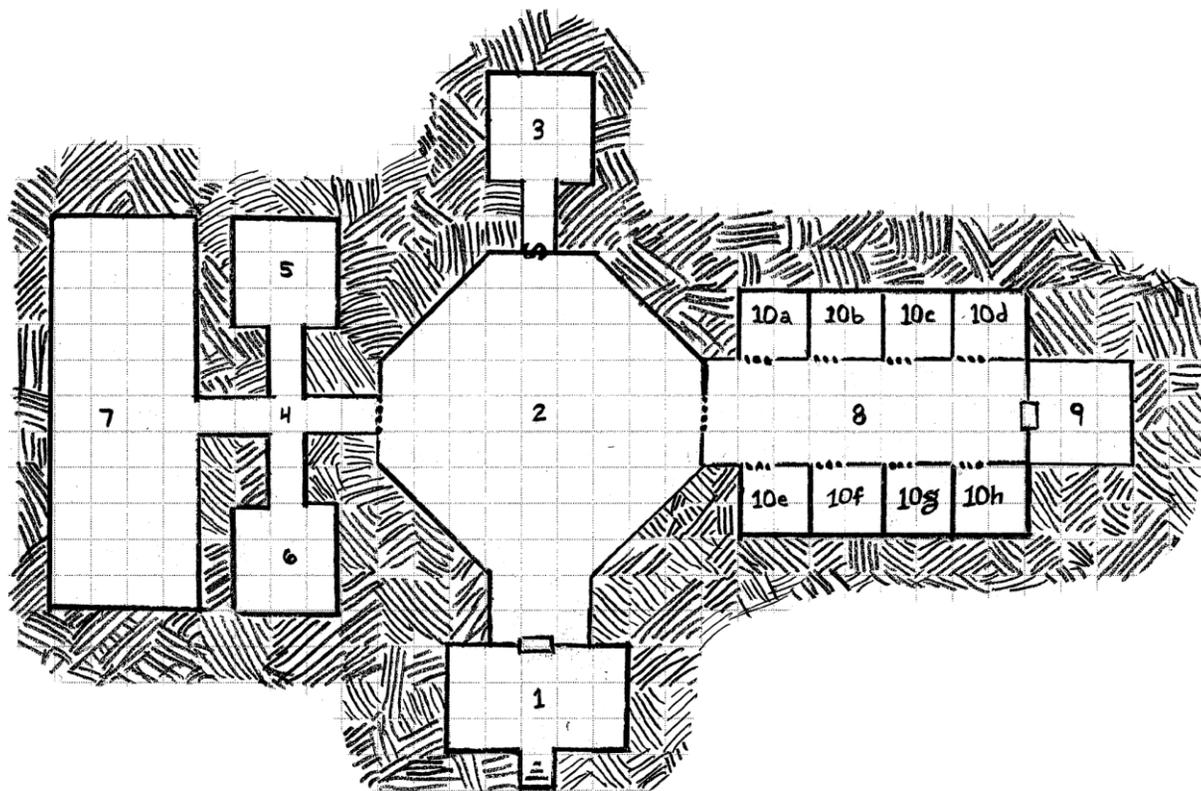


PENALTY OF PERDITION

Background: Lord Rom uses orcs to run his prison, a place called Perdition. The characters have been imprisoned in Perdition. Their public execution is scheduled for two days from now. The heroes are in cells 10a through 10h. Will they escape?

1. Entrance: Stairs descend to a stone chamber with an iron door, in front of which stand two orc guards. There is a 50% chance that they will be napping.
2. Common Area: This chamber contains several tables and chairs. There is a 50% chance that Skumgrim (area 5) and three orcs from area 7 are here gambling for coppers.
3. Arsenal: The walls are lined with weapons racks. The racks contains: 4 short swords, 4 small shields, and 1 great axe. There is a 50% chance that the great axe is a magical +1 great axe.
4. Hallway: The walls are bare except for an iron lever that extends from one wall, controlling the portcullis leading to area 2). There is a 50% chance that one orc from area 7 is lying in the hallway passed out.
5. Captain's Quarters: There is a large bed and a large chest. The captain is Magrot, and he is very suspicious of his two lieutenants (area 6). There is a 50% chance that Magrot will mistake one of the characters for Lord Rom's nephew and become confused. The chest contains one canine figurine made from jade, 3 opals, 1 silver dagger, 50 gp, and a map showing a valley, two trees, and an X near one of the trees.
6. Lieutenants' Quarters: There are two beds and two small chests. Two orc lieutenants, Skumgrim and Ugug, share this room. They are ambitious and aim to kill their captain Magrot, but they are also very suspicious of each other. One chest contains 25 gp and vial of poison. The other contains 22 gp and ring of invisibility that has a 50% chance of working on any given day.
7. Barracks: seven orcs are asleep here. The walls of the room are lined with



8. Cell Block: two orcs stand in front of the door. The one named Gorarg is smaller but very cunning. He frequently challenges Dakaarg (area 9) about the rules of the Cell Block, e.g., when and how the prisoners are supposed to be fed. His extremely large and powerful friend, Lorgul, is very dumb but loyal to Gorarg. There is a 50% chance per hour that Lorgul will distract Gorarg with a conversation about the many slaves that Lorgul wants when they are in charge of their own band.
9. Guard Post: There is an iron lever that controls the portcullis leading to area 2). The sergeant on duty is called Dakaarg. Dakaarg frequently argues with Gorarg (area 8) but sometimes gives in to his demands. There is a 50% chance per hour that Dakaarg will go to area 8 and

make a request of Gorarg. Dakaarg has keys to all of the cells.

10. Cells: all cells contain a hard bunk, a filthy blanket, a floor strewn with straw, stone walls, and an iron bar door. There is a 50% chance that one of the cell doors was left unlocked. Careful searches will reveal the following items:
 - a. A shard of metal
 - b. Three small stones.
 - c. Graffiti and a fish hook
 - d. A spot of dried blood and 1 silver coin
 - e. Bits of hair and fur
 - f. Pieces of broken glass
 - g. Some rags
 - h. A two foot length of rope