

THE COMING OF SORG

An adventure location by Michael Prescott

THE SITUATION

For thirty years the Blighted Order of Sorg has prayed to bring their patron demigod to earth. His arrival would bring about an age of wanton excess, but all Sorg has done is trash the place and eat all the food.

Now, the few remaining faithful are bitterly divided. Worse, Sorg is growing hungry.

RUINED ARCHIVES

Rain and weather have turned a precious library into heaps of wet, mouldering paper.

A careful search for undamaged materials might turn up any of:

1. Deelian prophecies that Sorg's coming is punishment for neglecting Deel's shrine
2. Cult writings that Deel is in fact a vicious herald of Sorg
3. Cult writings prophesying that once sated, larval Sorg will reemerge as a vast mucus dragon and lay waste to the realm
4. d4 Deelian scrolls, seemingly various spells of protection

The origin of each document is only apparent to the learned.

In the corner lies a rat-gnawed gnome skeleton with broken legs, a coil of rope and a bent grapnel.

GATE OF DEEL THE PROTECTRESS

A great dais and two stone pillars; engravings declare that those who stand here are blessed by Deel the Protectress.

No cultist or emanation of Sorg will enter this place, for it will cause searing pain and eventual death.

This structure was once entrance to the walled compound, originally a temple to Deel. The cultists have pulled down everything of it they can, and what remains is beyond their defilement.

Rusting chains lying about have been used to drag wayward cultists onto the platform as a brutal form of execution.

THE DEFILED FLOW

A hot spring once bubbled up into this pool through cracks in the stone floor. Now it brims with slimy water, which oozes down the waterfalls, then into cave and the wetlands beyond.

Sorg's prime emanation, a 16-legged coelacanth (13', climber, poison bite, swallow whole), lurks here. It will pursue nonbelievers with stealth and determination.

If Sorg is slain, the spring will run pure once more.

THE GRANARY

The roof has been corroded by a spray of ichor. In the darkened interior lurk 2d6 cultists, trapped by fear of the emanations. (See Divided Loyalties.) With them are three tons of barley grain and other dry foodstuffs.

THE HIGH TEMPLE OF SORG

Sorg (lvl 10 demon, 15' larva, bile spray, very slow) lies draped over the altar. Vnaud the Withered (C7) and 11 acolytes (C1 or T1) pray loudly, and will defend their lord to the death, fearful though they be. The outer steps are slick with bile and excrement.

BREWMASTER'S HOUSE

A group of d6+2 cultists led by Len of Otton (T6) takes shelter from Sorg's awful emanations. (See Divided Loyalties.) They are alert and armed with long knives; two have sword and shield. Len wears a medallion which confers immunity to the steps' magic.

In the darkness stands a 6' brass kettle and plenty of firewood. Sturdy shelves hold a half-filled tun of honey, and four tuns of good strong mead.

EMANATIONS OF SORG

Sorg's foothold in the world is still tenuous: Several times an hour, a manifestation of his hunger and avarice emerges from his body, taking the form of (d4):

1. A great length of toothed intestine
2. A swarm of translucent air leeches
3. d3+1 copulating gargoyles
4. A half-ton acidic jelly

All but the jelly can fly, and all are unharmed by ordinary weapons.

They are starving and will patrol the complex for exposed prey. If they find none, they will depart after 2d6 minutes to hunt in the surrounding wilderness, dissipating after d6 hours.

Anything they eat feeds Sorg.

CAVE OF MIRRORS

Knee-deep, fetid water. A ceiling covered in pearlescent deposits, reflecting any glimmer of light into a hundred dancing motes.

Prayer, meditation, intoxication or intense pain will cause them to resolve into a vision of Deel the Protectress.

She will bless the weapons of any who vow to drive Sorg from her temple, and victors will be rewarded with a divine boon.

THE STEPS OF GREED ASCENDANT

Deelian statuary has been smashed, defiled, and scratched with Sorgite sigils. Once protective saints, these five statues are now powerful idols to greed and avarice.

Merely climbing the stairs begins a ritual, though the alert may feel its stirrings before it is too late.

Those who succumb to the effect are compelled to abandon their frugality: typical effects are eating all carried foods, wastefully casting prepared magics or expending arrows, hurling aside treasured weaponry or valuables. The effects endure while on the staircase.

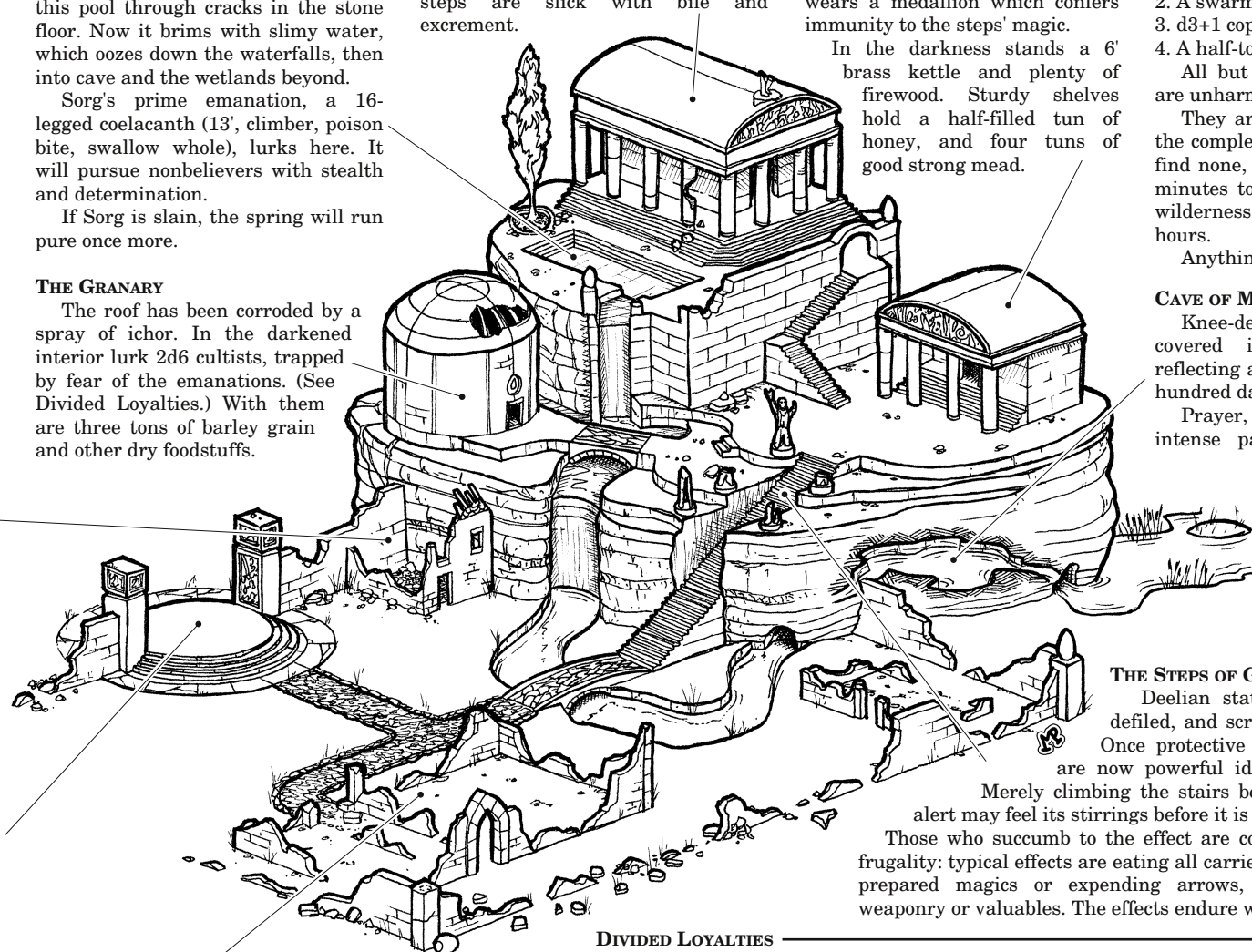
DIVIDED LOYALTIES

Unless specified, roll to determine the beliefs of cultist groups as they are encountered (d3):

1. The teachings are correct, but the order (or perhaps just Vnaud) is unworthy and is being punished.
2. Sorg is a deceiver, the prophecies false, the order has been tricked!
3. The demon in the high temple is not blessed Sorg, but an imposter!

They seek to (d6):

1. Purify the order by routing/killing the heretics
2. Return to divine favor by bringing all of the grain and mead to the high temple.
3. Return to divine favor by destroying all of the grain and mead.
4. Drive out or kill these outsiders, who will surely make things worse.
5. Escape this place by any means possible.
6. Assassinate Vnaud the Withered.



RUINED CLOISTER

15 cult heretics (C1 or T1) hide among the ruins, led by Myen the butcher (F4/C3). They believe the demon to be an imposter, and Vnaud his false prophet. Two are seriously injured, but the remainder are preparing to attack the High Temple.

They have six swords and two bows between them, they rest have long knives.

Tess One-Handed (T4) grumbles that the granary would make a better target.