

# INTRODUCTION

Winding beneath the city, these sewers operate with such efficiency that they have been left mostly untended by city officials. Without bother from those above, the pungent halls have become home to some of the city's most curious secrets.

## D6 QUEST HOOKS

- 1 One of the rods needs replacing in the sewer's **Disposal Junction** 6.
- 2 Rats have become a serious problem in the city, the governor needs a solution.
- 3 A nobleman wants a locket back from **Quiggs** the thief, who resides in the sewers.
- 4 **Barrel the dog** is lost, it's suspected that he fell into a sewer drain.
- 5 A priest from the city has sensed a dark energy coming from below, requesting that it be removed.
- 6 City planners want a safety report of the sewers, rewarding based on how thorough the report is.

## SEWER TREASURES

If a piece of treasure is discovered in the sewers, roll a D6 to determine what has been found from the selection below.



- 1 **soggy spellbook**  
contains a random spell, needs repair



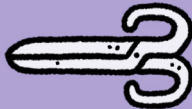
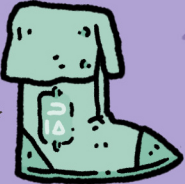
- 2 **pocket watch**



- 3 **speak stone**  
communicates with another stone, held by **Wiggs** the wizard

- 4 **magic boot**

+5 to speed, pass a dclt dex save or fall prone



- 5 **+1 scissors**



- 6 **wizard hat**

## D8 ENCOUNTERS

- 1 1d4 **Pungent Oozes** 5, stalking quietly.
- 2 Debris clump, floating past in the water. A **Sewer Treasure** 6 can be spotted on top.
- 3 **Ratman**, watching from the shadows.
- 4 A noble, looking for the **Gambling Den** 5.
- 5 1d8 **Rat Swarms** 4, aggressively hungry.
- 6 Hooded figure, fleeing something above.
- 7 **Barrel the Dog**, confused and easily spooked.
- 8 **Findle**, diving for treasure.

## RANDOM ENCOUNTERS

Once every 15 minutes, roll 1d6. On a result of 4-6, an event from the encounters table occurs.

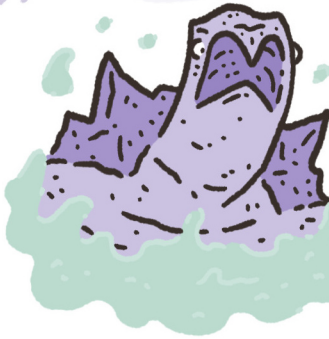
### 1 GOZLAXX

♥56 ♡12 ■30

STR +4 DEX +2 CON +1 INT +2 WIS +1 CHA +3

CLAW: +6, 1d6+6 slash dmg

TAIL: +4, 3d4+4 bludgeon dmg



### 2 MRAKK

♥32 ♡16 ■20

STR +4 DEX -2 CON +3 INT 0 WIS +2 CHA 0

CHOMP: +3, 1d10+3 bludgeon dmg

SPLASH: Creatures in a 15 cone must make a DC14 dex save or fall prone.



### 3 UNSEEN

♥12 ♡14 ■25

STR +3 DEX +2 CON +1 INT +0 WIS -2 CHA -1

INVISIBLE: Naturally invisible to regular types of vision.

SCRATCH: +3, 1d4+3 slash dmg



### 4 RAT SWARM

♥8 ♡12 ■30

STR +3 DEX +2 CON +1 INT +0 WIS -2 CHA -1

SWARM: When Rat Swarm's HP is less than half, all damage it deals is halved.

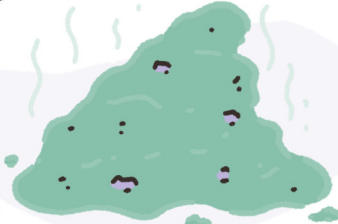
GNAW: +2, 2d4+2 slash dmg

### 5 PUNGENT OOZE

♥4 ♡8 ■15

STR +3 DEX +2 CON +1 INT +0 WIS -2 CHA -1

SPLAT: +3, 1d4+1 acid dmg



down in the  
**DUMPS**



written & illustrated by  
**Bodie H.**

# THE CITY SEWERS

## 1 FINDLE'S FINDS

Three pieces of Sewer Treasure sit on a table in this roughly assembled shop, still dripping with slime and sewage.

**CLOSED:** Findle is often out searching for new items in the sewer waters. There's a 50% chance that the store is locked and closed, with Findle returning in 1d20 minutes.

**FINDLE:** Intense eyes and deadly serious, Findle does not speak and will communicate with pointing and head movements.

## 2 DEMONIC CHAPEL

Tall columns, red-glowing candles, and disturbing tapestries surround a stone lectern.

**DETECTION CIRCLE:** A circle of runes surrounds the lectern. If a living creature crosses the circle, the candles in the room glow suddenly, then extinguish. 2d4 cultists are alerted, arriving in 10 minutes.

**LOCKED TOME:** A large book, sealed shut with an enchanted lock and chained to the lectern. Contains instructions to summon a demon known as Gozlaax.

**BOX:** Contains a small bundle of incense, 2x red hooded robes and one piece of Sewer Treasure.

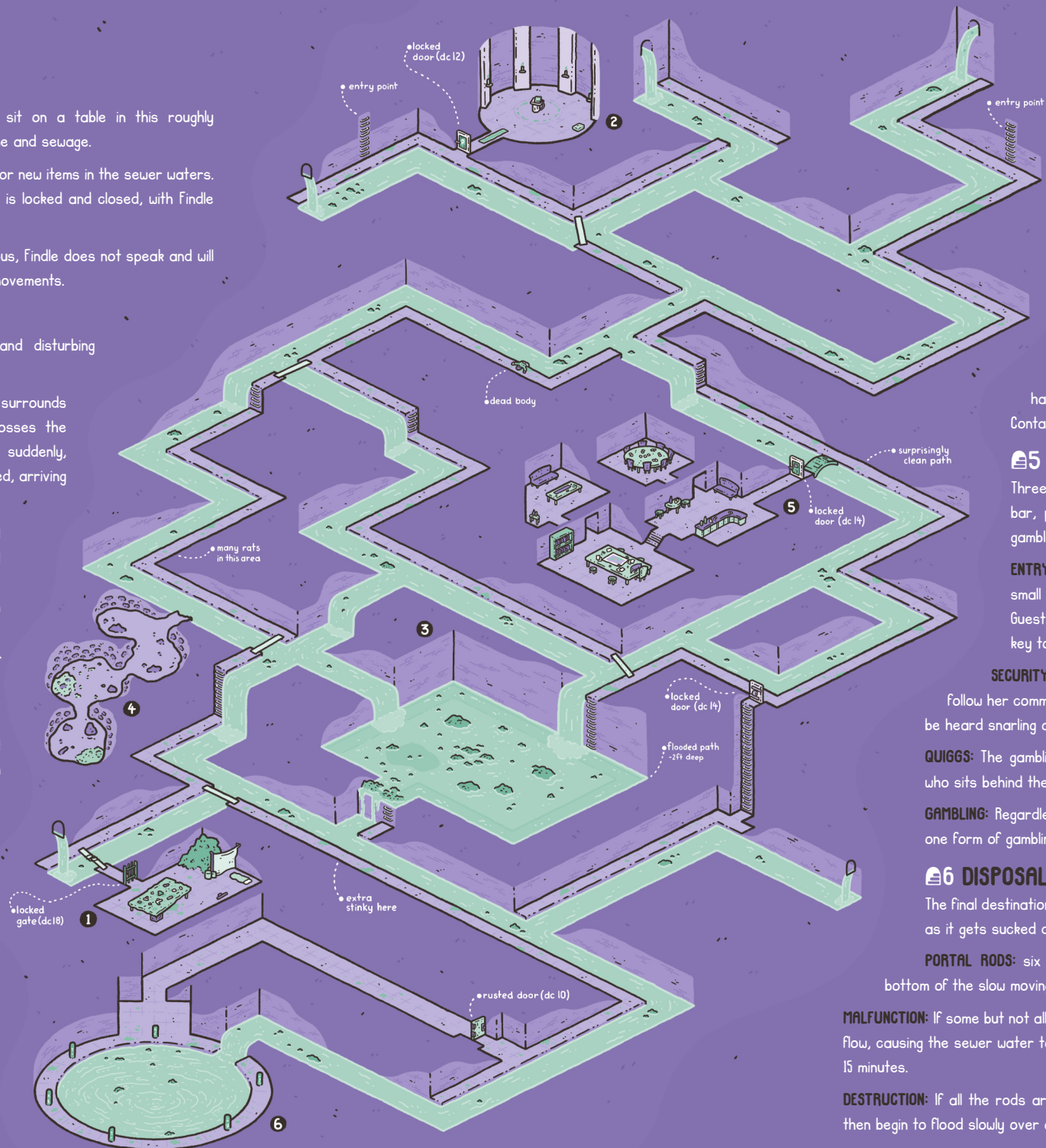
**TAPESTRIES:** Four elaborately crafted tapestries hang on the walls, each depicting the same beast, wreaking havoc on different locations.

## 3 FLOODED CHAMBER

Sewer water has risen two feet above the walk-way in this chamber due to a blockade of debris.

**FLOODED:** Due to the high water level, the flooded pathway here should be considered difficult terrain.

**MRAKK:** Waiting quietly in the deep, Mrakk waits for her next meal.



## 4 RATMAN'S HOME

A small network of roughly dug tunnels, with walls covered in tiny rat-holes.

**RATMAN:** A regular human calling himself Ratman lives here, obsessively caring for the many rodents. Ratman doesn't enjoy prying guests, but may interact if he can get some food.

**LOYAL RATS:** The rats consider Ratman their king, and will follow basic commands communicated through strange squeaks, grunts and body motions.

**JUNK:** An assortment of colourful scraps which have been collected by the rats form a small pile. Contains 2x Sewer Treasures.

## 5 GAMBLING DEN

Three elaborately decorated game rooms and a small bar, patronised by wealthy nobles and criminals, all gambling with large sums of money.

**ENTRY:** A dopey guard named Rina will peek through a small viewing slot and ask visitors to 'show the card'. Guests must show a playing card depicting a golden key to enter.

**SECURITY:** Quiggs employs two Unseen who faithfully follow her commands. These creatures are fully invisible, but can be heard snarling and licking their lips.

**QUIGGS:** The gambling den is operated by a woman named Quiggs, who sits behind the bar looking mysterious.

**GAMBLING:** Regardless of the time of day, there's always at least one form of gambling underway in the gambling den.

## 6 DISPOSAL JUNCTION

The final destination for the chunky sewer water, forming a whirlpool as it gets sucked downwards into an inter-planar portal.

**PORTAL RODS:** six rune-covered rods hold open a portal at the bottom of the slow moving whirlpool.

**MALFUNCTION:** If some but not all of the rods are disabled, the portal will reverse flow, causing the sewer water to begin rising quickly, flooding the entire sewer in 15 minutes.

**DESTRUCTION:** If all the rods are disabled, the portal will close. The sewers will then begin to flood slowly over a few weeks.