



presents

◆ ABSOLUTE ◆
ADVENTURES

SEWERS

under

SANDWALL

MUTATED, MAZEY MADNESS

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ABSOLUTE ADVENTURES: SEWERS UNDER SANDWALL

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Sewers Under Sandwall is a fantasy adventure module imbued with a twisted blend of weird fantasy and pulp adventure, designed for three to six adventurers of moderate power and skill. It is intended for use with the fifth edition of the world's oldest fantasy roleplaying game.

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FOREWORD

There was a night two years ago when I, hunched over my keyboard in the lonely darkness of two in the morning, gave up on this adventure module entirely.

It wasn't for lack of trying, and it certainly wasn't a deficit of passion. I found that, unfortunately, effort and enthusiasm could only take me so far – and fundamentally, I didn't really know what I was doing. Producing an adventure module was not something I was capable of – at least, not on my own.

So, *Sewers Under Sandwall* collected dust for two years.

A few weeks ago, my Absolute Tabletop cohorts asked if I wanted to manage a new project – our first adventure module of 2016. In helping to write things like *Riptide Raid* and *Horror at Misty Meadows*, I had gained a newfound love for adventure modules, and was excited at the prospect of managing my own. But I struggled with what to do – a hundred ideas floated around, but none stuck.

I think it was Tim Kearney who eventually said, "Dude, what about *Sandwall*?"

So I blew the dust off, wiped away the grime, and found a half-finished adventure module with a lot of heart, but not much cohesion – lots of moving gears, and none of them interlocking. I was again faced with the daunting task of turning this weird idea about polluted sewers, man-shark hybrid creatures, and a bandit king with a tentacle arm and a brace of mutated goblins at his command into a usable, feasible adventure module.

But it was different this time – this time, I had a team.

Without Barker, Tim, and James, this module would have continued collecting dust. Together, we filled in the cracks and finished what I started almost three years ago. We took this half-brained concept inspired by 90s cartoons and kitsch horror and turned it into something fun, strange, and infinitely replayable.

So now, without further ado, here's an adventure years in the making. Welcome to *Sandwall* – a little fishing village with some big problems.

Cheers,



Matt Click



PROLOGUE: A STRANGE VISITOR

Mayor Zelb hadn't been sleeping well these last few nights. Too many dark things weighed on his mind. Between the sudden sickness sweeping Sandwall, the strange catches in the nets, and the disappearance of brothers Grum and Durm, it was a wonder he had slept at all.

Zelb had just drifted off into an exhausted sleep, dreaming fitfully of a storm at sea – when he awoke to a harried pounding on his front door. He was up, ratty robe thrown over his shoulders, and at the door of his small home in an instant. The chill of the ocean air creeping from under the door made him alert. Aging muscles forged by years at sea tensed in his arms and legs. His storm-gray eyes fell upon the worn cudgel propped next to his door as the pounding continued. He reached for it.

"Mayor Zelb, it's Ras!"

Zelb eased out a breath, undid the latch, and threw open the door. A young, weathered woman, garbed in leathers, stumbled through the doorway. Sweat shone on her face, and blood stained her hands. She clutched a three-pronged fishing spear.

"Ras, what in the hells?"

"Mayor, you have to come quick. Somethin' wandered past the wall. Somethin' big. Kal, Fern, and I brought it down with fishin' spears, but I...

Ras's words faded into labored breaths. Zelb placed a callused hand on her shoulder, forcing himself to stay patient while the young woman struggled to catch her breath. Ras was nearly as tall as Zelb, and the steel fish hook that all Sandwall fishermen wore dangled from her left ear, glinting in the moonlight that streamed through the open door. Zelb took his hand from her shoulder and thumbed his own hook nervously.

Finally, Ras took a long, shuddering breath as the air returned to her broken lungs. "I don't know what it is, or what to do with it, or if there's more of 'em. But by the waves, Mayor, you gotta come see this."

Zelb grabbed his cudgel and followed Ras out into the cold night. The ocean broke upon the rocks at their

backs, tinging the night's wind with seawater. In the town square, torches sputtered. Kal and Fern stood, waiting for Ras to return, their faces stoic and pale.

Kal was a broad, older man, short and sturdy. A bristly mustache grew unkempt on his flat face. Blood dripped from a deep gash in his arm. Fern was little more than a boy, lithe and strong, with a pockmarked face and sprouts of sun-blond beard. Both wore steel hooks through their left ears. Both clutched bloody fishing spears with white knuckles.

What lay before them was a misshapen heap of a corpse. More than half-a-dozen spears sprouted from it like needles in a pin cushion. Blood pooled below it in dark, viscous puddles, filling the cracks in the sandstone street.

The creature's skin was rough and a mottled gray-green in color; its head was broad, ovoid, and grotesque, crested with a sharp fin. Crooked rows of jagged, yellowed teeth jutted from its open maw as glassy black eyes stared lifelessly upwards. Zelb looked in the thing's dark, dead eyes and shuddered – he'd seen the same eyes countless times out on the waves. His sailor's legs grew weak beneath him, and he leaned on his cudgel to hide it.

Partly a man, partly a massive shark, the beast that lay dead upon the stone square of Sandwall was the most horrifying and unnatural thing Zelb had laid eyes on in his sixty-odd years.

"You slew this thing?" he asked the fishermen.

Ras, Fern, and Kal all nodded in unison. "Barely," Kal said.

"We're hiding this creature," Zelb said, his voice wavering despite his best efforts to feign calm. "And quick. People will panic. Quickly now, all of you, into the bait shack."

The three fishermen exchanged worried glances, but set to work moving the massive beast as Zelb looked towards the sea, roiling in the distance. A sea he, until recently, thought he knew better than anyone.

"What evil have you belched forth?"

INTRODUCTION

Sewers Under Sandwall is a fantasy adventure module imbued with a twisted blend of weird fantasy and pulp adventure, designed for three to six adventurers of moderate power and skill (character levels 5 to 8, ideally). It utilizes the open-gaming license of the fifth edition of the world's oldest fantasy roleplaying game. However, it is written in such a way that it can be run using your preferred fantasy roleplaying game system with minimal modifications.

Sewers Under Sandwall features a balanced mix of combat, exploration, and social interaction, and is suitable for veteran and new players alike. A varied or balanced party is not necessary, but the adventurers would benefit from an ally with healing abilities. In lieu of a healer, consider supplying the party with two or three low-level healing potions.

This module pits the adventurers against an assortment of strange creatures lurking within the maze-like sewers under the fishing village of Sandwall. And while the majority of this adventure occurs within the titular sewers, opportunities for roleplay, investigation, and interaction are abundant within the village of Sandwall as well. The village will test the investigative and social skills of the adventurers as they learn of Sandwall's many woes, while the sewers will test their strength and will against a series of deadly traps, cut-throat bandit leaders, and grotesque creatures.

In addition to the core adventure that can be run from start to finish, a series of random roll tables have also been included for maximum replayability. These roll tables can be used to seamlessly generate cohesive, thematic rooms and encounters to be included throughout, allowing Game Masters (GMs) to customize the adventure and truly make it their own, tailoring it to the group's preferences and style. The included appendices feature plenty of monster stats, traps, and non-player characters (NPCs) for a robust dungeondelve that will present unique and varied challenges with every playthrough. Overall, this book is designed to be usable and accessible, easy to utilize in both pre-game preparation and on-the-fly improvisation.

- **Appendix A** contains optional backgrounds for players to use when building their characters.
- **Appendix B** contains stat blocks and information about the monsters and enemies dwelling in the sewers.
- **Appendix C** contains more information about the magic items the adventurers might encounter in the sewers.
- **Appendix D** contains the Contaminated Water Effects table, for use when a creature comes into contact with the magically polluted water of the sewers.
- **Appendix E** contains some traps and puzzles to challenge and stump the players.
- **Appendix F** contains descriptions of the main NPCs found in the adventure, plus many more that can be utilized where needed.

Throughout this adventure module, the GM should play up the sheer weirdness of the situation through any means they prefer (funny voices, facial expressions, sound effects, music, et cetera). Featuring mutated goblins, a slew of strange magical effects, and misshapen shark-men, Sewers Under Sandwall is not your run-of-the-mill heroic fantasy adventure, and should not be taken too seriously.



ADVENTURE SUMMARY

In *Sewers Under Sandwall*, the adventurers arrive in the small fishing village of Sandwall two days after a monstrous man-shark was killed in the town square. They find the people of Sandwall in dire straits – many are bedridden after contracting a strange disease called Fish Fever, while others have gone days without eating or drinking for fear of contracting the disease from the local sea life. Sandwall doesn't have much in the way of wealth, but Mayor Zelb is willing to offer every coin he has and his eternal gratitude if the adventurers save his village.

After investigating the village's problems and interacting with several NPCs, the adventurers find their way to the entrance of the sewers. Within, they find that the water flowing through the pipes is glowing green, polluted with magic, and carrying myriad arcane effects. The adventurers soon discover that the denizens of the sewers have also been affected by the contaminated water – vermin with elemental abilities, mutated goblins, and, most horrifying of all, human-shark hybrid monstrosities.

The adventurers will interact (and most likely do battle) with Slimy Jack and his goblin minions, including his former right-hand-man, an albino bugbear called Snowhide. Snowhide (with his intelligence bolstered by



the effects of the magical runoff) intends to dethrone Slimy Jack and free the goblins under his command. Shaky alliances may be struck, or violence may win out in both cases.

In the end, the adventurers find that the contaminated water is the doing of neither Slimy Jack nor Snowhide, but instead the fault of a nearby magical university known as the Arcanus Collegium of Dyrn. The specifics of the Arcanus Collegium's motives and awareness of the issue are decided later in the adventure. The city of Dyrn stands several days northwest of Sandwall, and its people are thus far unaware of the problems facing the small fishing village.

The adventurers must use their strength and cunning to avoid traps, vanquish mutated monstrosities, and save the people of Sandwall from the dangers at their door – if they can survive the horrors of the sewers themselves.

INCLUDING SANDWALL IN YOUR WORLD

Sewers Under Sandwall is not tied to any specific campaign setting – it intentionally fits neatly into any world you prefer. Why not run this adventure in Absolute Tabletop's realm of Dragongrin? Perhaps the sewers eventually empty into Svir Below, leading the adventurers into Deepvault to continue their dungeon-delving. Or you could set *Sewers Under Sandwall* in Erenoth, and have mighty Convokers deal with the problems plaguing the little fishing village.

Most importantly, it's quick and easy to set this adventure in your own homebrew world. Find a bay, and stick Sandwall on its coast. Tweak any details needed for magic and technology levels, perhaps change the name of the nearby cities and settlements, and voilà!

We hope you enjoy running *Sewers Under Sandwall*, no matter where you decide the adventure takes place.



DYRN



OLD SEWERS

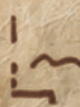
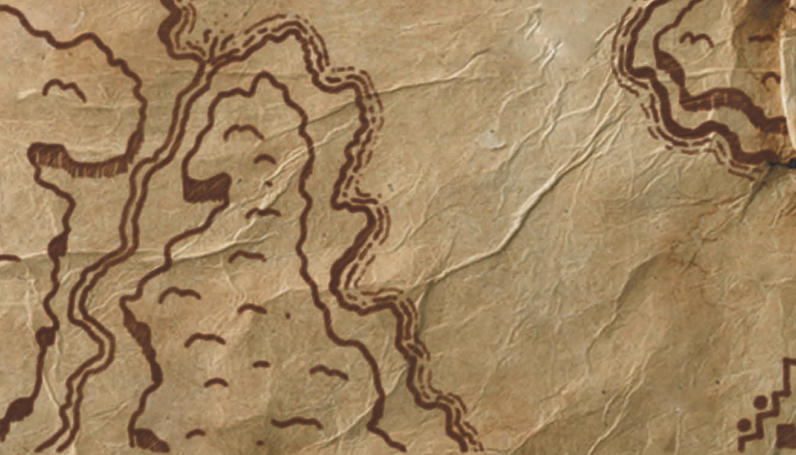
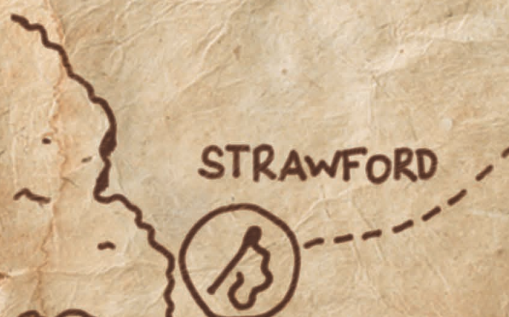


SANDWALL



BLEAKWATER BAY

STRAWFORD



ADVENTURE BACKGROUND

THE VILLAGE OF SANDWALL

Little more than a cluster of squat hovels situated on the sandy beaches of Bleakwater Bay, the village of Sandwall is a self-sufficient settlement that smells of fish and saltwater. Rustic, sea-faring folk dwell here, fishermen and fishmongers – getting by just fine with what they have and desiring little else. The only other village nearby is Strawford, located to the southwest, known for its textiles. The nearest city is Dyrn, a three-day ride on horseback to the northwest.

The citizens of Sandwall live and die behind the sandstone wall that surrounds their village, fishing Bleakwater Bay with rod, spear, and net. While life is simple – and oftentimes backbreaking – the people of Sandwall appreciate a hard day's work and the freedom that comes along with it, just as their parents and grandparents did before them. The sand beneath their feet, the salt-tinged ocean breeze, the pungent smell of a fresh catch – these are the things that mean home for the men and women of Sandwall.

The village was founded roughly a century ago, when a band of escaped convicts, manning a stolen fishing boat, wrecked themselves on the jagged rocks of Bleakwater Bay during a violent storm. Many drowned, but a few survived and made it to shore. Using the wreckage of their ship, they built ramshackle shelters, and over time, found that the bay was teeming with fish and shellfish of all kinds. From horned rhinofish to armored reef-crabs the size of small dogs, food was plentiful, and soon enough, these escaped prisoners began to make an honest living, turning a tidy profit with their catches.

More structures were built, and a low sandstone wall was erected to keep the wolves and worse away from the storehouses. Behind that wall, the village of Sandwall began to take shape. Over time, the wall grew and was eventually expanded to surround the whole

of what was now a small village. That wall still stands today as a powerful reminder of Sandwall's roots.

THE SEWERS

The sewers originate in the settlement of Dyrn, a bustling trade city and home of the prestigious Arcanus Collegium, the finest arcane university in the region. The wastewater from Dyrn is carried downland through deep channels in the sewers, running under the fishing village of Sandwall, and emptying into Bleakwater Bay.

Recently, the water in the sewer's channels has taken on a strange, luminescent green color. This caustic, foul-smelling slurry has had adverse effects on the surrounding area, mutating the sewer-dwelling denizens into horrific monstrosities, and afflicting the nearby village of Sandwall with a sickness known as Fish Fever.

The sewers under Sandwall have existed for centuries – in fact, they are older than the village of Sandwall itself by almost four hundred years. Constructed of mortared granite and stretching on for dozens of miles, the maddeningly maze-like sewers were initially designed and built by the Stonebreaker Brothers, a dwarven architectural guild no longer in business. The guild dissolved two centuries ago, due to one of the founders succumbing to insanity (whether by old age or something else is the subject of many barroom debates). The Stonebreaker Brothers' distinct emblem (a rudimentary figure breaking a boulder in half with his skull) can still be spotted beneath the muck and grime of the sewers, etched into the stone walls.

Since shortly after their construction, the sewers have been a hub of criminal and monstrous activity. Various bandit groups, thieves guilds, and monstrous clans have called the dingy tunnels home over the centuries, as the sewers offer easy access to Dyrn, as well as ample protection from local law enforcement.



SANDWALL'S CURRENT TROUBLES

Sandwall faces many dire problems, and if something isn't done about them, this century-old fishing village may become just another stone feature of the coastline, left to be swallowed by the waves of Bleakwater Bay.

FISH FEVER

A debilitating sickness has taken hold in Sandwall, which the locals have taken to calling Fish Fever. Those who are stricken first experience a burning fever, but the symptoms beyond that are myriad and inconsistent. Some experience discoloration of the skin and eyes, and develop a rough, almost scaly texture on their face and limbs. Others lose their hair, followed quickly by their teeth and nails. Several elders have already succumbed to the sickness, dying as they gasp for air like beached sea life. Some believe the sickness comes from the fish netted in Bleakwater Bay, and refuse to eat. The people are baffled – and frightened.

MISSING FISHERMEN

Two young fishermen of the village, brothers Grum and Durm, set out to investigate the source of the malady, but have been missing now for several days. The eldest, Grum, suspected that the source of the trouble was the ancient sewers running beneath Sandwall. If the water flowing through those crumbling stone pipes was contaminated somehow, perhaps the fish in Bleakwater Bay, and ergo the people of Sandwall, would suffer ill effects.

SLIMY JACK AND SNOWHIDE

Most notable among the savage denizens of the sewers are the half-elf bandit known as Slimy Jack, and his right-hand man, a ruthless, albino bugbear called Snowhide. The sewers allow Jack and his goblin brigands easy access to the city of Dyrn, while also keeping them far enough removed from the city's constables to avoid detection. Sandwall, thus far, has avoided the ire of the sewer-dwelling bandit king and his goblinoid rabble. In Jack's words, Sandwall is simply "not worth it."

Snowhide, formerly a thuggish brute with no real willpower of his own, recently developed something of an intellect, thanks to the effects of the magical sludge

flowing through the sewers. His brain doubled in size, and he began questioning the leadership of his boss, Slimy Jack. Why not gather their goblin forces and go topside? Why not raid the villages of the surface, and stake a claim for a real home, rather than a dingy sewer? In a confrontation that ended with Slimy Jack losing an arm and Snowhide suffering a grievous wound to his chest, the two parted ways. Snowhide gathered a small rabble of goblins and began plotting a takeover, while Slimy Jack fortified his hideout and prepared for civil war. The tension between the two motley bands is, to say the least, thick.

MAN-SHARKS

Two nights ago, a monstrous man-shark hybrid creature stumbled into the village of Sandwall. Horribly mutated and hideous to behold, the creature was killed by a brave group of fishermen who brought it down with fishing spears and dock hooks. The corpse was hidden away in the bait shack under the order of Zelb, the weary mayor of Sandwall, for fear of further alarming the already downtrodden and frightened citizens.

Unbeknownst to anyone, the man-shark was actually Durm, the younger of two brothers who, two days prior to the incident, disappeared into the sewers. Durm's body was horribly mutated to the point of being unrecognizable, twisted and warped in the chaotic energies of the sewer's pollution. His brother, Grum, still remains somewhere within the labyrinthian sewers...

DYRN'S MAGICAL POLLUTION

The large western city of Dyrn is home to the Arcanus Collegium, the largest magical institution in the region. Most young magic-users aspire to train under the mages of the Arcanus Collegium, and its graduates command respect and admiration across the continent.

There are four options as to where the pollution is coming from, presented in the form of a letter intercepted by the nefarious Slimy Jack. This letter will most likely be discovered by the adventurers inside Slimy Jack's bottling room deep within the sewers. More information about each cause can be found in **Part 3: The Sieve.**

SANDWALL'S CURRENT TROUBLES

- The Arcanus Collegium knows about the pollution, and sent a letter to Mayor Zeb outlining precautions to avoid any dangers.
- A rogue group of wizards from Dyrn are purposefully creating the pollution in order to study the effects of the sickness. The letter is a confession to the mayor letting him know that the pollution has gotten out of hand.
- Slimy Jack intercepted the instructions for correctly disposing of the pollution and decided to let it pool and fester instead. It's likely that the Collegium has no idea that Sandwall is suffering its ill effects.
- Mayor Zeb knows about the magical contamination from Dyrn and has taken bribes from the city's

officials to keep it quiet. Slimy Jack intercepted their correspondence and has been using his knowledge of the bribes to blackmail the mayor, who would love nothing more than to put a stop to Slimy Jack once and for all.

Game Masters may choose the exact cause of the pollution during preparation, seeding clues throughout the adventure. Conversely, they could wait to decide near the end of the adventure, using the events and player decisions to shape the revelation. Whatever the cause, or how it is revealed, this volatile runoff – consisting of alchemical ingredients, arcane components, and magically-imbued fluid – is the source of the sewer's pollution, and ergo the troubles in Sandwall.

NON-PLAYER CHARACTERS AND MONSTERS

Throughout this book, the names of monsters and named NPCs will appear in bold. More information about the bolded monsters and NPCs can be found in the Appendix B and Appendix F, respectively.



PART I: SANDWALL

THE OUTSKIRTS

The sharp tinge of salt and crashing waves of Bleakwater Bay spur you forward. As you scale the final hill of the brushland you've been trekking through for several days, you find a small cluster of buildings hugging the coastline, surrounded by a low, sandstone wall.

At long last, you've reached your destination: the village of Sandwall.

The sandstone wall (the village's namesake) surrounds the quaint fishing village. Thin wisps of smoke rise from a few chimneys attached to humble buildings. You find it peculiar that the village is quiet and still, and more peculiar still that no boats bob in the bay. A man stands guard at the entrance to the village, and a halfling merchant solemnly pulls her cart of wares westward, seemingly turned away at the gates.

If the adventurers approach the halfling merchant, they find out her name is **Cordel**. She wears a short sword at her side, and her long hair is pulled into a messy bun. She says, "It's no use, fellow travelers. They're not letting anyone in. Some sort of sickness." She has no further knowledge of the situation in Sandwall, but will invite the adventurers to look at her wares, piled neatly in her well-worn cart as consolation for her failed trade mission.

If the adventurers look at the wares in her cart, they find that she deals primarily in dyes. A DC 11 History check reveals that these dyes come from the nearby village of Strawford, famous for its textiles.

- **Purple Pearlescence:** This dye imbues a single item of clothing with a beautiful shade of shining purple when soaked for ten minutes. (5 SP)
- **Black Steel:** Most often used on armor and weapons, this specialized dye causes most common metals to take on a shade of sinister black. (3 GP)

- **Dyrnish Beets:** Used for the coloring agent in the Purple Pearlescence dye, this delicious vegetable restores 1d6+2 hit points upon consumption, but will will dye the user's teeth a deep shade of purple for 1d4 days after eating. (20 GP; 6 in stock)

Upon approaching the city's entrance, the adventurers find **Wint** guarding the wall, who inspects them suspiciously with a lazy eye. Armed with a rusty fishing spear, the half-elf fisherman declares: "No trade coming into Sandwall permitted, friends. By order of **Mayor Zelb**. So sorry for the inconvenience."

When questioned as to why the town is closed to outsiders, Wint has some information for the adventurers, and is crude, though helpful:

- "Mayor Zelb has closed the gates to all importing and exporting due to a spreading sickness in the village. Fish Fever, they call it. To be honest, there's no use trading here anyway. So many are bedridden from the Fever that many of the market's stalls have gone unmanned and empty."
- Wint is related to a couple of missing fisherman from the village: he's the first cousin to **Grum** and **Durm**. These brothers have been missing now for several days, and it's rumored that they went to investigate the sewers a few miles north of the village, intent on finding the source of the malady.
- If the adventurers seem keen on helping or learning more about the troubles, Wint says: "Are you here to help fix the problem? You look like good-natured folk. It would be great to get Sandwall up and running again."

As he lets the adventurers through, Wint warns them to watch themselves, as some unsavory characters claiming to be bounty hunters have come through Sandwall in recent weeks. The name of their quarry is the notorious brigand and roustabout, **Slimy Jack**. The last known sighting of him is said to have been north of Sandwall.



- | | |
|---------------|------------------|
| Yellow square | Hearty Harpoon |
| Blue square | Trade and Tackle |
| Red square | Bait Shack |
| Green square | Fern's Stable |
| Purple square | Zeb's House |

PART I: SANDWALL

SANDWALL AT-A-GLANCE

Here are a few interesting aspects about the village of Sandwall, to paint a more vivid picture of the culture and day-to-day life as the adventurers wander through it:

- **The Smells:** Sandwall is a fishing village, through and through. As such, the smell of the various species of local cod and crab is unavoidable. Additionally, a pungent, rotten smell seems to emanate from the bait shack near the bay.
- **Poverty:** Fish Fever has turned vital trade away from this settlement, resulting in very impoverished conditions throughout. Wary of catching Fish Fever, many have stopped eating the fish from Bleakwater Bay, resulting in malnourishment throughout the village. Anyone healthy enough to stand would offer their skills and services to the adventurers, desperate for food or coin.
- **Scarcity:** In addition, the poor economic conditions in the village have caused goods to be scarce. Expect food and other consumables to be twice their expected price at any of the few stores or market stalls still in operation.
- **Empty Streets:** While Sandwall is a quaint settlement, the streets still seem relatively empty for its size. Much of the population is bedridden inside Fern's stable, which has now become a makeshift hospital.
- **The Bait Shack:** Rumors about the mayor, a human man named Zelb, abound. Word is spreading that he is hiding something in the bait shack, which is guarded day and night.
- **The Rumor Mill:** Being a small settlement, word travels quickly throughout Sandwall. Be aware that anything the adventurers say or do here will spread amongst the villagers in 1d4 hours.

- **Fisherman's Pride:** Fisherman of sandwall, men and women alike, wear steel fishing hooks through their earlobes. It is customary to receive your fishhook after netting your first rhino-fish, which are notoriously dangerous and difficult to catch.

When the adventurers enter, aside from wandering the streets and speaking with the townspeople, they have several landmarks to visit inside Sandwall:

1. **The Hearty Harpoon:** The village's only tavern, maintained by **Landon**.
2. **The Trade & Tackle:** Sandwall's general store, owned and operated by **Ras**.
3. **The Bait Shack:** A small hut on the beach, where the **man-shark's** corpse is guarded by **Kal**.
4. **Fern's Stable:** Now a makeshift hospital, with bedridden victims of Fish Fever cared for by **Fern**.
5. **Mayor Zelb's House:** The largest building in Sandwall. **Zelb** has shut himself inside, overwhelmed by the problems plaguing his village.



PART I: SANDWALL

FISH FEVER

Fish Fever is currently untreatable and terminal, unless the adventurers find a cure. Fish Fever is not contagious in humanoids, but is contracted through exposure to the polluted water and sea life of Bleakwater Bay. If the adventurers choose to consume any water or seafood in Sandwall (aside from alcoholic beverages and non-perishable food items canned prior to the pollution), you might consider presenting them with the very real danger of Fish Fever.

When a humanoid creature consumes food or water contaminated with the magical pollution from Dyrn, that creature must succeed on a DC 16 Constitution saving throw or become infected. The first symptoms reveal themselves in 1d6 hours. Symptoms may include:

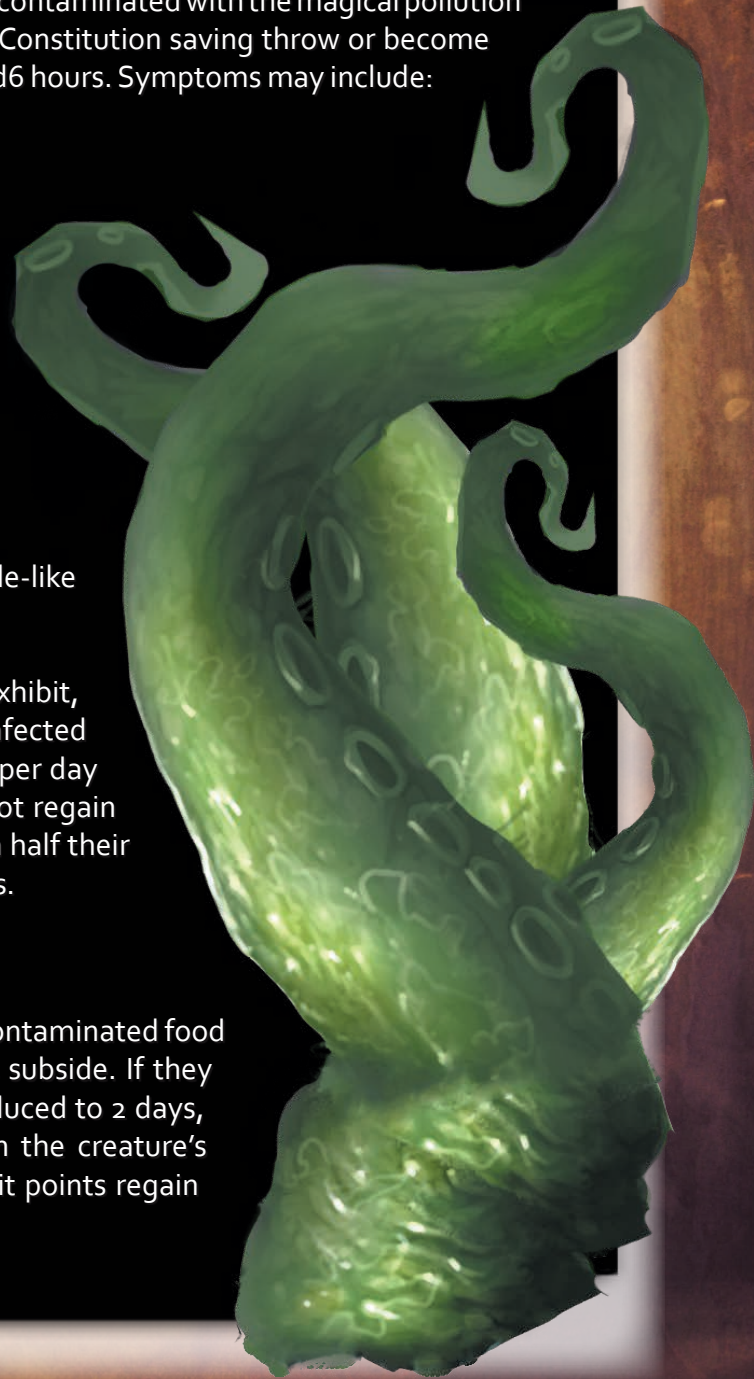
Roll 1d10 for symptoms:

1. Fatigue
2. Difficulty breathing
3. Cramps
4. Fever
5. Nausea and vomiting
6. Discoloration of the skin and eyes
7. Scaly lesions and sores
8. Loss of hair, teeth, and nails
9. Appearance of webbing between fingers and toes
10. Fingers fusing together into tentacle-like appendages

Twenty-four hours after the first symptoms exhibit, infected creatures suffer one level of exhaustion. Infected creatures continue to gain one level of exhaustion per day until the disease subsides. Infected creatures cannot regain hit points through magical healing, and only regain half their usual hit points when completing short or long rests.

THE CURE

An infected creature must not consume any more contaminated food or water. If they abstain for 3 days, the symptoms subside. If they have access to clean drinking water, the time is reduced to 2 days, as the clean water further dilutes the pollution in the creature's system. After this time, levels of exhaustion and hit points regain as normal.



PART I: SANDWALL

THE HEARTY HARPOON

The boards creak loudly as you enter Sandwall's only tavern. Once a place of activity and excitement in the village, it now sits cold and empty, save for the slender barkeep, napping on the counter.

Landon "Sea Shy" Grousy is an elven bartender with clumsy mannerisms that betray his slender frame. Landon sleeps on the bar. If woken, he is enthusiastic at the sight of new visitors (not to mention, potential customers) and will ask the adventurers excitedly if the Fish Fever has been cured.

- Landon wanted desperately to be a sailor and a fisherman, but his lack of sea legs has made him the butt of many jokes in Sandwall. Now that the Fish Fever has spread, he's afraid he'll never be given another chance. Landon may occasionally and involuntarily thumb his hookless ear.



- Landon is convinced that the Fish Fever is the work of **Parris the Lizardman**, a quiet visitor that came to Sandwall shortly before the Fish Fever began.
- If pressed, Landon might let slip that Mayor Zelb has been acting dodgy and suspicious, going in and out of the town's bait shack, and speaking in hushed tones with a few local fishermen: namely **Fern, Kal, and Ras**.

SANDWALL RUMORS

Roll a d6 on the list below to drum up some rumors for the adventurers to overhear during their visit to Sandwall.

1. **Goblin Sightings:** On top of everything else, some local fishermen swear they've seen goblins on the shores of Bleakwater Bay. Not just any goblins, though – these vile creatures have a strange, ill-favored look.
2. **Two-Headed Fish:** The gnomish zoologist **Gerand** is also visiting Sandwall, and it's rumored that he's holed up in an empty storage shed, conducting experiments on a giant, two-headed fish.
3. **A Band of Bounty Hunters:** Some unsavory characters have come through Sandwall in recent weeks. The name of their quarry, **Slimy Jack**, is circulating through the townsfolk as a result.
4. **The Siren Song:** Several locals report hearing a honeyed singing voice emanating from the sewer outlet pipe, north of the village. The singer is actually **Muckfang**, the goblin bard.
5. **The Vengeful Ranger:** An elven ranger named **Alrion** is hunting a particularly nasty bugbear named Snowhide. He's paying handsomely for information on the creature's whereabouts.
6. **Loose Lips Sink Ships:** The sneering halfling known as **Bigmouth Bertram** has lots to say about a bandit named Slimy Jack when he's had a few too many to drink.

PART I: SANDWALL

Chip the Boring, dwarven patron and storyteller, enters the bar shortly after the adventurers to have another drink (it's obvious he's had a few already). In beggars clothes, with shoulder-length hair, Chip loves telling stories, but has been cursed with a dreadfully monotone voice.

- If spoken to, Chip will try and tell the latest story circulating the town: a story about a fish-person that climbed out of the bay, tearing people from their beds until he was finally slain by 10 fishermen. Despite the subject matter, Chip's monotone voice robs the story of any spectacularity.
- The story ends with Chip telling the adventurers that **Mayor Zelb** had the fish-person's body hidden away in the bait shack.

DRINKS AND FOOD

- **Drinks:** The Hearty Harpoon, renowned for its saltwater stout, has fallen on some hard times. The only drink to find here now is white Dyrnish wine (seen as a foreign drink for the well-to-do) and some cheap, pale swill – the emergency reserves leftover from brewing mishaps and overly bitter batches of stout.
- **Food:** With the Fish Fever outbreak, the Hearty Harpoon now specializes in non-perishables. Pickled vegetables of all sorts – including Dyrnish beets, carrots, and celery – as well fermented fish canned the previous winter.

TRADE & TACKLE

The pungent smell of rhino-fish and rotten reef crab wafts over you as you enter the Trade & Tackle, Sandwall's general store and fishing shop. Ras, the owner of this rundown establishment, takes inventory of the rather empty shelves. "Welcome, travelers," she says in a chipper tone, despite the less-than-exciting surroundings and dire circumstances. "Haven't seen your faces around here. What can I do you for?"

Ras, a female human fisherman, owns and operates this establishment. With a rugged, simple beauty, her

skin is weathered by sun and surf, and she wears loose-fitting leathers.

- Ras looks up to **Mayor Zelb**, and she can tell he's nearing the end of his rope.
- Doing her best not to talk about the Fish Fever or the situation in the town, Ras prefers instead to ask the adventurers about what they're doing in Sandwall, where they're from, or how they received their armor, weapons, or other equipment.
- A DC 16 Charisma-based check will lead her to confess that the rumors of a monster are true, and that Zelb had its corpse hidden in the bait shack. If the adventurers get her to spill the beans, Ras pleads with them to not tell Zelb it was her who gave up this information.
- If the adventurers discover the true identity of the man-shark in the bait shack and tell Ras, she falls silent. After a moment, she explains that before the Fish Fever, two townspeople went missing, **Grum** and **Durm**. It dawns on her that they must have gone to inspect the sewers.

Ras stocks the shop with some simple gear for sale:

- **General Fishing Supplies:** Rope (2 GP), fishing tackle (2 GP), nets (2 GP), and fishing spears (8 SP; the same basic stats as a javelin) – all sold for relatively high prices, given the current economic conditions in Sandwall.
- **Shiny Fishing Lure:** This lure gives off a bright orange light, and can be thrown to distract a single enemy, imposing disadvantage on Perception checks for 1d4 rounds. (6 GP; 3 in stock)

THE BAIT SHACK

The humid, foul-smelling air washes over you as you enter the bait shack. Light filters in through the boards that make up the walls. Through the faint light and dust, you can see it: the silhouette of a monstrous beast, hung from large hooks. The ceiling creaks softly as the carcass of a half-man, half-shark sways back and forth.

PART I: SANDWALL

The bait shack is a small, cramped fishing hut right off the beach – this is where the body of man-shark is being kept, hung from hooks. **Kal** is outside, guarding the door. He is a broad, older man, short and sturdy with a bristly, unkempt mustache. While hesitant at first, he allows the adventurers to inspect the corpse inside, as he is desperate to get to the bottom of the problems.

- **Kal** has grown accustomed to the foul, pungent stench of the man-shark's rotting flesh, but as the players enter the bait shack, they must succeed on a DC 12 Constitution saving throw or immediately wretch from the smell.
- The man-shark has a steel fish hook sticking out of its ear (DC 13 Perception or Investigation to spot) – intuitive adventurers might suspect it was once a man of Sandwall.
- With a DC 15 Investigation check, the adventurers notice an old, roughly healed scar on the man-shark's stomach. If mentioned, **Kal** swears that **Durm** had a scar just like that...

Kal was one of the fisherman that killed the beast when it entered Sandwall. While gruff and stoic, he answers any questions the adventurers might have and is generally helpful.

- No one but **Kal** knows this, but the man-shark was able to get through the wall because **Kal** left his post that night to grab a drink from the **Hearty Harpoon**. **Kal** could come clean to the adventurers, but not without a lot of coaxing or cajoling (a DC 15 Charisma-based check would do the trick).
- If it doesn't come up otherwise, **Kal** might mention the steel fish hook sticking out of the monster's ear, and what it means.
- If the adventurers find the scar and mention it to **Kal**, he has a moment of confusion followed by disbelief. He knows that **Durm**, one of the brothers that went missing, had a scar like that one from an old fishing accident. Despite this, **Kal** refuses to believe that the man-shark could possibly be his friend **Durm**.

FERN'S STABLE

You now realize why the streets of Sandwall are so empty. Once used to stable horses, Fern's stable has now become a makeshift hospital, housing nearly two dozen bedridden villagers. The smell of sickly folk and medicinal herbs fills your nostrils, and rarely does a second pass without the sound of a cough or sneeze or wretch. A man in tattered robes, presumably Fern himself, has taken charge of helping the sick, but it's clear he's in over his head.

THE INFIRM AT A GLANCE:

- **Suffering Silently:** Many of those laid up here are asleep or delirious from the effects of the Fish Fever, and are unable to speak coherently to the adventurers.
- **Fever and Scales:** Most of the bedridden people are running hot fevers, but they shiver as if freezing beneath their blankets. They are sweating, and many of them have a scaly texture to their skin. A few have lost their hair.

If the adventurers try to heal any of the townsfolk in the stable by way of spells or medicinal skills, they will mysteriously fail. On a DC 17 Medicine check, they will temporarily cure a symptom of the Fish Fever, but the sickness resurfaces within minutes, even worse than before. A successful DC 17 Arcana check or a detect magic spell reveals that there is some sort of arcane energy at play, rebuffing attempts to cure the disease.

Fern, a human fisherman, is seeing to the sick of Sandwall (he served as an acolyte to the local temple in his youth, and has basic medical knowledge), but is clearly overwhelmed. As the adventurers enter, he is pulling the blanket over a recently-deceased woman's face. Despite his attempts, he finds that he is only able to comfort those who are sick, and he fears it will get worse if the problem isn't solved at the source.

- If the adventurers let **Fern** know that they are trying to cure the Fish Fever, he has three bottles of **Fern's Healing Potions** (restores 1d8+2 hit points) to give the adventurers.

PART I: SANDWALL

- Fern has contracted Fish Fever, but he's trying to hide it. A DC 13 Insight or Perception check reveals to the adventurers that Fern's eyes are discoloring, and that he's sweating beneath his robes. If the adventurers bring this to Fern's attention, he will apologize, but explains that he cannot rest. There is simply no one else to take care of the townsfolk.
- If the adventurers have any questions about the Fish Fever, Fern says that he doesn't know much, and that he is not really qualified to talk about it. He does offer that it's unlike any sickness he's ever seen, and that none of his herbal or magical remedies at his disposal are making any headway. However, he will suggest nervously that the adventurers should speak to **Mayor Zeln**.
- With some coaxing in the form of a DC 16 Charisma-based check, Fern will lean in close and briefly tell the adventurers about the man-shark in the bait shack, and that he helped take the beast down along with two other townspeople (**Kal** and **Ras**).
- If the adventurers reveal their theory about the identity of the man-shark to Fern, he is horrified – partly from the revelation that such a transformation could occur, and partly from the realization that he helped take the life of his friend, no matter how horrifically transformed he may have been.

MAYOR ZELB'S HOUSE

The mayor's home looks like a repurposed storehouse. The white-painted walls are chipped and peeling in some places due to the salty air, and the soft area rugs are worn but neatly placed. On the nearest wall is an ornate, wooden plaque which reads, "Dedicated to Mayor Zeln, for his unyielding support of the people of Sandwall."

Mayor Zeln lives in an old storehouse that was recently converted to serve as his home. Larger than many houses in the village, but by no means a mansion, Zeln lives alone and finds the space unnecessary.

Zeln is nearing his wits end. When the adventurers knock at the door, Zeln will answer holding a cudgel at his side and ask what they want. He is well-muscled,

save for a small sagging gut, and has storm-gray eyes. Once the adventurers state their intentions, Zeln will lower the cudgel and invite them inside to talk, peeking outside once more to make sure no one has followed them.

INSIDE ZELB'S HOME:

- **Retired Fisherman:** The walls inside the house are adorned with fishing trophies and trinkets from his younger days, but the dust covering them makes it clear that they don't get much attention.
- **Neat and Utilitarian:** Though Zeln's walls are adorned with trinkets and trophies, he keeps a tidy home without clutter.
- **Dining Room:** There is a small dining room, consisting of a large table, surrounded by six chairs. A painting of a beautiful older woman rests on the wall. It is the only thing without dust.
- **Simple Layout:** There are two doors in the living room, one of which leads to a guest lounge, and the other to Zeln's simple bedroom.

As soon as the adventurers enter, Zeln invites them to sit at his dining room table, and offers them a grand gift – his last remaining bottle of saltwater stout (possibly the last bottle in the whole village).

- If the adventurers offer to help, Zeln tells them the story of the man-shark. It's clear that Zeln has never seen anything like the creature, and he is visibly shaken by the incident.
- He shares that he's confident the town's problems have something to do with the ancient sewers, and if they're willing to help, Zeln gives the adventurers directions to the outlet pipe, four miles northward along the coast.
- Zeln doesn't wish to send anyone else to their death (he still reels from the loss of **Grum** and **Durm**), but he's desperate. Sandwall doesn't have much, but he offers everything the town has in return: 150 GP and 200 SP, as well as 50 GP worth of stockpiled, salted rhino-fish, untouched by the sickness.

PART I: SANDWALL

If the adventurers discover the fate of Durm at the bait shack and choose to tell Zelb, he lets out a heavy sigh. Having seen the steel hook in the in the man-shark's ear, he had his suspicions. Zelb then gives the adventurers the **Stonebreaker Brothers Signet Ring** (granting the wearer a swim speed of 40 feet), a keepsake of Durm's.

He tells the adventurers that Durm was convinced that it was good luck at sea, but Zelb never believed that. Durm left it at Zelb's house the last time they had a few too many drinks together. He gives it to the adventurers, hoping it brings them more luck than it did Durm.



PART II: THE OLD SEWERS

GENERAL FEATURES

The sewers are accessible by a single large stone pipe which empties into Bleakwater Bay, roughly four miles north of Sandwall. The sewers themselves are dozens of miles long, though the adventurers need only explore a small portion of them to complete their mission.

LIGHT:

- **Magical Glow:** The water in the sewers is magically contaminated, and glows with eerie, green luminescence, which counts as dim light.
- **By Light of the Slurry:** Adventurers without a light source can see well enough in the dim glow of the water, but have disadvantage on Wisdom (Perception) checks tied to sight. Unless noted, there are no other light sources in the sewers.

MASONRY:

- **Passageways:** Unless noted, the chambers, passageways, and pipes of the sewers are constructed of mortared granite.
- **Ceilings:** The ceilings vary in height, but most are 15 feet high, and arched.
- **Floors:** The floors are typically cracked flagstone, uneven and coated with grime.
- **Origins and Condition:** The sewers are dwarven in make, and have fallen into disrepair over the years. Rubble and debris pepper the tunnels.
- **Contaminated Channel:** A channel of contaminated water flows through the center of most of the sewer's passageways. If an adventurer comes into contact with the water, there is a chance they will be affected.

THE MAGICAL POLLUTION

Channels of magically contaminated water flow through most passageways in the sewers, pooling in the chambers and alcoves.

- **Difficult Terrain:** The channels are six feet wide

and four feet deep, and count as difficult terrain for creatures moving through them.

- **Effects of the Water:** When an adventurer comes into contact with the water, they must succeed on a DC 12 Constitution saving throw. On a success, nothing happens, aside from mild disgust and discomfort. On a failure, the GM consults Appendix D and rolls on the **Contaminated Water Effects** table, applying the results immediately.
- **Effects on Monsters:** If a monster comes into contact with the water (for instance, if an adventurer pushes a monster into a sewer channel), they must succeed on a DC 12 Constitution saving throw or take 2d8 force damage from the magical energy. Alternatively, the GM could roll on the Contaminated Water Effects table for monsters as well, injecting the adventure with further mutated madness.
- **Detecting Magic:** Adventurers attempting to detect magic within the wastewater will sense arcane auras of all kinds, mingling and mixing into an overwhelming slurry of magical chaos. Investigative adventurers might find that the slurry contains many common alchemical ingredients, such as those found in healing potions and minor magical draughts.



PART II: THE OLD SEWERS

ENTRANCE PIPE

TREK TO THE SEWERS

The sand beneath your feet becomes more sloshy and putrid with every step, and the stench in the air thickens as you approach the sewers. At last, the source of the fetor reveals itself: piles of dead, rotting fish, washed up with the tide, each with strange and disturbing physical deformities. Discolored scales, extra eyes and fins, and even human-like facial features plague the decomposing sea life. A large stone pipe protrudes from a nearby hillside, serving as the entrance to the sewers under Sandwall.

The adventurers may enter the sewers via the outlet pipe, roughly four miles north of Sandwall. Twice per day, this pipe dumps thousands of gallons of wastewater from Dyrn into Bleakwater Bay in a thundering torrent. When the adventurers arrive, the pipe is only trickling. Immediately, the sour smell of sewage becomes evident – but more appalling is the appearance of the thick sludge dripping from the pipe. Vivid green, and softly glowing, this vile liquid is clearly unnatural.

INTO THE SEWERS

You enter the sewers, and it doesn't take long for the crashing waves of Bleakwater Bay to fade away in the stone confines of this place. The constant drone of your own reverberating footsteps, whispers, and breath dominates your ears. The smell, however, doesn't change. If anything, the stench of refuse, rotting meat, and stale sweat only gets worse as you delve deeper.

Adventurers might detect a familiar smell with a DC 15 Perception or Investigation check: goblinoids, based on the almost reptilian reek, and the garbage collecting in the corners and alcoves.

A wide, deep channel runs down the length of this long passageway, carrying a stream of glowing green runoff from deeper within the sewers. The granite floor and walls of this passageway are coated in an inches-thick layer of slimy algae and mold. Various hallways, hatches, and pipes branch off in all directions, hinting at

the labyrinth beyond.

A sound from the sewer channel catches the adventurers' attention...

HOLD ON TO SOMETHING!

For GMs wanting to increase the danger and urgency of this adventure, feel free to include the sewage dumps from Dyrn as a random event. Every hour the adventurers trek through the sewers, there is a 10 percent chance that a fresh wave of magic-infused wastewater from Dyrn will flow through the sewers and empty into Bleakwater Bay. Any adventurers caught in the main passageways of the sewers must succeed on a DC 15 Strength or Dexterity saving throw to take cover and maintain their footing. An adventurer who fails this saving throw is submerged and pushed back towards the outlet pipe. Depending on how deep they are within the sewers, they may have additional chances to make their saving throw. Otherwise, they are ejected from the outlet pipe, finding themselves floating in the waters of Bleakwater Bay. If they fail the DC 12 Constitution saving throw, they must also roll on the **Contaminated Water Effects** table in Appendix D, and immediately suffer the effects.



PART II: THE OLD SEWERS

AH, RATS!

A scratching, gnawing sound emanates from a river of sewage running down the center of the passageway. The bloated, half-rotted corpse of a deformed goblin floats down the channel, and a handful of grotesque, black sewer rats feast on the body, tearing off strips of its putrid green flesh. The vermin immediately turn their beady eyes to you. Hissing aggressively, they leap from their perch, seeking fresher, warmer meat.

The **acid rats** swarm towards the adventurers, their moldering maws dripping with caustic saliva. Adventurers dealing damage to these mutated creatures must contend with the acidic blood that flows from their wounds. The acid rats attempt to corner the adventurers, backing them into the polluted water if possible.

If the adventurers fish the dead goblin out of the water, they find a grotesquely mutated creature, with green skin stretched taught over bulging muscles, and beefy shoulders that swallow its neck completely. It is

clearly not a common goblinoid creature (at least, not anymore), and not something any of the adventurers are familiar with. The goblin is branded with a strange symbol – it looks like a crudely drawn snowflake.

The dead goblin is also carrying some basic gear, including:

- A rusty shortsword, its hilt wrapped in sodden cloth.
- Two tarnished silver coins, one covered in rat bite marks.
- A tin flask, filled with the same green slurry running through the sewers.
- A crudely drawn map, slick with sewer water, with two symbols on opposite sides: a snowflake, and a tentacle gripping a sword. A third symbol, a crooked question mark, denotes another area of interest to the southwest.





PART II: THE OLD SEWERS

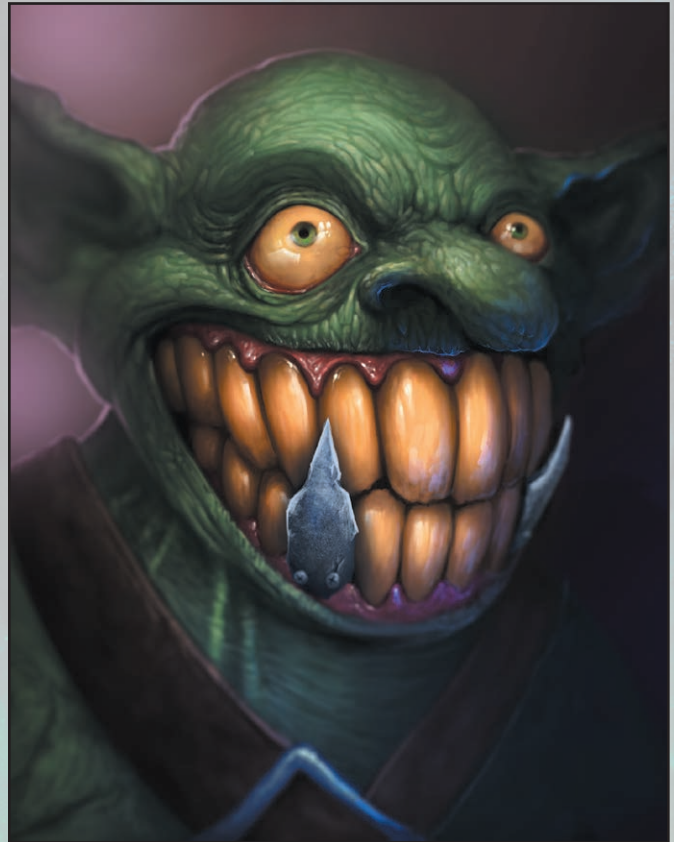
GOBLINS COME CALLING

The patter of feet echo down the passageway. From deeper within the sewers, a mob approaches, consisting of a handful of misshapen, monstrous goblinoids. One is bulbous and topheavy, several are covered in what appears to be thick tree bark, and others flash rows of shiny, curved fangs. They spot you with their malicious eyes and do not hesitate to charge forward.

The commotion of the encounter with the acid rats draws a small patrol of **Snowhide's** mutated goblins to the entrance passageway. There are five of them – two **bark goblins**, two **bite goblins**, and one **brawn goblin**, the latter of which appears to be in charge. He bellows orders to his companions and leads the charge with his twisted, top-heavy frame. Two of the goblins tug massive bats on leashes behind them – the winged creatures fly a few feet off the ground, tethered by ropes. These **firebats** have smoldering red eyes, and emit sparks from their mouths which ignite the air around them.

Snowhide's goblins are surprisingly crafty and cunning, and have learned to adapt to their mutations with the help of their brilliant leader, Snowhide the albino bugbear. They first loose their **firebats**, which pepper the adventurers with bursts of fire. Then the **bark goblins** charge in, relying on their armored hides to deflect most of the blows. The **bite goblins** flank in, gnawing on the adventurers' legs and feet with their elongated teeth, while the lone **brawn goblin** stalks the sidelines, eventually entering into melee with its Pouncer ability if one or more of its comrades fall.

The goblins are all branded with the same snowflake symbol, and if questioned, only speak of Snowhide as a visionary leader who will lead them against their former slavemaster, **Slimy Jack**. If interrogated, the goblins may give up broken snippets of additional information, such as Snowhide's coup against Slimy Jack, or the presence of other, more mutated monstrosities within the sewers. They know very little of Slimy Jack's devious schemes, or the source of the magical pollution.



The goblins carry mostly useless gear, but have a few items of note:

- A ring of faux-gold, turned a sickly green color.
- A sketchy map, with two symbols indicating the hideouts of Slimy Jack the bandit king, and his rival, Snowhide the bugbear. That same crooked question mark hints at another area of interest deeper within the sewers.

After the goblins have been dispatched or otherwise dealt with, two clear options present themselves to the adventurers: Slimy Jack's Grotto can be found through a series of twisting tunnels to the north, while Snowhide's Lair is tucked away somewhere through the drainage pipes to the south. Neither option seems particularly inviting, but these two rival brigands appear to be the only clear leads. There is also the question mark, deeper within the sewers.

PART II: THE OLD SEWERS

DELVING DEEPER

The encounters presented in this adventure are just the tip of the slimy, mutated iceberg. While *Sewers Under Sandwall* can be run in one or two sessions as a focused dungeon-delve, it can also easily be extended using the included encounter roll tables, monsters, puzzles, traps, and NPCs. Generate unique perils and challenges using the roll tables following this section to sprinkle between these encounters – maybe the party encounters more mutated goblins on their way to see Slimy Jack, finds a cache of counterfeit gold coins protected by a tentacled horror, or speaks with a drunken vagrant about the state of the sewers. The possibilities are limitless, and should be tailored to the players and the adventure you want to run.

A FORK IN THE ROAD

If the adventurers decide to proceed to the tentacle gripping the rapier, refer to the **Slimy Jack's Grotto** section. If they instead decide to visit the snowflake, jump ahead to **Snowhide's Lair**. If they're more interested in the question mark, skip ahead to **Octopod Horror**.

SLIMY JACK'S GROTTA

FOLLOW THE FILTH

Using the goblin maps as your guide, you wind your way through the maze-like tunnels in search of a vague lead – the symbol of a tentacle gripping a sword. You eventually find yourself in a long, narrow passageway, its walls slick with slime. Garbage and refuse collect in the corners and alcoves, and the sour-sweet stench of goblin hide is unmistakable.



PART II: THE OLD SEWERS

At the end of this passageway is a patchwork fortification, pieced together from Dyrnish junk and throwaways – rusted shields, splintered wooden pallets, and rotting wooden barrels. Stationed behind this fortification are several goblins, wielding shortbows. A large iron door is shut behind them, emblazoned with a sigil – a tentacle, gripping a sword.

The goblins do not open fire immediately. They instead nock arrows and draw back, ordering the adventurers to stop right where they are and state their business with their king, Slimy Jack. The adventurers can choose to fight their way through the fortification, braving a barrage of arrows from 1d6 (4) **bark goblins**, using the various alcoves and rubbish heaps as partial cover. Or, they can choose to negotiate.

A DC 13 Charisma-based check is required to sweet-talk the mutated goblins. They respond particularly well to bribery or any negative mention of their sworn enemy, the albino bugbear Snowhide – an adventurer attempting to persuade with these two methods receives advantage on their Charisma-based check.

Whether the adventurers fight or talk their way through, they gain access to Slimy Jack's grotto, stepping through the heavy iron door.

SLIMY DEALINGS

Slimy Jack's grotto is a grotesque mockery of nobility. Dirty, tattered tapestries hang from the walls, barrels and moldy planks serve as makeshift furniture, and corroded candelabras sputter in the noxious air. Most prominent in the room is Jack's throne – little more than a pile of scrap, flanked by two waterfalls of sickly green sewer water. The large room is a baroque nightmare, overflowing with dilapidated fineries and likely-stolen comforts. Dozens of misshapen goblins watch with hands on their weapons as you enter.

The grotto's decor is a reflection of its chief denizen, Slimy Jack, the half-elven king of the sewers. His lithe frame is draped dramatically over the arms of his garbage throne, and he swishes a wicked-looking rapier back and forth through the air – each time he

does so, the nearby goblins flinch. Most notable about Slimy Jack though – beyond his ludicrous hairdo and gaudy clothing – is his missing arm, replaced with a writhing, dripping tentacle.

Slimy Jack is not one to pass up lucrative business opportunities, and is eager to meet with anyone who comes to his foul-smelling abode seeking an audience. If the adventurers fight their way in, Slimy Jack ensures his goblin servants have their weapons drawn, and he is fully prepared to put the adventurers down if need be. If the adventurers come peacefully, Slimy Jack plays the role of boisterous dinner party host, offering them questionable, strong-smelling spirits and greasy rat meat cooked over a spit. Either way, Jack insists that they sit and eat and speak with him. He eats with perfect manners and table etiquette, gripping a silver fork daintily with his tentacle arm.

Served at the dinner are some interesting items.

- An oily, strong-smelling drink, brewed with sewer water and fermented in rotten casks.
- A bloody-rare flank of rat, seasoned with stolen salt and roasted over a grease fire.
- Lopped goblin fingers, breaded, fried, and tossed with a sticky-sweet sauce.
- Sauteed gutter shrooms, grown to massive size as a result of the magical pollution.

No matter how the adventurers enter the grotto, Slimy Jack engages them in conversation as they share the strange meal.

- **Magic Pollution:** Jack claims to not be responsible for the pollution in the sewers. If questioned, he confesses he's not entirely sure where the pollution comes from, but doesn't mind its presence one bit.
- **Snowhide:** Jack gets visibly agitated if Snowhide is mentioned, rubbing absently at his slimy tentacle arm. If pressed, he reveals that Snowhide is a former lieutenant of his that gained a terrifying intelligence as a result of the magical pollution. The two fought when Snowhide tried to seize control – Jack lost his

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arm when Snowhide forced him into the polluted water, and Snowhide was exiled, bringing a motley crew of mutated goblins with him to hole up on the other side of the sewers.

- **Sandwall:** Jack doesn't care about Sandwall. In fact, he barely even thinks about it. "There's nothing worth my time in that piddly little fishing village," he says. Jack believes that he and his goblins keep many of the sewer terrors at bay, and as a result, protect Sandwall. Keeping Slimy Jack on his "throne" is in the best interest of the village, he claims.
- **Man-Shark:** If asked about the man-shark, Jack's countenance darkens. He refuses to speak of it, and simply says, "There are things deep in these sewers that even I don't like to think about. You'd do well to steer clear." A DC 13 Insight check reveals Jack's deception – he knows more about the man-shark creature than he's letting on, but is stubborn in his refusal to discuss it.
- **The Question Mark:** If asked about the third symbol on the map, Jack reveals that there is a strange creature in that area – something to be avoided. His goblins reported its horrible appearance.
- **Bottling the Runoff:** With a DC 17 Charisma-based check, Slimy Jack reveals his plans for bottling the polluted sewer water and selling it to local ne'er do wells and magic-users. The potent slurry of alchemical ingredients has unpredictable effects, but Jack firmly believes he can turn a tidy profit bottling the stuff. He even offers to cut the adventurers in on the potential cashflow – he's always in need of runners.

THE SLIMY TRUTH

Slimy Jack is a deceptive, dubious individual. He utilizes his skills of falsehood to deviate the adventurers from the heart of the pollution in the sewers: the sieve. The adventurers may think Slimy Jack is merely benefiting from an unfortunate situation, but the truth is, he's actively making things worse.

If the adventurers get Jack to talk, or catch a particularly loose-lipped goblin, they may find out the following:

- **Mutating Goblins:** Deep within the sewers, Slimy Jack is giving goblins the "dip," intentionally submerging the creatures into the polluted runoff and subjecting them to experimentation and torture to force their mutations.
- **Weaponizing the Runoff:** Slimy Jack is also bottling the runoff for use as a biological weapon. While he asserts the stuff is merely for magic junkies and alchemical addicts, he fully intends on selling these volatile grenade weapons to the highest, most vile bidders.
- **Man-Shark Measures:** Slimy Jack knows that if anyone were to plug the Sieve or otherwise redirect or dilute the wastewater in the sewers, his grand scheme would fail. So he's ensured it won't come to that – with some man-shark guards.



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Ultimately, Slimy Jack, sees an opportunity with the adventurers to take down his rival, **Snowhide**. He makes the adventurers an offer: take down Snowhide, and Sandwall will remain safe from the horrors of the sewers. Snowhide, Jack claims, wishes to strike out at the surface, claiming new territory for his mutated band of goblinoids – and Sandwall will likely be his first target. The bugbear is savage and dangerous, and his newfound intelligence has only bolstered his merciless nature.

If the adventurers agree to his offer, Jack outfits them with 1d4 flasks of the **bottled runoff** (see Appendix C), and clear directions to Snowhide's lair.

If the adventurers refuse Jack's deal, openly threaten him or his goblins, or visit Jack after speaking with Snowhide with the intention of unseating the king of the sewers, then violence ultimately wins out, and a bloody fight breaks out in the grotto.

The battle is a tough one, with 1d6 (4) **bark goblins**, 1d4 (3) **bite goblins**, a **brawn goblin**, and Slimy Jack himself fighting on their home turf. **Bark goblin** bowmen kick over tables and duck behind barrels for cover, slinging volleys of arrows at the adventurers, while the **bite goblins** and **brawn goblins** engage in melee range. **Slimy Jack** hurls bottled runoff before closing in with his deadly rapier, **Greasy Needle**.



If the adventurers prevail, Slimy Jack will beg for his life, promising gold and favors if they let him live. If he has the chance to escape, he dives into the nearest sewer channel and disappears into the green slurry.

HORDES OF HIT POINTS

Running a combat encounter involving a mob of goblins, such as the one guarding Slimy Jack's grotto, can be a real pain. In lieu of tracking individual hit points for these goblins, consider using a hit point pool. For example, a basic goblin has 7 hit points. So 20 goblins would have a hit point pool of 140. Now the adventurers engage the goblins as normal, but instead of dealing damage to specific enemies, they simply attack the base AC of the goblins and deal damage directly to the group hit point pool.

Every 7-or-so damage, describe a goblin going down – but you can also be loose in your description, especially if an adventurer does enough damage to drop a handful of them in one hit (“You wade through the goblin horde, your steel flashing as you drop several to the floor in bloody heaps”).

When attacking and dealing damage with the horde, simply decide, as a GM, how many enemies would be in range or have line of sight on the adventurers, and roll accordingly (you could even roll a d6 and decide to attack the characters with that many goblins).

This should keep your combat fluid and manageable, while still presenting the adventurers with the challenge of a rampaging horde of enemies.

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SNOWHIDE'S LAIR

PIPE CRAWLING

You travel through a series of weathered, stone pipes, heading south through the sewers as indicated by your goblin map. The pipes are slippery and cramped, and often require you to crawl or slide your way through. Eventually, you emerge from the dripping conduits, covered in slime, and find yourself in a crumbling corridor. The stench of goblinoid is unmistakable...

A successful DC 15 Perception check reveals 1d4 (3) **bark goblins** concealed among the rubble in the hallway, their armored skin blending in with the piles of stone and debris. If the adventurers attack the goblins, or pass by them, the goblins emerge from their concealment and draw bows on the party, ordering them to stand down.

If the adventurers opt for violence, a hectic battle in the corridor breaks out, with the enemies flanking the party and hitting them up close with 1d4 (3) **bite goblins**. Whether the adventurers choose peace or violence, they are soon greeted by another goblinoid, lumbering down the hallway.

THE GENIUS ALBINO BUGBEAR

Snowhide's footfalls reverberate off the stone walls, and soon the hulking creature comes into view, his bulbous head almost scraping the ceiling. He has a flat, savage face with a bear-like nose and beady, blood-red eyes. The patchy fur that covers his body is stark white, and his jaw is huge and jutting, with two tusks thrusting upwards – one appears to have been snapped off. His most notable feature, however, is his bulbous cranium, which bulges outward as his brain beneath it expands, his intelligence enhanced by the effects of the magical runoff in the sewer.

If the adventurers engage the goblins in combat, **Snowhide** attempts to diffuse altercation. He roars with great ferocity and the goblins immediately drop their weapons and retreat behind him, no longer hostile.

He greets the adventurers in a gruff, yet sophisticated tone, speaking as if he has just realized the fullness of language. Snowhide is smart, though not educated, so he catches on very quickly, but he may not be able to clearly express everything he's thinking. To an adventurer with any experience with bugbears, this is odd, to say the least – and also slightly unsettling.

Despite his clear speech, Snowhide is still a bugbear, and he has little patience for meddlesome adventurers and non-goblinoids. He immediately assumes the adventurers are here at **Slimy Jack's** request, but will at least hear them out before attacking them – but not here. He leads the adventurers into his lair, a short walk down the winding tunnel past armed goblins.

LITERARY DISCUSSION

Snowhide's lair is a cross between a makeshift study and the den of a ferocious predator. Piles of moldering books and soggy scrolls lay next to a straw bed and smatterings of goblinoid scat. Bits of shiny refuse line the surfaces, displayed like important relics next to junk weapons and rusted armor. A makeshift desk, little more than a jagged board balanced on two barrels, is scattered with parchment. It appears as though Snowhide has been trying his hand at writing and reading, dipping his claws into ink in lieu of a quill – though his handwriting is mostly illegible.



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As the adventurers enter Snowhide's lair, he takes a seat atop a makeshift throne of junk and sewer bricks, lined with straw (those adventurers who have interacted with Slimy Jack will note the similarity to the sewer king's throne). The bugbear picks up a worn book and grips the fullness of it in his large claw, as though it was the hilt of a sword. His large paw obscures the cover and title.

"Before we begin, I would like to ask you two questions. I am very curious to see how you will answer them. This is a book written by the hand of man. It is a book that has been very interesting to me. My first question for you is: do you like books?"

The adventurers may answer in any way they'd like. If they do not answer, conflict may erupt as Snowhide grows agitated.

After the adventurers answer, Snowhide holds the book aloft, clearly displaying the title, which reads *Ending the Goblin Scourge*. As Snowhide reveals the cover of the book, his brace of goblinoid followers begins to crowd around the adventurers, rattling their weapons. Snowhide continues to speak as he flips through the book's pages, showing the adventurers the illustrations as if reading aloud to children.

"The drawings in this book are detailed, the writing is thorough. It has shown me a new perspective – one I did not see clearly before my ... transformation. An entire book on enslaving and eradicating my people – look, here, a chapter on clearing a goblin lair. Fitting, as you are in a goblin lair now."

Snowhide's goblins snicker. Snowhide silences them with a grunt.

"My second question for you is: what do you think of this book?"

Snowhide allows the adventurers ample time to answer. If they give a threatening or violent answer, he stands from the throne, tears the book in half, and attacks savagely, falling upon the adventurers with his goblins. If the adventurers give an answer that shows noble intent or a willingness to cooperate – or at the very

least an openness to a philosophical discussion about what they think of the book – he will visibly relax, and converse with them freely about the following things.

- **Magic Pollution:** Snowhide believes the pollution is originating from the northwest, upland to the city of Dyrn. He has long detested the more "civilized" races, and his falling out with his former master, Slimy Jack, has only solidified that prejudice.
- **Slimy Jack:** Snowhide clearly hates his former boss. He clenches his fists and contorts his face, slipping back into a primal rage when speaking of the half-elf brigand. Snowhide attempted to usurp Jack a few months prior. The two battled, Jack lost his arm, and Snowhide was ousted along with his small band of goblin rebels, suffering a ragged wound on his chest in the process.
- **Mutated Goblins:** Snowhide reveals to the adventurers that it is Slimy Jack who is forcefully mutating the goblins of the sewers. He gives goblins the "dip," submerging them into the polluted runoff and creating myriad mutated abominations. Snowhide himself was Slimy Jack's greatest experiment, tortured and mutated for weeks before his new intelligence took hold, and he escaped Slimy Jack's greasy grasp.
- **The Sieve:** Deep within the sewers is **the sieve**, a massive filtration system that processes the wastewater from the city of Dyrn. Snowhide is unaware of this chamber's true purpose, but points the adventurers there as it is the place where the goblins are being given the "dip" by Slimy Jack. He also mentions that this is where Slimy Jack experiments to find the perfect proportions for his **bottled runoff**.
- **Man-Shark:** Snowhide remembers such a creature deep within the sewers, during his mutations, but knows very little about it. He advises the adventurers to steer clear of it, if possible.
- **The Question Mark:** Snowhide admits he has no idea what the question mark on the map denotes – judging by the rest of the sewers, it must be something he'd rather avoid.

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- **A New Home:** Snowhide does not hide his intentions – he wishes to unseat Jack, free the goblins, and strike out into the world. He abhors the sewers and wishes to breathe fresh air again, finding a new home for himself and his kin. If asked whether or not he intends to take any land or resources by force, Snowhide simply responds: “I will do what I must for the good of my people.”

For every question Snowhide answers, he poses one to the adventurers – he is a curious creature, ravenous for information. He is particularly interested in the world beyond the sewers, and it becomes quite clear to the adventurers that Snowhide has likely never ventured beyond the tunnels and pipes of the sewers under Sandwall.

Snowhide offers the adventurers a deal, one that he hopes will be mutually beneficial – take out Slimy Jack, and Snowhide will leave the sewers forever, taking any goblins who desire freedom with him. He vows to spare the town of Sandwall in his quest for a home. If the adventurers take this deal, they do not realize that Snowhide’s first target will actually be the nearby village of Strawford – but that is a problem for another day.

OCTOPOD HORROR

WHAT LIES BENEATH

The third symbol on the goblin map – a crooked question mark – denotes a mystery deeper within the sewers. Venturing in that direction, you find yourselves descending gradually. Traveling down sloping corridors, crumbling stairways, and rusted ladders, you near an octagonal room lit with a single, flickering torch emitting a blood-red flame. Rickety shelves and desks are scattered around the room, cluttered with items – beakers, flasks, and bottles of all kinds, filled with strange, swirling liquids. Books lay splayed open, and stacks of scrolls line the shelves. A threadbare blanket is sprawled across the floor, and everything seems to be covered in a thick, translucent slime.

A DC 13 Investigation check reveals old maintenance records among the books and scrolls – these records confirm that the sewers do indeed carry wastewater

from the city of Dyrn, but also that pressurized return pipes carry water from Bleakwater Bay upland back to the city.

On one shelf, there is a series of cloudy glass jars, each containing a single fish. The fish are all in various states of mutation (extra fins, eyes, even one with a second head emerging from it). The final fish, however, appears normal, and is swimming around happily in its jar. It looks as though someone has found the cure for Fish Fever.

Perceptive adventurers (DC 13 Investigation or Perception) notice some personal belongings hidden among the blankets: a hairbrush, a shattered hand mirror, and a silver brooch shaped like a bird in flight. Seasoned travellers may know this bird as a symbol of the Arcanus Collegium of Dyrn.

On the desk, the adventurers find a journal, and a few scrawled sheets of notes. The book, like so many objects here, is covered in a slimy mucus. This is a journal, belonging to someone named Suzanna, and it details her studies, as well as other clues as to what’s happening here in the sewers. It appears that **Suzanna** was a researcher, a mage-in-training from the Arcanus Collegium, who delved into the sewers to investigate the pollution. Her journal includes some notable passages:

- “My worst fears have been confirmed. The brewing and bottling of potions here in the Collegium has caused the sewers beneath the city to become polluted with arcane waste and unsavory magical byproducts. How could we have been so careless? These ingredients are dangerous alone – but they are absolutely volatile when combined. I am unsure where these sewers empty, but I intend to find out.”
- “The sewers empty three days to the southeast, into Bleakwater Bay. This poor village – Sandwall, it’s called – is suffering some kind of sickness, still in its early stages (from eating contaminated fish, no doubt). I must do what I can to neutralize this pollution. Being down here in the sewers makes me feel quite odd, though. I find myself having to triple check my work – something I am not accustomed to.”

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- "I witnessed a large fin cresting the water in the channels today. Sharks? How strange."
- "The cure is so simple. There's no magic involved – no complex formula. It's just dilution. If the pollution is diluted enough with clean water, the alchemical components cannot take an active hold. My task here is almost done – I must only find a way to flood these channels with clean water."
- "I slipped today, running from rats. I didn't go under – thank the stars. But my leg did touch the polluted water. I cleaned it as thoroughly as one can in these surroundings."
- "Something is happening. I fear I am not myself, and I feel more and more ill by the day."
- "Tell my daughter I'm sorry. Tell Shannon that I love her, and that I am so sorry..." This entry is followed by haphazard scribbles, and the remaining pages are stuck together with mucus.

THE HORROR IN THE SEWERS

The silence of the room is broken by a wet, sliding sound. Something moves within the shadows beyond the torch. There is a glint – eyes, peering from the darkness. They appear almost human, until three more eyes blink open. An aberrant creature, with no discernible shape other than a heaving, fleshy mass of limbs, lurches towards you.

Suzanna is not dead – far from it. The arcane energies of the runoff from Dyrn led to her monstrous mutation, fusing her body and spirit with that of a writhing squid. She is a horrific creature now, a mass of slimy tentacles and vaguely human features.

Suzanna is aware of her plight, and her current goal is simple – to die. She approaches aggressively, but does not fight back. If the adventurers falter, her only words are: "Kill me," hissing and barely audible. She lashes out, with little intent to do real damage, hoping the adventurers will defend themselves and slay her.

If the adventurers kill the octopod horror, they hear a rasping voice say, "Thank you," as what is left of Suzanna departs in peace. If they refuse, or attempt

to flee, Suzanna pursues them, becoming enraged, attacking them with violent intent.

FINDING THE SIEVE

The final battle awaits the adventurers deep within the sewers, in an inlet known as the sieve, the junction which processes all of the wastewater flowing from Dyrn. How the adventurers find their way to the sieve will depend on their actions and decisions in dealing with Slimy Jack and/or Snowhide. Here are some ideas to get them there.

- **The Goblin Maps Spell Doom:** Using the goblin maps, the adventurers find a few cryptic marks leading to the "dip" room.
- **The Birthplace of Ambition:** Snowhide knows the bottling room all too well – it's where he was tortured and mutated into the brutal and intelligent creature he is now. He might share its location with the adventurers.
- **Follow the Signs:** Simple, yet effective. A series of weathered signs in Dwarvish script leads the adventurers to the sieve.
- **A Frightened Confession:** In the aftermath of the battle with Slimy Jack or Snowhide, a terrified goblin in hiding might let slip the location of the sieve.
- **Unnatural Survival:** Adventurers well-versed in survival, tracking, or arcana might notice a change in the potency and viscosity of the contaminated water, following the pollution straight to its source.

ENCOUNTER GENERATOR

The old sewers are a twisting, maddening maze of tunnels and catacombs, winding their way upland towards the bustling city of Dyrn. They teem with odd creatures and deadly hazards, monsters lurk beyond every corner, and nothing is quite as it seems. Use these roll tables to generate more perils for the adventurers to encounter in the old sewers, creating a dungeon-delve of any length – from a focused, five-room model to a sprawling, multi-level superdungeon.

Use these tables in tandem with the monsters, traps, puzzles, and NPCs provided in the appendices of this book to create a unique and challenging labyrinth with each playthrough of *Sewers Under Sandwall*. More information can be found about bolded items in the appendices included in this book.

In addition to the random tables, there is also 20 pre-built rooms using these provided assets. These ready-made rooms are perfect for throwing a complete challenge at the adventurers on the fly.

Looking for a way to bring the sewers to life at your game table? Use the Sewer Modular Kit and Sewer Large Rooms Kit from our friends over at Heroic Maps to build your own map of the sewers under Sandwall. Both kits are available via their store at DriveThruRPG.com.

d20 Layouts

- 1 A long, narrow corridor – wooden bridges span the center channel.
- 2 A large, circular chamber with a domed ceiling.
- 3 A steep stairway, winding deeper into the sewer complex.
- 4 A perfectly square room with steep, slick walls.
- 5 A steep decline – the sewer water flows into a waterfall.
- 6 A series of small, rectangular chambers, connected by open doorways.
- 7 A wide, open chamber with raised stone platforms on either side.
- 8 A circular chamber with branching hallways – the water cyclones at the center.
- 9 A tunnel riddled with stone pipes, trickling sewage.
- 10 A small room, little more than a closet.
- 11 A tall, narrow room – its ceiling disappears into the darkness.
- 12 A strange, ovoid chamber ringed with iron pipes.
- 13 A curving hallway, bending sharply.
- 14 A large stone bridge, spanning across the raging flow of the sewers.
- 15 A complex series of catacombs, divided by stone pillars.
- 16 A high-ceilinged chamber with a series of stairs leading up to the top.
- 17 A narrow, claustrophobic corridor – creatures must travel single-file.
- 18 An octagonal room – the sewer channels criss-cross in a random geometric pattern.
- 19 A cylindrical room – a large, spiral staircase winds itself up the walls.
- 20 A rectangular room – a rusty ladder leads from the main chamber to a high loft space.

ENCOUNTER GENERATOR

d20 Encounters

- 1 Rabid **acid rats**, dripping caustic green liquid from their yellowed fangs.
- 2 **Hux** the drunken vagrant, hiding from the mutated creatures of the sewers.
- 3 A smoldering cloud of **fire bats**, driven into a frenzy.
- 4 Scrappy goblins bearing the mark of Slimy Jack.
- 5 A horribly mutated man with fishlike features, shying away from light sources.
- 6 No living creatures – only dripping water and hollow echoes.
- 7 A pack of mutated goblins, sworn to Snowhide the bugbear.
- 8 An apprentice wizard, on a quest to impress his master at the Arcanus Collegium.
- 9 A lone goblin, deserting Snowhide's band of mutated monstrosities.
- 10 **Forth**, former constable of Dyrn, sweeping the sewers for criminals.
- 11 A former fisherman of Sandwall, addicted to the magic-laced sewer water.
- 12 A disembodied voice, whispering warnings from the rusted grates in the floor.
- 13 A lost child, crying out for her mother, **Suzanna**.
- 14 A sewer worker, trapped underneath a locked grate. It begins to flood.
- 15 A pair of goblins mounted on massive, black-furred **acid rats**.
- 16 A room-sized ooze, granted sentience by the magically polluted water.
- 17 A pack of fisheyed bandits from the surface. They kill and steal for food.
- 18 A pack of mutated piranha, grown to the size of small dogs.
- 19 Writhing octopod tentacles, grasping through metal grates.
- 20 A hulking **man-shark**, stalking through the sewers in search of easy prey.



ENCOUNTER GENERATOR

d20 Hazards

- 1 Steam vents aerosolize the polluted water. Creatures who breathe in the putrid air must succeed on a DC 12 Constitution saving throw, or immediately roll a d10 on the **Contaminated Water Effects** table.
- 2 Thick, green muck coats the floor. Running on the slippery terrain requires a DC 10 Dexterity check.
- 3 The water teems with mutated fish sporting long, dagger-like teeth. Any creature submerged in the water suffers 1d6 piercing damage from the ravenous fish.
- 4 The air is pungent and humid – and flammable. Open flames immediately ignite the gasses in the air. All creatures in the area must succeed on a DC 12 Dexterity saving throw or suffer 1d8 fire damage.
- 5 Caustic green liquid drips from the ceiling. Creatures who move fewer than 10 feet on their turn suffer 1d6 acid damage.
- 6 A **goblin muckwater trap**, dumping polluted water on the adventurers.
- 7 A deadly **tripwire snare trap**, restraining any who pass.
- 8 An ancient **dwarven cinder trap**, hidden beneath the sewer muck.
- 9 A **Dyrnish coldsnap trap**, strategically placed by mages to punish sewer vandals.
- 10 Wall-mounted grates blast gouts of superheated steam every round. Nearby creatures must succeed on a DC 12 Dexterity saving throw or suffer 1d6 fire damage.
- 11 A massive turbine blocks your path, spinning furiously. A DC 13 Dexterity or Strength check is required to pass through. Failure results in 1d10 bludgeoning damage.
- 12 An ancient dwarven klaxon, blaring its shrill alarm. Nearby creatures are deafened.
- 13 Jagged, broken glass peppers the floor. Creatures moving more than 15 feet per round suffer 1d8 piercing damage.
- 14 Thick, noxious fog heavily obscures creatures within it.
- 15 Thick slabs of slimy stone drop from the ceiling. Creatures standing beneath must succeed on a DC 13 Strength saving throw to halt their descent, or a DC 15 Dexterity saving throw to roll out of the way. Failure results in 2d6 bludgeoning damage.
- 16 The room suddenly tips towards one wall, spilling creatures who do not succeed on a DC 13 Strength saving throw into a pool of polluted water (see Appendix D).
- 17 Faceless statues whisper untold secrets. Creatures must succeed on a DC 13 Wisdom saving throw, or have their most guarded secret spoken aloud.
- 18 A large hatch opens suddenly in the ground, revealing a steep drainage chute to another room in the sewers. Creatures must succeed on a DC 13 Dexterity saving throw to avoid falling 12 feet down the chute.
- 19 The viscous scum has eroded away much of this area's structure, causing the ceiling to weaken. Creatures must succeed on a DC 13 Dexterity saving throw before the room collapses in four rounds.
- 20 The walls begin to close in. The only way out is to climb up. Creatures must succeed on a DC 14 Athletics check or become crushed by the room in three rounds.

ENCOUNTER GENERATOR

d20 Features

- 1 Barrels filled with long-spoiled meat. The stench is overwhelming.
- 2 A weapon rack, still stocked with rusted blades.
- 3 A huddled skeleton in the corner, clutching a tarnished locket.
- 4 An arcane torch, sputtering with a blood-red flame that emits no heat.
- 5 A rusted floor grate, leading to a deeper level of the maze-like sewers.
- 6 A locked chest, filled with fake gold coins.
- 7 A decaying corpse, floating face down in the polluted water.
- 8 Clusters of barrels and crates, providing ample cover from ranged attacks.
- 9 A dividing stone wall, peppered with murder holes for bowmen.
- 10 Collapsed pillars and ruined walls.
- 11 A gaping hole in the ceiling, shedding light from the surface.
- 12 An ornate phonograph, playing an eerie melody that echoes off the stone walls.
- 13 A chipped shark's tooth, serrated and sharp as a dagger.
- 14 A hastily scrawled message on the stone wall: "The water speaks. Don't listen."
- 15 A long-decayed goblin skeleton, hanging from chains and gnawed-on by rats.
- 16 Numerous shallow alcoves, just big enough for an average human to duck inside.
- 17 Recessed shelves stocked with moldering books – the tomes are centuries old.
- 18 An iron keg, filled with ancient dwarven ale. It still tastes fresh, after all these decades.
- 19 Long, deep claw marks scratched into the wall, creating an elaborate runic pattern.
- 20 Nonsensical stairs and platforms, leading nowhere.



ENCOUNTER GENERATOR

d20 Doors

- 1 Flimsy wood, hanging off its hinges.
- 2 Corroded iron, sturdy but degrading.
- 3 A heavy portcullis, activated by a lever across the room.
- 4 An open archway.
- 5 Sturdy stone, which slides into a recess in the wall.
- 6 A waterfall of putrid, green liquid.
- 7 Banded wood, reinforced with iron.
- 8 Soft wood, etched with crude words in goblin.
- 9 Rusted steel, scratched with claw marks.
- 10 A curtain of corroded, clinking chains.
- 11 **Snowhide's Keys:** A heavy door, locked, with a set of keys hanging on a nail beside it.
- 12 **Slimy Jack's Mirror:** A full-length mirror blocking a doorway, with an odd mystery.
- 13 A rickety grate, bent outwards by some massive creature.
- 14 A tattered tapestry, draped across the doorway.
- 15 A rusted tower shield, with makeshift rope hinges.
- 16 An elaborate, clockwork locking mechanism collapses this door when activated.
- 17 A curtain of thick fog, confined to this doorway.
- 18 This flimsy door of rotted planks bears a sign reading: "Stai Oot! Gobz Ruum!"
- 19 This iron door is an illusion, completely incorporeal.
- 20 A wall of flickering, arcane fire. It is cool to the touch.



ENCOUNTER GENERATOR

Dungeon rooms created using the different options presented in these roll tables.

d20 Pre-Built Rooms

- 1 This long, narrow corridor is patrolled by Snowwhite's mutated goblin minions. The floor is slick, making movement difficult, though there are plenty of barrels and crates to use for cover against ranged attacks. A stone sliding door waits at the end of the corridor.
- 2 This small room is little more than a closet, its door metal and sturdy. The air within is heavy and moist – and flammable. Open flames immediately ignite the gasses in the air. Unfortunately, the pair of fire bats sleeping inside are quick to use their flame abilities.
- 3 An octagonal chamber, with sewer channels crisscrossing in a strange, geometric pattern. **Hux** the drunken vagrant huddles against a rickety wooden door, mumbling to himself about the voices in the water. "Don't listen to them," he whispers.
- 4 A large stone bridge, spanning a wide sewer channel of raging, polluted water. The open doorway on the other side is guarded by a pair of Slimy Jack's goblins, mounted on massive **acid rats**. The raging water a dozen feet below teems with mutated piranhas eager for blood.
- 5 The door to this narrow, claustrophobic corridor is a rusted tower shield, hanging from makeshift rope hinges. Inside, the adventurers find a small girl, weeping quietly and looking for her mother, **Suzanna**. A hole in the ceiling sheds light in the area.
- 6 This tall, narrow room has a ceiling that disappears into the darkness. A disembodied voice whispers a warning from a floor grate as the walls begin closing in. The adventurers must climb to safety or be crushed.
- 7 A sturdy stone door leads to a large, circular chamber with a domed ceiling. Amidst the collapsed pillars and ruined walls, disembodied voices whisper warnings from the rusted grates in the floor, and the faceless statues whisper untold secrets.
- 8 This rectangular room outfitted with a single, rusted ladder is home to a mutated ooze, granted sentience by the polluted water. The ooze covers the walls and floors, and has the curious nature of a child. It forms appendages to grab passersby to "inspect" them, not realizing that it is burning their flesh off in the process. A freshly decayed goblin skeleton leans against the wall.
- 9 A complex series of catacombs, divided by stone pillars, lies before the adventurers. The shadows of **Forth**, former constable of Dyrn and his deputies dance within the thick, noxious fog that sits heavily in this area, accompanied by the sounds of battle. Long, deep claw marks are visible on the walls and pillars.
- 10 A wall of flickering, arcane fire, cool to the touch, leads into this long, narrow corridor. Charred wooden bridges span the center channel, and wall-mounted grates blast goutts of superheated steam. Recessed shelves, stocked with the burnt husks of centuries old tomes, line the walls.

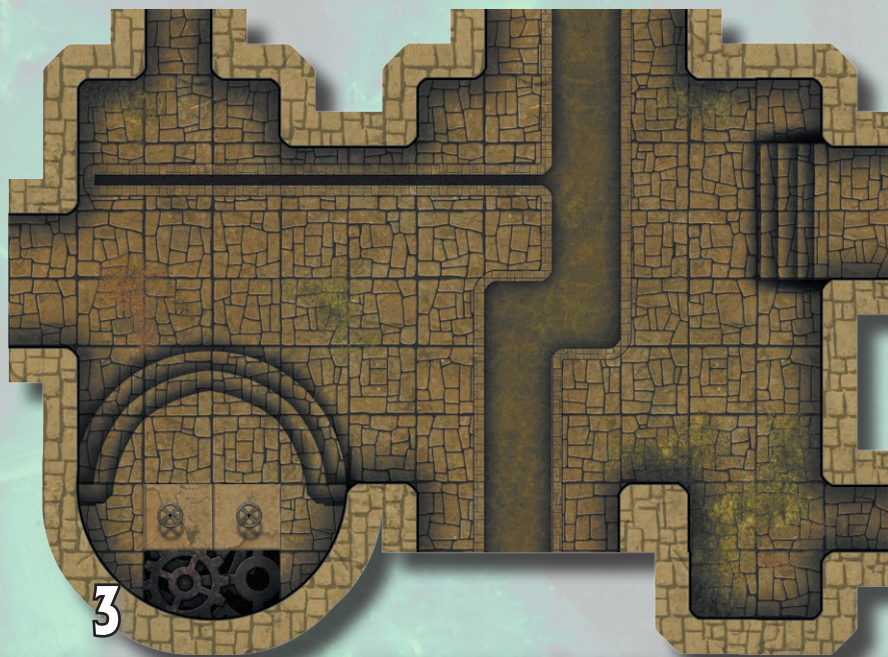
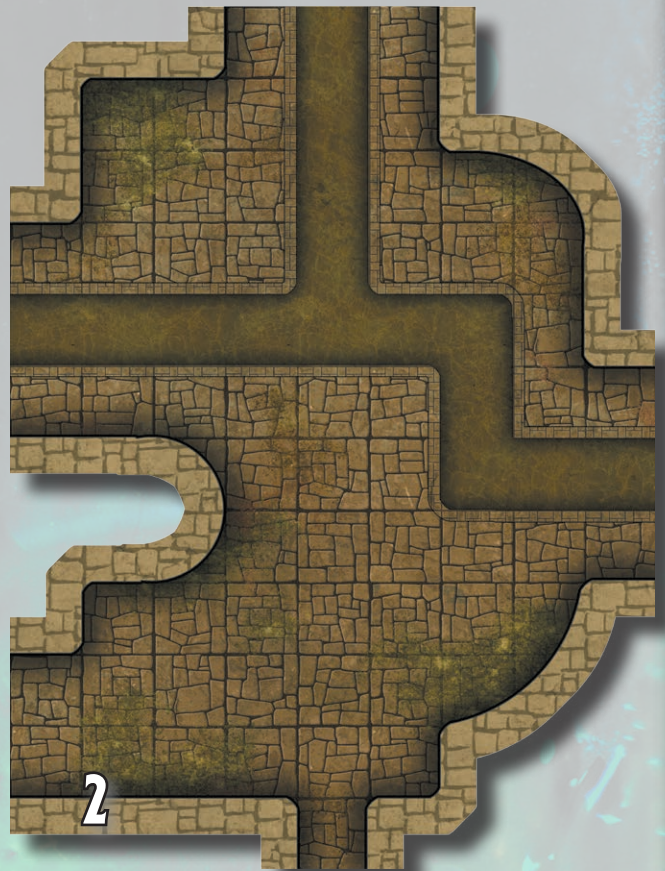
ENCOUNTER GENERATOR

d20 Pre-Built Rooms

- 11 A flimsy wooden door, hanging off its hinges, opens into a strange, ovoid chamber ringed with iron pipes. A former fisherman of Sandwall, now addicted to the magic-laced sewer water, is squatting here, and the corner is cluttered with barrels filled with long-spoiled meat. The stench is overwhelming. Jagged, broken glass peppers the floor.
- 12 Something moves beyond the bend of this curving corridor, its shadow stretching in the light of a blood-red arcane torch. The hulking **man-shark** steps into view, and the shallow alcoves set into the wall may be the only way to avoid its wrath.
- 13 An ornate phonograph plays a haunting tune, leading the adventurers to a wide, open chamber with raised stone platforms on either side. **Slimy Jack's mirror** blocks the doorway, and there's something amiss about the reflection.
- 14 Upon entering this tall, narrow room, the door seals shut. The ceiling is so tall it disappears into the darkness. Almost immediately, a smoldering cloud of **fire bats** swoops down into the room, driven into a massive frenzy, and the only way out is through a rusted floor grate, leading to a deeper level of the maze-like sewers.
- 15 A rusted steel door, scratched with fingernail marks on the inside, serves as an ominous entrance into this circular chamber. Hallways branch off the sides of the room, and sewage water cyclones at the center. Upon attempting to leave the room, a **Dyrnish coldsnap trap**, strategically placed by mages, is triggered.
- 16 A tattered tapestry obscures the doorway of this complex series of catacombs, divided by stone pillars. The room seems to be peppered with nonsensical stairs and platforms, crumbled at the tops and leading nowhere in particular. The source of this destruction suddenly shows itself: multiple writhing octopod tentacles emerge through metal grates, slamming and smashing anything they can get in their slimy grasp.
- 17 A heavy portcullis, activated only by a lever, separates the adventurers from a trapped apprentice wizard, apparently on a quest to impress his master at the Arcanus Collegium. He begs to be released using the lever, but doing so activates a **goblin muckwater trap** that dumps polluted water on everyone in the area.
- 18 A flimsy door of rotted planks, bearing the sign "Stai Oot! Gobz Ruum!" leads to a high-ceilinged chamber with a series of stairs. A weapon rack, still stocked with rusted blades, lines one of the walls. When the weapons are disturbed, a large hatch opens suddenly in the ground, revealing a steep chute to another room in the sewers.
- 19 An open archway leads to a series of small, rectangular chambers, connected by open doorways. Inside one of the chambers is a pack of mutated goblins, sipping on an iron keg filled with ancient dwarven ale, all the while prattling on and on about the greatness of Snowhide the bugbear.
- 20 This tunnel, riddled with dripping stone pipes, features numerous shallow alcoves, just big enough for an average human to duck inside. At the end of the tunnel is a rickety grate, bent outwards by some massive creature: a hulking **man-shark**, still nearby.

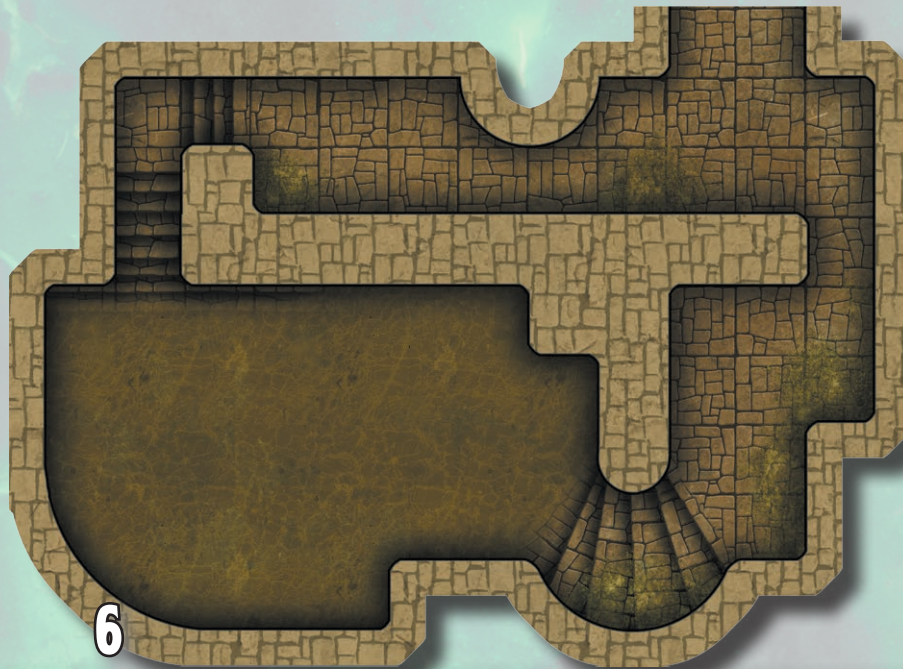
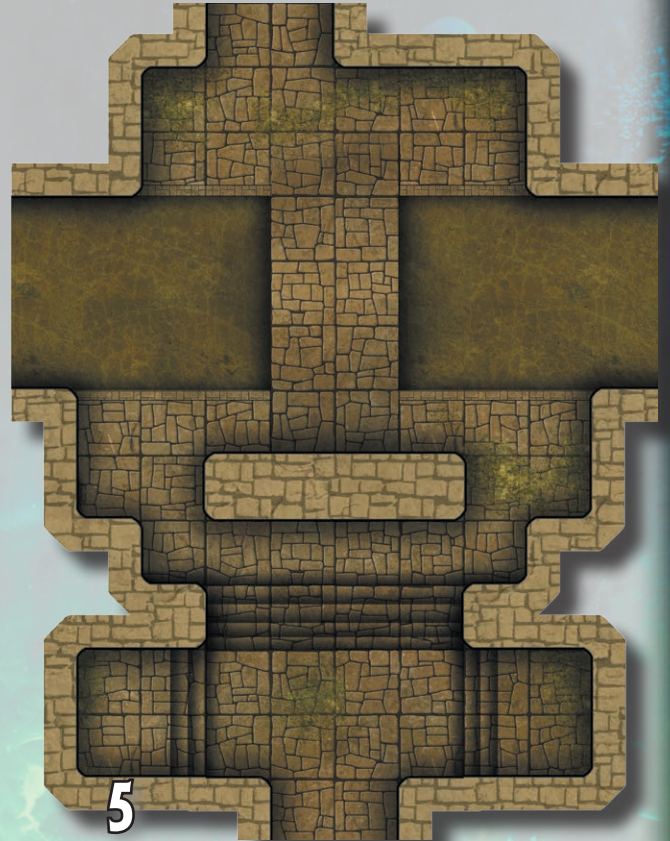
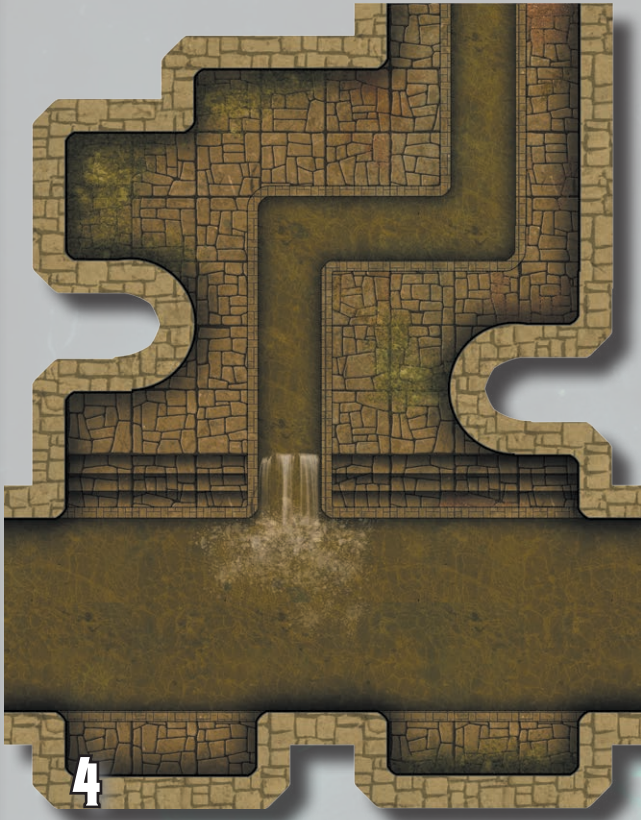
ENCOUNTER GENERATOR

Use these sample layouts from our friends over at Heroic Maps to build your dungeon. These printable maps are available via their store on DriveThruRPG.com



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PART III: THE SIEVE

The sieve is divided into two distinct parts. The first part – the bottling room – is designed to allow the adventurers to discover the reasons for the magical pollution that has been plaguing the sewers under Sandwall. The second part – the pipe junction – is designed to give the adventurers a way to stop the pollution, but only after overcoming a flash flood of **contaminated water**, and two blood-thirsty **man-sharks**.

THE BOTTLING ROOM

THE DIPPING PIPES

This large, rectangular chamber is part laboratory, part assembly line, and part chamber of horrors.

Chains and pipes abound, dripping and rattling, casting swaying shadows and haunting echoes. Six stone pipes jut from the floor slightly, each 10 feet in diameter, full of glowing, putrid, contaminated water.

Four of these pipes are clearly being used to trap and bottle the most concentrated contaminated water.

Makeshift tables lean shakily against the pipes, covered with cloudy bottles containing the rank liquid, corked with oily rags. Each of the other two pipes hold a single, makeshift cage. Both cages contain a dead, half-mutated goblin, submerged up to the neck in the contaminated water.

The adventurers may find:

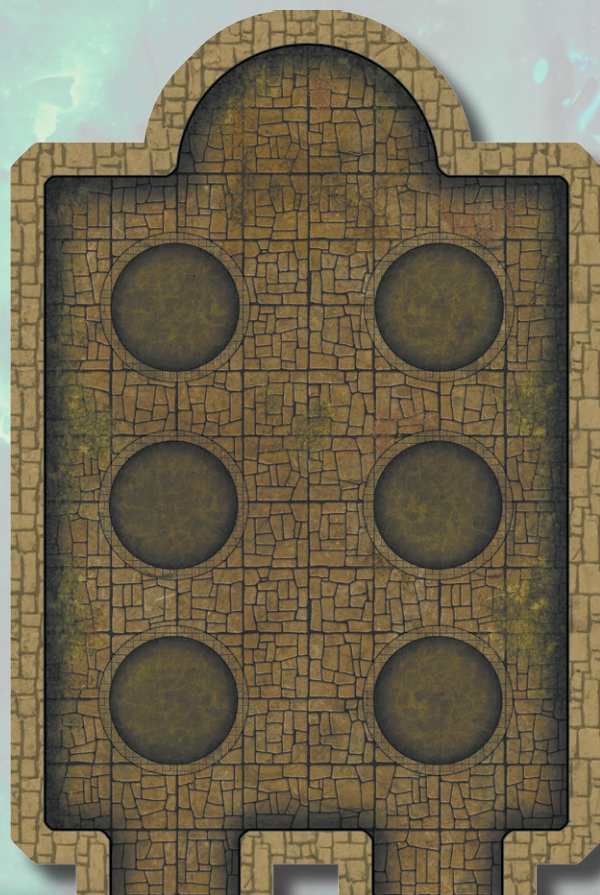
- A small, rough blackboard, covered in scribblings. A DC 12 Intelligence-based check reveals these are rough proportions of various chemicals to create the least volatile mixture of contaminated water.
- Half-a-dozen filthy containers of all shapes and sizes, dripping and stained with green liquid. Labeled messily, each sits atop a piece of parchment. "Metal – too heavy," "Wood – seeps through," "Leather – soaks it up," "Glass – PERFECT."
- An antique set of thieves tools, slightly rusted, but absolutely usable. They look sturdy, and well-made.
- A pair of thick leather elbow-length tanner's gloves, dripping with the green runoff.

- A stunning variety of hooks, barbed implements, pincers, vices, and blades.
- A severed, rubbery goblin arm, covered in green fluid, with the index and middle finger fused to form a suckered tentacle.

THE SOURCE OF THE POLLUTION

The splashing of your footsteps across the wet floor is drowned out by the occasional sloshing of water through pipes in other parts of the sewers. A warped desk sits with a stack of worn bricks replacing its busted leg, strewn with papers and various odds and ends. An old serviceman's notebook sits in the middle of a chaos of peculiar and eccentric trinkets. A paper protrudes from the journal – an old letter, intercepted by Slimy Jack.

The adventurers find two things pertinent to the adventure in this location. The first is a **letter of cause**, revealing the exact details and reasons for the



PART III: THE SIEVE

contaminated sewage; the second is a **serviceman's notebook** containing clues as to how to stop the contaminated water.

THE LETTER OF CAUSE

A letter on **Slimy Jack's** make-shift desk confirms that the pollution does in fact originate from the Arcanus Collegium of Dyrn – however, the details surrounding the motives, guilt, and involvement of those involved is nebulous. Choose one of the options below or roll a d4 to determine the exact details of the letter, and therefore, the exact cause of the pollution plaguing Sandwall.

1. The Arcanus Collegium of Dyrn knows about the pollution, and the adventurers find a bloodied letter that never made it to Mayor Zelb, offering help. It goes on to say that so long as the water isn't allowed to gather, it will be innocuous. However the letter warns that if the water is allowed to gather and fester, the arcane results will be unpredictable and powerful. Slimy Jack intercepted this letter, and is collecting the water to purposely achieve this effect.
2. A confession letter from a member of a rogue group of wizards from Dyrn. It details how they are creating the pollution by design, purposefully infecting the village of Sandwall in order to find a way to fight a plague that has been spreading from the north. While they believe their work is for the greater good, their experiments have failed, and they no longer have the ability to stop the flow of the polluted water.
3. The letter is actually a recipe from the Arcanus Collegium of Dyrn, containing step-by-step instructions for the creation of a revolutionary magical potion of healing. The final steps detail "safely disposing of the byproduct into the city's waste reservoir." It's possible the Collegium aren't even aware that Sandwall is suffering as a result of the arcane runoff.
4. A letter proving that Mayor Zelb not only knows about the magical contamination from Dyrn, but

has also been taking bribes from the Collegium to keep the truth covered up. Slimy Jack has been blackmailing the mayor with this knowledge, and the mayor either sent the heroes in to kill Slimy Jack, or to be killed **by** Slimy Jack.

SERVICEMAN'S NOTEBOOK

Also atop the desk is a bloodied serviceman's notebook. This journal was kept by the caretakers of the sewers until things started going south. Within it, the adventurers find the following:

- A diagram of the sieve, explaining how the levers work to close its hatch. There is a main lever, which seals the sieve immediately – and three manual override levers, located at the bottom of a reservoir.
- A journal entry from several months ago, signed by Journeyman Wetstone. It reads: "The support columns show more signs of wear. Once we can clean up this mess, they will need to be repaired or replaced entirely."
- A final journal entry, signed by Foreman Mezzlewick. It reads: "Journeyman Wetstone is still missing. Service to these sewers will be discontinued until such time that they are deemed safe."

In addition to the letter and the serviceman's journal, the adventurers may find:

- A short limerick, most likely written by a goblin, scrawled on the wall.
*"If you've not heard of old Slimy Jack,
You've a serious problem of lack.
He'll use his greased tongue
To drop you a rung,
And you'll leave with a knife in your back."*
- A child's toy soldier, corroded and faded by time, with one arm carved into a tentacle.
- A half-empty, crystal bottle of whisky. The Dwarvish label reads: "Goldstone Mash." A dirty shot glass sits beside it.

PART III: THE SIEVE

THE BOTTLING ROOM

As the adventurers investigate Slimy Jack's bottling room, there is no shortage of weird and wild sights. Roll on the table below to see what peculiar and disgusting thing catches their eye.

Bottling Room Detritus (d10)

1. Dozens of acid-burned rat holes in the walls.
2. A variety of small aquariums teeming with live, edible creatures – large juicy insects, slimy mollusks, and glowing sardines.
3. Casks and kegs filled with ichor, blood, oil, and other assorted fluids.
4. A once-deadly goblin blade trap, rusted in its sprung position.
5. A sizable swarm of sewer gnats, forming odd, glowing patterns in the air.
6. A heap of stinking ashes with unidentifiable bone fragments.
7. A blood trail leading to middle of a wall, ending in a large splatter.
8. An area of the floor carpeted in a thick, soft fungus – odd shaped mushrooms grow atop it.
9. An abandoned fairy hive. Several tiny skeletons hang from it.
10. Dimly luminous veins of contaminated water, running through portions of the stone walls.

OTHER ODDS AND ENDS

Slimy Jack is a bit of a connoisseur of "fine" foods, and he often cooks to unwind. There is a small cooking station set up here, with some rusty utensils, a wooden cutting board, and a few pots and pans.

Things the adventurers might find in this makeshift larder:

- Crusty loaves of dark brown bread, with furry rats baked right in.
- A mortar and pestle beside many small jars of spices – powders of every hue and texture within them. Careful inspection reveals ground goblin bones, powdered rat claws, and dried fish scales among them.
- A large, cast-iron pan atop a small fire pit. A half-cooked, two-headed fish sits in a pool of congealed grease, rotting away at room temperature.
- A torn and stained ratskin journal, brimming with Slimy Jack's unique recipes: ratling loaf, filet of two-headed fish, crispy goblin fingers, and tentacle pie. There's even a few pages devoted to his experiments in mutation, with ratios of pollution written out as recipes in order to create different goblin mutants.

THE PIPE JUNCTION

END OF THE LINE

The sound of rushing water is deafening here. You step into a large, circular chamber ringed with pipes, stretching up beyond your sight. The filtration system of the sieve resembles a grimy pipe organ with an enormous reservoir at its center. Outlets spew thick, green sludge into drainage grooves, which feed into the sewers. You see a large, main lever on the wall, which has unfortunately been broken off, rendering it inoperable. It appears that the only way to close the sieve is through the manual override levers at the bottom of the reservoir...

PART III: THE SIEVE



The pipe junction has a large reservoir in its center with a circumference and depth of 60 feet. Upon inspection, the adventurers notice that there are bloody streaks around the reservoir. Slimy Jack regularly puts chum (and the occasional goblin) into this large pool to keep the man-sharks happy – they protect the sieve, which has trapped the magical water, feeding it directly into the sewers and out into Bleakwater Bay.

At the bottom of this pool are three levers, barely visible through the glowing green runoff. These levers are the manual override for the sieve hatch. All three must be pulled using DC 17 Strength checks to force the sieve hatch closed. Closing this hatch will stop the concentrated influx of poison sewage from Dyrn, blocking the sieve and backing the pollution back up into the city.

Before the adventurers can take action, they are interrupted by a rumbling, and the sound of rushing water.

THE RISING TIDE

The sound of rushing water reaches a cacophonous zenith. A sprinkle of foul-smelling rain precedes the torrent to come, as thousands of gallons of Dyrnish wastewater empty into the pipe junction.

All adventurers must succeed on a DC 13 Dexterity saving throw as contaminated water gushes from the largest pipe violently, filling the room. Any adventure who fails suffers 2d6 bludgeoning damage as the rushing water knocks them violently into a wall or pipe. Any adventurer who succeeds is now swimming. The room is now full of roughly 6 feet of contaminated water until it drains slowly into the sewers over the course of the next few hours. The adventurers should make the appropriate DC 12 Constitution saving throw as this water washes over them, rolling on the **Contaminated Water Effects** table in Appendix D if they fail.

Just as the adventurers recover, the man-sharks appear.

THE RETURN OF SLIMY JACK

If Slimy Jack is still alive at this point, he may confront the adventurers here at the pipe junction, desperate to maintain his potentially lucrative livelihood. He uses everything at his disposal to stop the meddlesome heroes. If Slimy Jack is involved in this final encounter, you may choose to only include one man-shark to maintain a similar level of difficulty, especially if Slimy Jack brings a handful of mutated goblins as backup.

The man-sharks, however, are not loyal to Slimy Jack, and are just as likely to attack the half-elf brigand as they are to attack the adventurers.

For an even weirder and wilder climax, Slimy Jack may appear more mutated than before, perhaps as a result of his previous run-in with the adventurers. He still carries himself as a greasy noble, but now with a sickly green pallor to his flesh, gills forming on his throat, and a few fingers on his good hand fusing together – the genesis of another tentacle.

PART III: THE SIEVE

SHARKS COME CIRCLING

You sputter and cough, treading water. The flooded pipe junction begins to slowly drain into the sewers. As you regain your bearings, two thick, rubbery fins break the water's surface. They race toward you with brilliant speed.

The **man-sharks** are deadly, bloodthirsty opponents. Both are significantly larger and more mutated than the man-shark corpse back in Sandwall – likely a result of their prolonged exposure to the pollution. A successful DC 13 Perception check reveals that one of the man-sharks has a fishhook earring pinned into its grey, bulbous head. It is likely **Grum**, brother of **Durm** – the second missing fisherman of Sandwall has been found. The second man-shark has tatters of clothing hanging from him. Waterlogged and torn to shreds, it's unclear whether this man was once a constable of Dyrn, or even a citizen of nearby Strawford, but one thing is certain – both man-sharks are grotesque and deadly.

The man-sharks are deadly in the water – they move faster, and hit harder while submerged. They will do all they can to keep their prey under the water, pulling the adventurers deeper into the reservoir of the sieve if they can.

Though the man-sharks lack their former human intelligence, they have been seized by the predatory instincts of man eating sharks. While they may strike out alone, they are just as likely to work together as a deadly pair against the adventurers. The adventurers will need to stick together, strategize, and keep their distance from the beasts if they hope to survive.

Climbing the walls of the pipe junction to avoid the man-sharks requires a DC 16 Athletics check, as the walls are steep and slick with slime.

SAVING SANDWALL

There are several ways the adventurers can save Sandwall by stopping or diverting the flow of pollution:

- **Closing the Sieve:** If the adventurers manage to pull all three levers at the bottom of the pipe junction reservoir with three successive DC 17 Strength checks, the sieve hatch seals, and the influx of water from Dyrn ceases immediately. The pollution will run its course, and after several days, will be too diluted to actively plague the waters of Bleakwater Bay. The polluted wastewater, with no place to drain, will back up into the city of Dyrn instead.
- **Diluting the Slurry:** With a DC 15 Perception or Investigation check, the adventurers notice a large, iron pipe running the circumference of the pipe junction, and dripping with fresh, clean water. This pipe is labeled "Return" in Dwarvish, and rattles and hums with rushing water. This is a pressurized return pipe, which carries clean water upland, back to Dyrn. Puncturing this pipe requires some effort (AC 12, 20 HP), but doing so will release the clean, uncontaminated water into the sewers, immediately diluting the pollution and decreasing its potency dramatically. This will deprive Dyrn of its clean, running water.
- **Collapsing the Pipe Junction:** The adventurers might notice that the man-sharks charge blindly, often ramming into the walls of the pipe junction in their ferocious pursuit of prey, revealing the walls' structural weaknesses. The adventurers may decide to destroy the pipe junction entirely. They may do so by attacking the four load-bearing support columns (AC 10, 30 HP each). Perceptive adventurers may notice that they can goad the man-sharks into repeatedly ramming the walls and pipes, causing them to deal their powerful damage to the four load-bearing support columns. Adventurers trapped in the junction during the collapse must succeed on a DC 17 Dexterity saving throw or suffer 4d10 bludgeoning damage. The rubble of the junction effectively blocks the inlet from draining into the sewers, ceasing the flow of pollution indefinitely.

AFTERMATH

As the adventurers emerge from the dim, stinking sewers, covered in grime, they blink against the sun shining off of Bleakwater Bay. At last, they breathe fresh air. The polluted runoff from Dyrn has been halted, thanks to their efforts. Either diluted or otherwise blocked, the magical pollution will plague Sandwall no more. Soon, the waters of Bleakwater Bay will shine clean and clear again.

Back in the village Sandwall, they are greeted warmly by the townsfolk. They're given the very best of the canned food, and the last of the saltwater stout to drink. The townspeople are so grateful in fact, that they gather water for scalding hot saltwater baths to scrub away the grime of the sewers. Over the next few days, the bedridden townsfolk in Fern's stable begin to normalize, their fevers breaking. Not everyone recovers – some mutate further, others die. But in the end, the Fish Fever subsides, and it appears as though Sandwall will recover. Soon, the market stalls are packed again with various goods from across the realm. Cordel, the merchant turned away from the village, sets up shop in the town square. She thanks the adventurers profusely, and offers anything from her cart, free of charge.

It seems that everything has been set right...

SLIMY JACK

If the adventurers left Slimy Jack alive, or if the sewer king otherwise escaped death, he sets up shop in the nearby forest with a band of his remaining mutant goblins. With the pollution stemmed, his scheme to weaponize the bottled runoff is foiled – but Slimy Jack has no shortage of dastardly ideas, and he will continue to plague Sandwall, Strawford, and Dyrn as long as he draws breath.

SNOWHIDE

If the adventurers left Snowhide alive, more trouble soon arises. He keeps his word and spares Sandwall, but the genius bugbear sacks nearby Strawford, showing them no mercy, and claims the small village as his own. Rumors persist that he is gathering more goblins by the day, and that he raids merchants and encampments, looking for something very particular: books.

DYRN

Perhaps the adventurers turn their sights to Dyrn. The pollution can't just be affecting Sandwall – and diluting or blocking the runoff is a temporary measure, at best. The heart of the problem resides in Dyrn, at the Arcanus Collegium. Only three days' ride to the northwest, Dyrn must answer for the atrocities that have occurred – and the adventurers can give testimony first hand.

THE POLLUTION SPREADS

The pollution has been stemmed, yes – but plenty of magical runoff was pumped into Bleakwater Bay, and was carried out to sea with the tide.

Sandwall is saved, thanks to you, mighty heroes. The village leadership has already made plans for sandstone statues in the village center, commemorating each of you, and you will undoubtedly drink for free for quite some time.

But out at sea, a different ending unfolds. The waves lap at the shore, foaming green where the pollution has spread with the tide. The sand suddenly shifts and erupts. Rising from the beach stands a monstrous crab-man, its pincers clicking with ferocious delight ...



WHAT'S NEXT?

You've defeated the man-sharks, tangled with Slimy Jack and Snowhide, and resolved the problems plaguing the fishing village of Sandwall. Now what? Here are a few fun ideas to help you turn Sewers Under Sandwall into the first of many adventures.

DELVE DEEPER INTO THE SEWERS

Using the roll tables, monster stat blocks, traps, puzzles, and NPCs presented in this book, the adventurers can continue exploring the labyrinthian sewers under Sandwall, encountering more misshapen horrors and overcoming deadlier perils. With hundreds of combinations of room layouts, encounters, hazards, and features, the adventure doesn't have to end just yet!

SEE TO THE TROUBLES IN DYRN

Depending on the course of action the adventurers chose to take at the climax of this adventure, the city of Dyrn may find itself with an abundance of backed-up, polluted sewage or a lack of running fresh water. Either way, in solving the various problems in Sandwall, the adventurers may have inadvertently made life for the people of Dyrn incredibly difficult. The city may be in need of heroes.

INVESTIGATE THE ARCANUS COLLEGIUM

The Arcanus Collegium, the prominent magic university of the region, is located in the city of Dyrn, three days northwest of Sandwall. Responsible for the magical pollution of the sewers, the Arcanus Collegium could be investigated and dealt with by adventurers looking to take a stab at the very heart of the problem.

CONFRONTING SNOWHIDE OR SLIMY JACK

Depending on how the adventurers deal with the brigands of the sewers, they might find that their actions lead to bigger problems – Slimy Jack continuing his dastardly schemes, or Snowhide and his goblins expanding out into the world, first seizing the town of Strawford for their own. Deals struck may lead to future confrontations – how will the adventurers deal with

these two, after the problems in Sandwall have been seen to?

PURSUE NPC ADVENTURE HOOKS

The non-player characters presented in Appendix F each have a secret – a personal quest, shame, or motive that drives their character. Interacting with the characters and pursuing any of these adventure hooks will make for fun and unique sessions: help Toad rejoin his clan, rid Chip the storyteller of his unfortunate curse, aid Cordel in achieving her knighthood – intrigue and adventure is abundant in Sandwall!



APPENDIX A: BACKGROUNDS

This appendix provides players with an easy method of creating adventurers with close ties to the events of *Sewers Under Sandwall*. Roll a d8 on the list below or select an appropriate bond for your adventurer's background, and use them in addition to or in place of existing bonds.

1. You are a loyal constable in service to the city of Dyrn. Your superiors have tasked you with driving the vile creatures out of the sewers. Your investigation has brought you to Sandwall, where you hope to learn more about what lurks in the ancient sewers.
2. You are affiliated with the Arcanus Collegium of Dyrn. Perhaps you are a student, dutifully studying magic; or a sellsword, hired by the mages to handle less-than-savory situations. Either way, the high mages have concerns about the strange tidings from Sandwall – and you hope to earn favor or wealth by finding some answers.
3. You were only a child when your ship wrecked on the jagged rocks of Bleakwater Bay. The people of Sandwall took you in without question, and raised you as one of their own. The news of sickness in Sandwall has brought you back home, eager to help those who took you in all those years ago.
4. The bounty on Slimy Jack's head is just too good to pass up – dead or alive, he'll fetch you more gold than any mark ever has. Your hunt has brought you to the coast of Bleakwater Bay, where reports of goblin raids are prevalent. It all smells familiar – it all smells like your quarry: the infamous Slimy Jack.
5. Fish Fever has spread – it's no longer just affecting Sandwall. You hail from the nearby village of Strawford, where the sickness has already claimed several children and elders. Your quest for a cure has brought you to Sandwall, the apparent source of the malady. Perhaps in helping Sandwall, you will help your home, too.
6. A nightmarish vision of a hulking, finned beast has plagued your dreams these last few weeks. You find yourself inexorably drawn to the village of Sandwall, your foreboding dreams guiding you in their own mysterious way. Things in Sandwall must be set right, or you feel you will never rest easy again.
7. You have traded and worked frequently with the fishermen of Sandwall in the past. You receive a cryptic letter calling in an overdue favor, explaining that the situation is "dire and sensitive," and that your "help is necessary for the survival of the village."
8. A rich benefactor of Dyrn, born and raised in Sandwall, has caught wind of the troubles in his hometown. He has hired you to observe and report any mysterious happenings.



APPENDIX B: MONSTERS



ACID RAT SWARM

Medium swarm of tiny beasts, unaligned

Armor Class: 10

Hit Points: 24 (7d8-7)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: darkvision 30 ft., passive Perception 10

Languages: –

Challenge: 1/4 (50 xp)

TRAITS & FEATURES

Swarm. The swarm of acid rats can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm cannot regain hit points or gain temporary hit points.

Acid Splash. The acid rats that make up this swarm are seething with corrosive acid. Whenever the swarm is dealt damage, creatures within 5 ft. of the swarm must succeed on a DC 12 Dexterity saving throw or take 3 (1d4) acid damage from the rats' caustic blood.

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage plus 3 (1d4) acid damage; or 4 (1d6) piercing damage plus 3 (1d4) acid damage if the swarm has half of its hit points or fewer.



BARK GOBLIN

Small humanoid (goblinoid), lawful evil

Armor Class: 17 (barkskin)

Hit Points: 9 (2d6+2)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	10 (+0)	8 (-1)	8 (-1)

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 xp)

TRAITS & FEATURES

Bark Hide. The bark goblin repels ranged blows with its thick, wooden skin. It has damage resistance to ranged weapon attacks.

APPENDIX B: MONSTERS

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., on target Hit: 6 (1d6+2) piercing damage.

BITE GOBLIN

Small humanoid (goblinoid), lawful evil

Armor Class: 14 (leather armor)

Hit Points: 7 (2d6)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills: Stealth +6

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

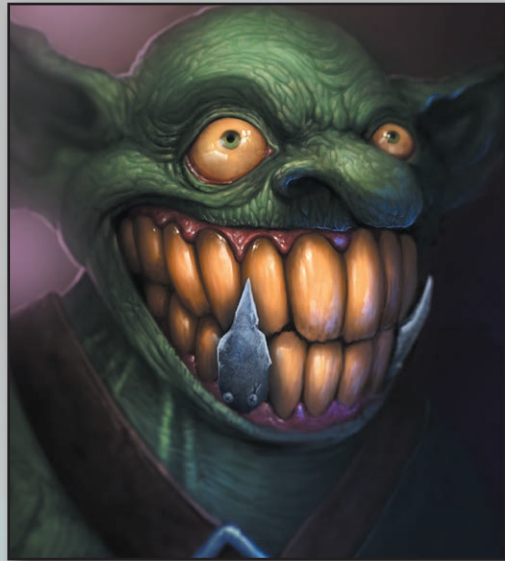
Challenge: 1/4 (50 xp)

TRAITS & FEATURES

Chomp. The bite goblin viciously attacks with its large and powerful maw. If it successfully hits with its bite attack, it may use a bonus action to squeeze its victim in its powerful jaws, dealing an additional 3 (1d4) piercing damage.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) piercing damage.



BRAWN GOBLIN

Small humanoid (goblinoid), lawful evil

Armor Class: 16 (natural armor)

Hit Points: 23 (5d6+5)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	13 (+1)	9 (-1)	8 (-1)	9 (-1)

Senses: darkvision 60 ft., Passive Perception 9

Languages: Common, Goblin

Challenge: 1 (200 xp)

TRAITS & FEATURES

Brutish. The brawn goblin is unnaturally strong, and its unarmed strikes are deadly. It is proficient with unarmed strikes.

Pouncer. The brawn goblin can use its powerful legs to pounce upon its enemies. As a bonus action, the brawn goblin may leap half its movement speed as part of an attack, in addition to its normal movement.

APPENDIX B: MONSTERS

ACTIONS

Multiattack. The brawn goblin makes two attacks, one with its punch and one with its kick.

Punch. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d6+4) bludgeoning damage.

Kick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d4+4) bludgeoning damage.



FIRE BAT

Tiny beast, unaligned

Armor Class: 14
Hit Points: 5 (2d4)
Speed: 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Damage Immunities: fire
Condition Immunities: blinded
Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages: –
Challenge: 1/8 (25 xp)

TRAITS & FEATURES

Erratic Flight. The fire bat doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft. one target. Hit: 1 piercing damage plus 5 (2d4) fire damage.

Scorching Screech. Ranged Weapon Attack. +6 to hit, reach 30 ft., one target. Hit: 6 (1d10) fire damage. Flammable items within 5 ft. of the target immediately catch fire.



APPENDIX B: MONSTERS

MAN-SHARK

Medium monstrous humanoid, chaotic evil

Armor Class: 12 (14 while fully submerged)

Hit Points: 78 (12d8+24)

Speed: 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	9 (-1)	11 (+0)	8 (-1)

Skills: Perception +2

Damage Immunities: slashing and piercing damage from non-magical weapons

Senses: darkvision 60 ft., passive Perception 12

Languages: understands Common, but cannot speak beyond primitive grunts

Challenge: 4 (1,100 xp)

TRAITS & FEATURES

Feeding Frenzy. If the man-shark moves at least 15 feet towards a target, and hits the target with its bite attack on the same turn, the target takes an extra 7 (2d6) slashing damage.

Infectious Bite. The man-shark festers with the infection from the contaminated sewer water, and can pass that infection along through its jaws. If the man-shark successfully damages a creature with its bite attack, that creature must succeed on a DC 12 Constitution saving throw. On a failure, the GM may roll on the Contaminated Water Effects table in Appendix D and immediately apply the results.

Deep Killer. If the man-shark drops a creature to 0 hit points while fully submerged in water, it may then move half its speed towards another target creature without provoking opportunity attacks.

ACTIONS

Multiattack. The man-shark makes two attacks, one with its bite and one with its fishing spear.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage.

Fishing Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or thrown range 30/60 ft., one target. Hit: 7 (1d6+3) piercing damage.



APPENDIX B: MONSTERS

OCTOPOD HORROR (SUZANNA)

Medium monstrous humanoid, neutral good

Armor Class: 16 (natural armor)

Hit Points: 26 (4d8+8)

Speed: 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	9 (-1)	10 (+0)	9 (-1)

Damage Resistances: poison

Senses: darkvision 90 ft., passive Perception 10

Languages: understands Common, but can only speak in broken, single words

Challenge: 1 (200 xp)

TRAITS & FEATURES

Sunlight Sensitivity. While in sunlight, the octopod horror has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Man or Beast. The octopod horror is hanging on to its humanity as best it can, but when it becomes upset or is threatened, it may enlarge itself and become more monstrous to protect itself.

ACTIONS

Enlarge. For 1 minute, the octopod horror magically increases in size, becoming more monstrous. While enlarged, the octopod horror is considered Large, doubles its damage dice on Strength-based weapon attacks, and makes Strength checks and Strength saving throws with advantage. If the octopod horror doesn't have the space to become Large, it attains the maximum size possible in whatever space it inhabits.

Tentacle. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8+2) bludgeoning damage; or 11 (2d8+2) bludgeoning damage while enlarged. The target must succeed on a DC 12 Strength saving throw or become grappled.

Bite. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6+2) piercing damage; or 9 (2d6+2) piercing damage while enlarged.



APPENDIX B: MONSTERS

SLIMY JACK

Medium humanoid (half-elf), neutral evil

Armor Class: 16 (studded leather)

Hit Points: 58 (9d8+18)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	15 (+2)	9 (-1)	16 (+3)

Skills: Deception +5, Perception +1, Stealth +6

Senses: darkvision 60 ft., passive Perception 11

Languages: Common, Elvish, Goblin

Challenge: 3 (700 xp)

TRAITS & FEATURES

Goblin King. Slimy Jack commands respect and fear from his goblinoid underlings. Friendly goblins within 15 feet of Slimy Jack have advantage on Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Greasy Needle (magical rapier). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d6+5) piercing damage plus 3 (1d4) poison damage. The target suffers 1 additional piercing damage for 1d6 rounds at the start of its turn.

Tentacle Arm. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d4+4) bludgeoning damage plus 3 (1d4) acid damage. The target must succeed on a DC 14 Dexterity saving throw or become grappled.

Bottled Runoff (Recharge 5-6). Slimy Jack hurls a flask of bottled sewer runoff. He makes a ranged attack (+6 to hit) against a single creature or object within 20 feet, shattering the projectile on impact. On a successful hit, the target takes 4 (1d6) acid damage and must succeed on a DC 12 Constitution saving throw, or immediately roll a d10 on the **Contaminated Water Effects** table in Appendix D.



APPENDIX B: MONSTERS

SNOWHIDE THE BUGBEAR

Medium humanoid (goblinoid), lawful evil

Armor Class: 17 (chain shirt, shield)

Hit Points: 65 (10d8+20)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	13 (+1)	18 (+4)	12 (+1)	9 (-1)

Skills: Athletics +6, Intimidation +2, Stealth +6
Senses: darkvision 60 ft., passive Perception 11
Languages: Common, Goblin
Challenge: 3 (700 xp)

TRAITS & FEATURES

Brutal Leadership. Any allied goblinoids able to see or hear Snowhide are deadlier during combat. Melee weapons wielded by goblins within 30 ft. of Snowhide

deal one additional damage die.

Strength in Numbers. As a reaction, Snowhide can deal an additional 10 (3d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of a goblinoid ally that isn't incapacitated.

Awakened Mind. Snowhide has advantage on saving throws against being charmed, frightened, or put to sleep.

ACTIONS

Multiattack. Snowhide makes two attacks with his double-bladed sword, Two-Fer.

Two-Fer (magical double-bladed sword). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6+3) piercing damage.



APPENDIX C: ITEMS

This appendix provides statistics and lore for the strange and wondrous objects the heroes may encounter in the sewers.

BOTTLED RUNOFF

Consumable, uncommon

These glass, corked bottles are filled with the same putrid green slurry that flows through the sewers. An emblem is plastered across the front – a slimy tentacle, gripping a sword. These grenade-like weapons are used by Slimy Jack and his followers to great effect.

As an action, you can throw the bottled runoff up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the bottled runoff as an improvised weapon. On a successful hit, the target takes 1d6 acid damage and must succeed on a DC 12 Constitution saving throw, or immediately roll a d10 on the Contaminated Water Effects table in Appendix D.

DYRNISH BEETS

Consumable, common

This delicious, violet vegetable restores 1d6+2 hit points upon consumption, but will dye the user's teeth a deep shade of purple for 1d4 days after eating.

FERN'S HEALING POTIONS

Consumable, uncommon

These simple alchemical creations were brewed by Fern, a fisherman of Sandwall who, at one time, was an acolyte at a nearby temple. They are bottled in grimy flasks, and stopped with corks. A short fishing line is attached to a hook, embedded in the cork. Yanking the fishing line pulls the cork, allowing the potion to be consumed.

When drunk, the potion restores 1d8+2 hit points.

GREASY NEEDLE

Rapier, very rare

This wicked weapon bears a strange resemblance to its wielder – slim, deadly, and somewhat revolting to behold. Slimy Jack's rapier has a thin, serrated blade of dark steel and a hilt of gnarled diamond willow. Called Greasy Needle by its owner, the blade appears to drip with a slick, putrid grease when drawn from its scabbard. The blade bears the mark of Gorian the Leper, a sickly, shut-in blacksmith whose weapons reflected his deteriorating mental state. This weapon appears to be one of his last creations prior to his death. In fact, it was Slimy Jack who ended the blacksmith, running him through with this very blade.

Greasy Needle is a +1 magical weapon. It deals an additional 1d4 poison damage on a successful hit as it imbues wounds with its putrid grease. Also, its serrated edge leaves jagged wounds that do not heal properly. When dealt damage by this weapon, a creature suffers 1 additional piercing damage at the start of its turn for 1d6 rounds as its wounds continue to bleed profusely.



APPENDIX C: ITEMS

SHINY FISHING LURE

Wondrous item, common

This lure gives off a bright orange light, and can be thrown to distract a single enemy, imposing disadvantage on Perception checks for 1d4 rounds.



STONEBREAKER BROTHERS SIGNET RING

Ring, rare

This stone ring bears the symbol of the Stonebreaker Brothers architectural guild, now disbanded – a rudimentary figure breaking a boulder in half with his skull. These rings were worn by the guild craftsmen and laborers, often forced to work in watery conditions on the massive sewer project.

This ring grants the wearer a swim speed of 40 feet.



TWO-FER

Double-bladed sword, very rare

This unique weapon is a polearm, though it resembles a wicked longsword with two blades. It has a short wooden haft and a long, broad blade on each end, both notched and barbed for maximum damage. The sturdy hilt is wrapped with tanned human skin, and the weapon has a sickly pale aura to it, gleaming like rippling water.

Two-Fer is a +1 magical weapon. It deals 2d6 slashing damage, and is considered heavy and two-handed.

APPENDIX D: CONTAMINATED WATER EFFECTS

This appendix provides magical effects that occur when an adventurer (or any living creature, if you prefer) comes into contact with the contaminated water running through the sewers of Sandwall. Adventurers must succeed on a DC 12 Constitution saving throw. On a success, nothing happens. On a failure, the GM rolls on the table below and immediately applies the results.

Only one effect may be active at a time. Any new effect immediately replaces the previous one.

If an adventurer is splashed or submerged up to their knees, the GM rolls a d10. If the adventurer is doused or completely submerged, the GM rolls a d20. All effects are temporary.

d20 Contaminated Water Effects

- 1 The stench and taste of the vile liquid overwhelms your senses and sickens you.** Take 1d10 poison damage. In addition, you are poisoned for 1d6 minutes, and feel nauseated until you take a short rest.
- 2 The caustic liquid burns your eyes.** You take 1d10 acid damage. In addition, you are blinded for 1d6 minutes, and the discomfort remains until you take a short rest.
- 3 The putrid sewer water is acidic.** You take 1d10 acid damage as it burns your exposed skin. If you are wearing metal armor, the acid eats away at it, and your armor class decreases by 1. You may use the *mend* spell or take a short rest to repair it.
- 4 Bark-like protrusions envelope your skin, protecting you from harm.** Your armor class increases by 2 for 1d6 hours.
- 5 Your fingernails extend into long, wicked claws.** Your unarmed strike damage becomes 1d4 (slashing) for 1d6 hours. NPCs may treat you as hostile due to your devilish appearance.
- 6 Curving horns grow from your forehead.** For 1d6 hours you can use a bonus action to make an attack with these horns, using your Strength as the attack modifier, and dealing 1d4 plus your Strength modifier in bludgeoning damage. NPCs may treat you as hostile due to your devilish appearance.
- 7 Your teeth elongate and jut out of your mouth, becoming a wicked set of serrated shark's teeth.** For 1d6 hours, you can use a bonus action to make a bite attack with these teeth, using your Strength as the attack modifier, and dealing 1d6 plus your Strength modifier in piercing damage. NPCs may treat you as hostile due to your horrific appearance.
- 8 Your muscles nearly double in size.** You have advantage on Strength checks and disadvantage on Dexterity checks for 1d6 hours.
- 9 The water glows a soft golden color.** You regain 2d8 hit points.
- 10 Your weapon takes on a gleaming appearance.** One weapon of your choice becomes a +1 magic weapon for 1d6 hours.
- 11 Your eyes shine with a silver light in the darkness.** You have darkvision (60 feet) for 1d6 hours. If you already have darkvision, its range doubles.
- 12 Your skin hardens and becomes stone-like.** You have resistance to non-magical slashing, piercing, and bludgeoning damage for 1d6 hours.
- 13 Your pupils are replaced with glowing arcane runes.** You can detect magical auras as with the *detect magic* spell for 1d6 hours.
- 14 Tiny hooked barbs extend from your fingers, allowing you to grip even the slickest, steepest surfaces with ease.** For 1d6 hours, you can climb as with the *spider climb* spell, and you cannot be disarmed.

APPENDIX D: CONTAMINATED WATER EFFECTS

d20 Contaminated Water Effects

- 15 **The negative energies of the water rot your flesh.** You take 2d10 necrotic damage. For 1d6 hours, you have disadvantage on Charisma-based checks and cannot regain hit points through divine healing spells or potions. You can still regain hit points normally by resting.
- 16 **The unbridled energies of the water are simply too much for your mortal body.** You take 3d10 force damage as the magical currents rip through you. In addition, you are *stunned* for 1d6 minutes.
- 17 **The arcane energies of the water awaken a dormant power within you.** For 1d6 hours, you are able to cast one cantrip of your choice from the wizard spell list. Your spellcasting ability for this cantrip is Charisma.
- 18 **A tentacle erupts from your chest.** You take 1d10 piercing damage as the new appendage bursts forth. The tentacle remains for 1d6 hours. It can grip tools and weapons. You can make an additional attack at disadvantage with the new tentacle (if it is holding a weapon).
- 19 **The chaotic magical energies of the water bond your body and spirit with that of a fish.** Your skin takes on a scaly appearance, gills appear on your throat, and your hands and feet become webbed. For 1d6 hours, you are able to breathe underwater, have a swim speed of 40 feet, and have advantage on all Strength (Athletics) checks made to swim. Unfortunately, your webbed hands also make it difficult to grip, giving you disadvantage on all attacks made with weapons, and disadvantage on all Strength (Athletics) checks made to climb.
- 20 **The polymorphic properties of the water warp and twist your body, transforming you into a monstrous creature.** Roll a d6 and consult the list below. You immediately transform into one of the following monstrous creatures, following the guidelines of the polymorph spell. Your game statistics, including mental ability scores, are replaced by the statistics of the chosen monster. You do, however, retain your alignment and personality. Most NPCs will treat you as hostile. The transformation lasts 1d6 hours.
1. Bullywug
 2. Gnoll
 3. Goblin
 4. Kobold
 5. Orc
 6. Man-Shark



APPENDIX E: TRAPS AND PUZZLES

Use these included traps and puzzles in conjunction with the roll tables presented in **Part 2: The Old Sewers**.

TRAPS

DWARVEN CINDER TRAP

Magical trap

This ancient trap is a leftover security measure from when the sewers were originally planned and built by the Stonebreaker Brothers. Designed to deter bandits and sewer vermin, the trap is still operational after all these years. A faint rune is barely perceptible beneath the grime, etched into a stone surface (DC 17 Perception to spot; DC 15 Arcana to disable). Learned individuals might recognize it as the Dwarvish rune for "burn." If a creature passes by the rune, the trap activates, and a gout of flame bursts outward from the floor, wall, or ceiling. Creatures within 15 feet of the rune must succeed on a DC 15 Dexterity saving throw, or suffer 9 (2d8) fire damage.

Optional: The concussive burst of flame blasts any creatures standing within 15 feet of the rune backwards, pushing them 10 feet (this will likely push them into a channel of polluted water if the rune is placed in a passageway).

DYRNISH COLDSNAP

Magical trap

This arcane trap was placed by agents of the Arcanus Collegium of Dyrn, designed to protect their city from the unsavory creatures dwelling in the sewers. A thin pinprick of icy blue light stretches from wall to wall, like a tripwire of dim luminescence (DC 17 Perception to spot; DC 17 Arcana to disable). If a creature passes through or otherwise disrupts the beam of light, hidden runes activate from the floor and explode outwards in a freezing detonation. Creatures within 30 feet of the trap must succeed on a DC 17 Dexterity saving throw. Creatures who succeed suffer 11 (2d10) cold damage and have their movement speed reduced by 10 feet for 1d4 rounds. Creatures who fail the saving throw suffer 22 (4d10) cold damage and are frozen in place, becoming incapacitated for 1d4 rounds.

Optional: The coldsnap trap blocks the adventurers' path, creating a wall of ice in front of them that requires a DC 17 Strength check to break.

GOBLIN MUCKWATER TRAP

Mechanical trap

This goblin-made trap is a simple, yet effective hazard. A basin of polluted sewer water is emptied from above into a room, splashing any in the area with volatile arcane runoff. Activated by pressure plate (DC 15 Perception to spot; DC 17 Dexterity to disable), creatures in a 30-foot area must succeed on a DC 15 Dexterity saving throw, or suffer 5 (1d8) acid damage. They must also succeed on a DC 12 Constitution saving throw, or immediately roll a d10 on the **Contaminated Water Effects** table in Appendix D.

Optional: This trap also sets off an alarm of ringing bells, alerting nearby goblins to the trespassers.

TRIPWIRE SNARE TRAP

Mechanical trap

This nefarious trap is a series of three intertwined tripwires, cleverly hidden and barely visible (DC 17 Perception to spot; DC 15 Dexterity to disable). If the adventurers fail to notice the glint of the thin steel wires, they must succeed on a DC 17 Dexterity saving throw. Failure results in the tripwire snares snapping from their wall mounts, wrapping around any adventurers within 30 feet and imposing the restrained condition. The adventurers also take 5 (1d8) slashing damage from the wicked tripwires, and must succeed on a DC 12 Strength check to escape.

Optional: The tripwire snares constrict every round. Until the adventurer escapes, they take 5 (1d8) slashing damage at the start of their turn.

APPENDIX E: TRAPS AND PUZZLES

PUZZLES

SLIMY JACK'S MIRROR

Magical puzzle

There is a large, full-length mirror hanging on the wall. Perceptive adventurers (DC 12 Perception) notice that the reflection shown in the mirror in this room isn't right. In each adventurer's reflection, there is something missing – a weapon, a piece of jewelry, an item of clothing. On one adventurer, they see an extra object – a key. As the adventurers deliberate, a large sewer rat skitters across the floor, a key tied around its neck.

Solution: The items missing from the adventurers' reflections must be stowed away in their satchels or bags, or otherwise removed from sight. The adventurer who appears to be carrying the key in the reflection must catch the rat (DC 12 Dexterity check) and take the key. Once the correct items are removed and the chosen adventurer holds the key, the mirror swings outward, revealing an open doorway beyond.

SNOWHIDE'S KEYS

Mechanical puzzle

There is a single, sturdy door. The latch and lock is set above a circular hole, large enough for a humanoid hand to fit through. A quick glance reveals that there is a blade ready to take off the hand of anyone bold enough to reach inside. To the right of the door, there are three old, corroded keys of various shapes and sizes, all hanging on a thick, rusted nail. Scrawled above the keys are some phrases in broken Common: "Way Snot Hing" (waste nothing), and "Chews Ore Die" (choose or die).

Solution: The key is actually the rusted nail. A DC 15 Investigation check will reveal that the keys cannot be used in the lock – they're either too rusted, or too misshapen. Further inspection reveals that the hole which holds the nail is bigger than it should be, and dust on the floor below insinuates that the nail has been removed and replaced multiple times. If the nail is removed from the wall with the keys on it, there is a shuddering click as the door unlocks.

The nail is on a spring tuned to a specific weight. If any of the keys are removed from the nail, it sets off a goblin muckwater trap. When removing the nail with the keys, the trap does not activate, as the spring is tuned to an absence of weight as well.



APPENDIX F: NON-PLAYER CHARACTERS

Use these unique NPCs to populate Sandwall and the surrounding area with interesting characters, providing a plethora of roleplay encounters for the adventuring party. The adventurers might find them drinking in the Hearty Harpoon, traveling the road outside the village, or even wandering the sewers themselves.

ALDRIN VARGAS

Gnomish bounty hunter

Personality: Well dressed and exceedingly polite, with the hint of an unplaceable accent

Appearance: Thick head of well groomed hair and a manicured beard

Secret: Aldrin claims that his passing through Sandwall is to meet a cohort. However, he is really searching for Slimy Jack to claim his handsome bounty.

ALRION

Elven coastal ranger

Personality: Quiet, yet capable

Appearance: Shaved head; missing ring finger on his right hand

Secret: Alrion hunts Snowhide for murdering his brother and taking his finger.

BIGMOUTH BERTRAM

Halfling squealer

Personality: Unable to keep his mouth shut

Appearance: Sagging gut; nasty scar splitting his upper lip

Secret: Bigmouth used to work for Slimy Jack – before he let slip some critical intel.

CHIP THE BORING

Dwarven storyteller

Personality: Monotone and unexcitable

Appearance: Shoulder-length hair and the clothes of a beggar

Secret: Chip's stories are all fascinating, but draw no crowds. He has been cursed and is only able to speak in a droning, monotone voice.

CORDEL

Traveling halfling merchant

Personality: Road-weary, but friendly

Appearance: Long, dark hair pulled into a bun; well-worn shortsword

Secret: Cordel wants nothing more than to become a knight like her father.

DUSTIN

Ambitious human adventurer

Personality: Brazen gloryhound, unafraid to use any means necessary

Appearance: Expensive, showy armor; long blonde hair; too-wide grin

Secret: Dustin plans to capture and kill Nadim publicly in order to cure the Fish Fever and claim the glory for doing so.

FERN

Young, human fisherman, former acolyte

Personality: Lithe, strong and helpful.

Appearance: Pockmarked face and sprouts of sun-blond beard.

Secret: Fern has contracted Fish Fever, but he's hiding the symptoms.

APPENDIX F: NON-PLAYER CHARACTERS

FORTH

Human, former constable of Dyrn

Personality: Stern and determined

Appearance: Sweeping mustache; ornate crossbow

Secret: Forth was stripped of his constable status – his current mission is personal.

GERAND

Gnomish zoologist

Personality: Curious, yet cautious

Appearance: Well-worn road clothes, survival gear; large magnifying glass

Secret: Gerand seeks to learn more of the strange mutations occurring in Bleakwater Bay and hopes to bring specimens back to his lab.

HUX

Human sewer vagrant

Personality: Aloof, but kind to those who show him respect

Appearance: Ragged clothes; gnarled beard

Secret: Hux fought in a war between two lords a decade ago – he is haunted by the memories.

ILRAN

Elven apprentice

Personality: Eager and ambitious

Appearance: Elaborate braid; form-fitting robes

Secret: Ilran's master is dead. She is a wandering wizard, searching for a teacher.

KAL

Seaworn fisherman, captain of the the Dredger

Personality: Gruff, loyal to Zelb, unshaken by recent events

Appearance: A broad, older man, short and sturdy with a bristly, unkempt mustache

Secret: Kal briefly left his post and as a result, the man-shark got through the wall and into the village.

LONDON "SEA SHY" GROUSY

Slender, soft-spoken elf bartender

Personality: Ungraceful, un-elflike; human tendencies

Appearance: Tall, slender, a little dirty; no fishhook in his ear

Secret: Landon came to Sandwall to be a fisherman, but he can't stomach the sea, so he's stuck tending bar.

LOREL

Dwarven seafood connoisseur

Personality: Boisterous and well-spoken

Appearance: Wealthy, noble garb; a set of silver utensils at her belt

Secret: Lorel wishes to experience the "rare delicacy" of the mutated fish at Sandwall.

LUGT BADHAMMER

Half-orc ranger

Personality: Obviously rough around the edges, though honorable

Appearance: Ugly, even by half-orc standards; well-worn leather armor

Secret: Lugt loves Elven wine, but feels self-conscious about that fact.

MINERVA

Half-elf con artist

Personality: Opportunistic and selfish

Appearance: Beautiful, but dingy

Secret: Minerva is Slimy Jack's niece – her ultimate goal is to unseat her uncle and take control.

MUCKFANG

Goblin bard

Personality: Airheaded, but hopeful

Appearance: Huge, batlike ears; beautiful singing voice

Secret: Muckfang was ordered by Snowhide to kill Slimy Jack, but he just wants to sing.

APPENDIX F: NON-PLAYER CHARACTERS

PARRIS

Fearful lizardman

Personality: Nervous and isolated

Appearance: Cloaked and hooded in gray robes, peering around nervously

Secret: Ignorant townsfolk believe that Parris is the source of Fish Fever, due to his reptilian features. The rumors are spreading, and Parris now fears for his life.

RAS

Human female, works at Trade & Tackle, fisherman

Personality: Chipper, considering the town's situation

Appearance: Young, weathered woman, garbed in leathers

Secret: She's afraid Mayor Zelb is on the verge of giving up on the town.

SUMNER STOUTSTEEL

Dwarven smithy

Personality: Gruff, soft-spoken, used to being ignored

Appearance: Balding; wears heavy forge gloves and a belt of smithing tools.

Secret: Sumner is a direct descendant of the Stonebreaker Brothers. He knows many of the traps and secret passages of the sewers.

TOAD

Frogfolk hunter

Personality: Suspicious and savage

Appearance: Slimy skin; barbed fishing spear

Secret: Toad is an exile of his people – he can never return to his marshland home.

TRISTAN IRONSIDES

Human military admiral

Personality: Rowdy and untouchable

Appearance: Matted hair; frayed naval officer's uniform from a foreign land

Secret: Tristan fears that his nation has abandoned him here permanently due to the local disease.

VIRMIN

Half-elf cutthroat

Personality: Brash and deadly

Appearance: Handsome, but gaunt and dirty

Secret: Virmin is Slimy Jack's nephew and Minerva's twin brother. He is still loyal to Slimy Jack and suspects Minerva of plotting against their uncle.

WINT

Half-elf fisherman of Sandwall

Personality: Crude, yet helpful

Appearance: Lazy eye; fine scars on his forearms from fish hook mishaps

Secret: Despite a promise to his wife, Wint still sneaks away to drink every night.

ZELB

Mayor of Sandwall

Personality: Hopeful but weary, nearing his wits end

Appearance: Human, well muscled for his age, storm-gray eyes

Secret: Worried Sandwall won't live to see another generation.

◆ ABSOLUTE ◆ ADVENTURES SEWERS under SANDWALL

By Matt Click, Michael Barker, James Kearney, and Tim Kearney

Trouble festers in the old sewers beneath the fishing village of Sandwall. A bandit king extends his slimy grasp, mutated goblins prowl the winding tunnels, and aquatic abominations lurk within the polluted waterways. It'll take a particularly foolhardy band of adventurers to deal with these labyrinthian sewers ... are you up to the task?

Sewers Under Sandwall is a fantasy adventure module imbued with a twisted blend of weird fantasy and pulp adventure, designed for three to six adventurers of moderate power and skill. It is intended for use with the fifth edition of the world's oldest fantasy roleplaying game.

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