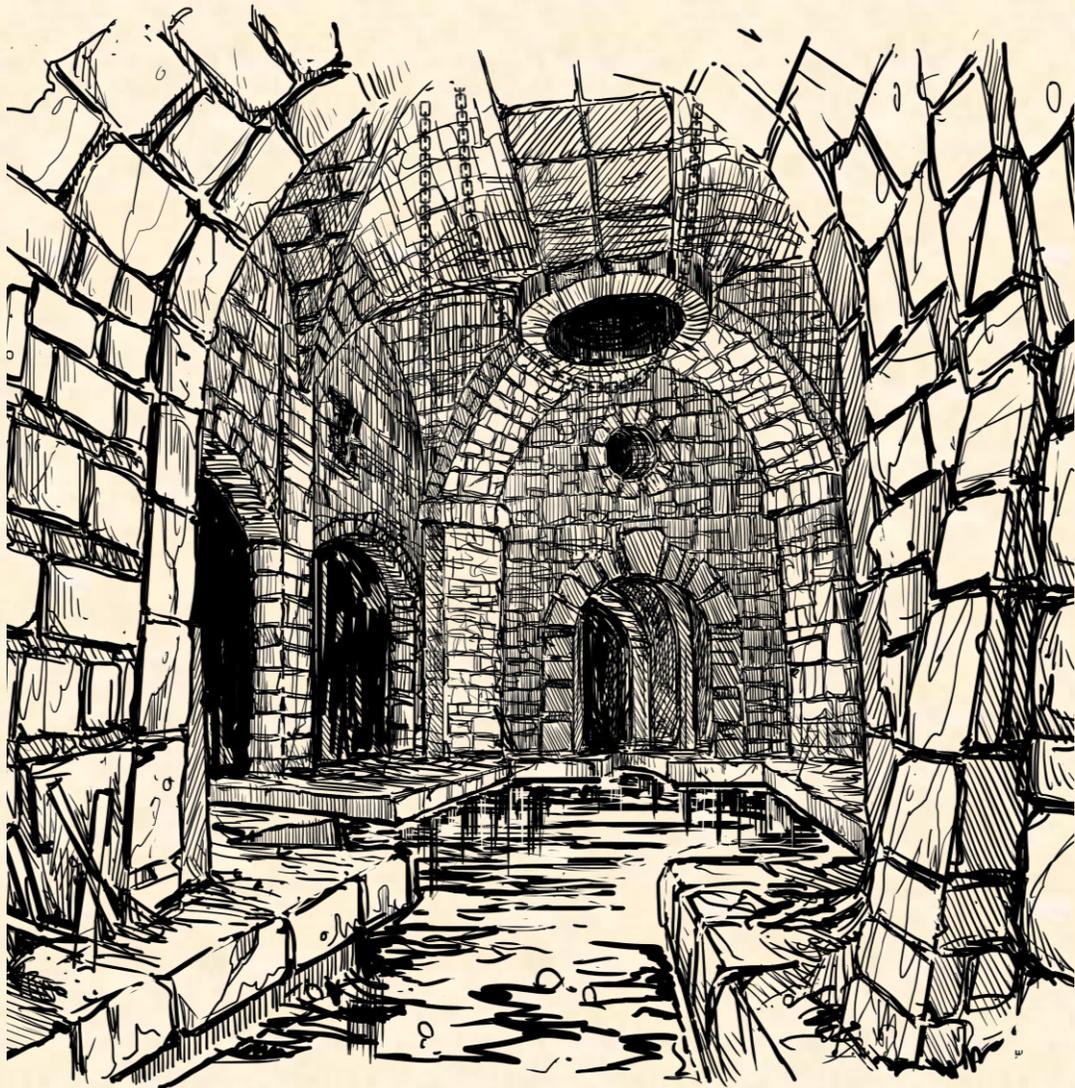


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# IT CAME FROM THE SEWERS



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# It Came from the Sewers

## *Rumours & Hooks:*

A number of sailors have gone missing recently, spooking the dock locals. Some say the “lost” abandoned ship and stowed away to fairer climes, but others say something took them. Something from the sewers.

The *Shanks*, a thieves guild specialising in smuggling and fencing stolen goods, is said to have a secret warehouse in the sewers. Might be worth a quiet visit.

Dock workers report a stray dog was found dead in an alley near the harbour, with a trio of giant, one ft leeches attached to its husk.

## **Dwellers Below**

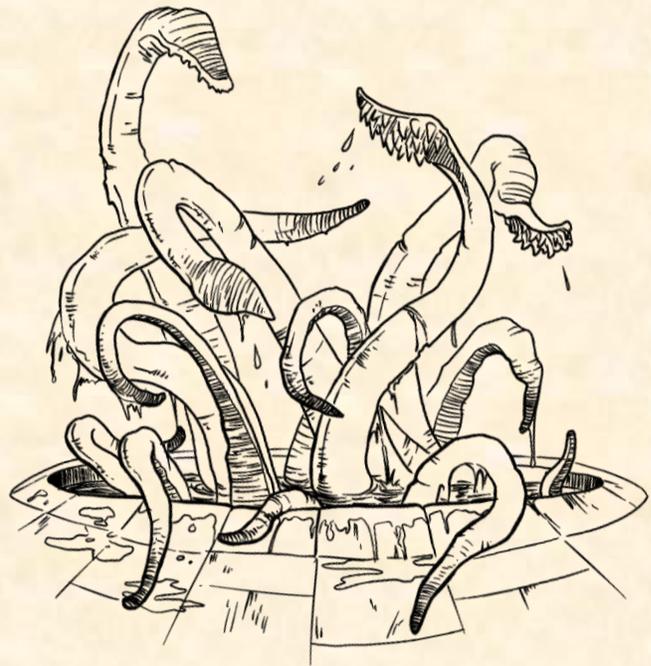
The extensive sewer complex of *Port Brax* is not generally a place for people; it’s dark, filthy, smelly and foul - literally doused in refuse. But for some, these underground tunnels provide a shunned and secret sanctuary.

The Shanks gang, for instance, have excavated a hidden strongroom beneath the city. Close to large drains emptying into the harbour, and a short hop onto smuggler’s ships (or vice versa), the sewers play a valuable role in their bootlegging operations.

But worse than thieves lurk in the wretched undercity, and sometimes they emerge, hungry for a warm meal.

In recent weeks, a number of sailors, dock workers and street walkers have gone missing, care of a newly arrived *Slop Gorgor*. The monstrosity swam into the sewer complex via *Lake Argos*. With refuse, offal and humans readily available for eating, the thing has made itself a den, and begun preparations to spawn more of its kind.

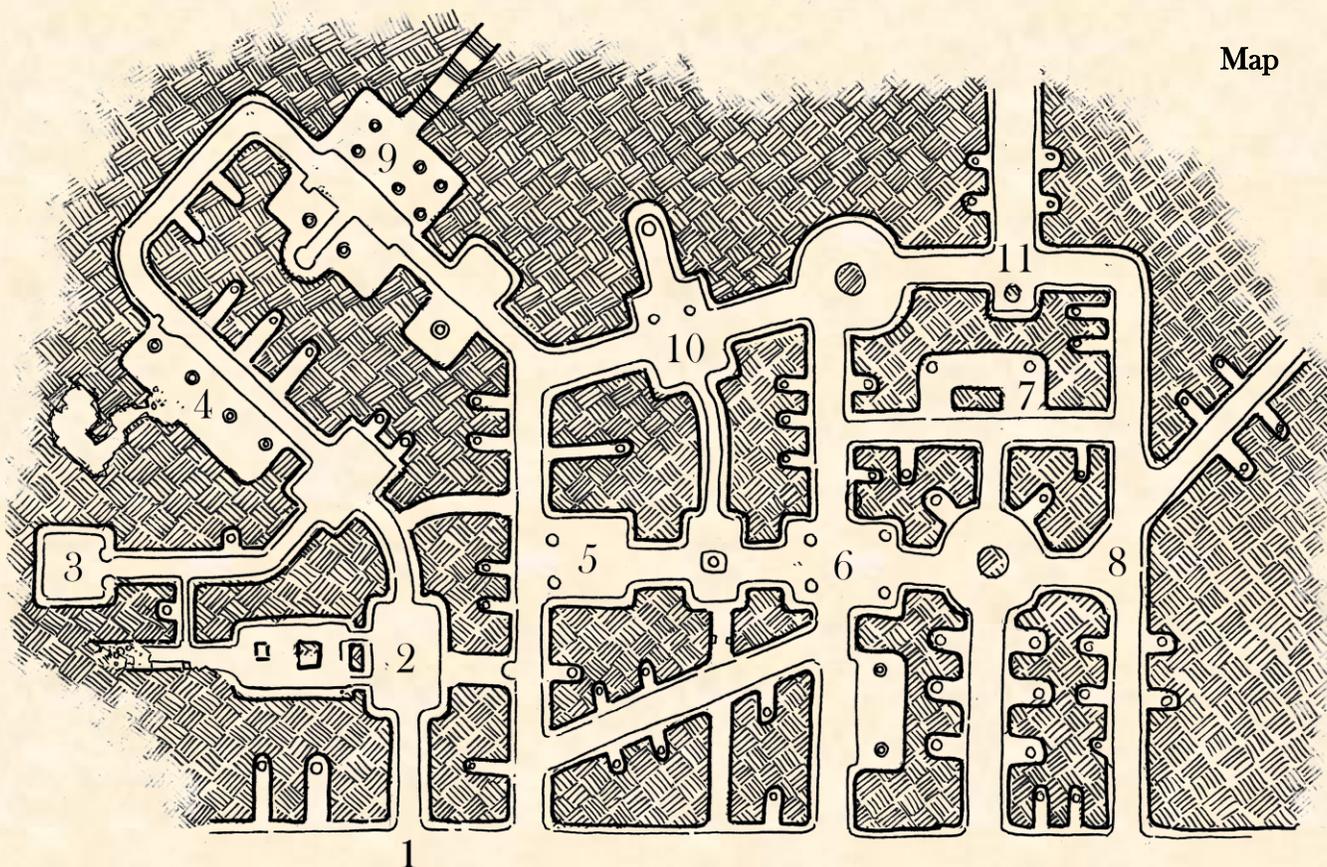
The shanks know that something awful lives in the eastern tunnels, but so far it hasn’t braved the flickering of their torch flames. Still, the smugglers steer well clear, and have trapped Area 10 to dissuade it wandering their way. With easier meals to be found elsewhere, the gorgor has mostly left them alone (for now).



The adventurers might become involved in this adventure by (i) hearing about the shank’s secret warehouse (and want to break into it, or hire smuggling services), (ii) investigate rumours of giant leeches killing a favourite family pet, or (iii) being hired by guardsmen (who have zero interest in searching the sewers) to rule out “wild claims” that “something down there” is behind a spate of missing locals.

## **Sewer Access & Conditions**

Entry to the sewers is easiest via the large outlets opening into the harbour, but barred drains and 2 ft diameter manholes are also scattered about the city streets. At the GM’s discretion, manholes and drains might grant access to anywhere on the map marked with small circles.



During the day, the sewers are poorly lit via filtered sunlight from overhead drains, imposing disadvantage on sight based checks. At night the tunnels are completely dark. The passages echo with the sounds of dripping, bugs skittering, and unseen things slurping through the muck. As might be expected, the stench is awful and overpowering at the best of times.

The sewer is constructed of cut stone, carefully laid hundreds of years before, when the city was first raised. The ceilings are roughly 8 ft high. Most of the sewer has narrow 1 ft walkways running alongside the walls, albeit these are often slippery with filth, especially after a powerful storm. Those wanting to wade through the channels of muck will generally find them a few feet deep. The pool chambers are the “slushiest”.

### Random Encounters

While the party explores the sewers, there is a 30% chance of a random encounter every 20 minutes. If an encounter occurs, roll 1d8:

1. A single *Dire Rat* (LFG p.121) quietly sniffing out smaller rodents for eating.
2. 1d4 *Shanks* ferrying goods to/from the strongroom in Area 9.
3. A *Giant Spider* (LFG p. 125) has set up home here, spinning webs across the corridor, hoping to ensnare something juicy.
4. A shrill scream echoes throughout the whole of the sewer complex, abruptly cut off.
5. A *Ssurloc Hatchling (Serpentman)* is wandering the sewers as if lost (as Serpentman, LFG p.123, but 2 ft tall, 1 HD, 1d4 + poison damage, S8, I5).
6. 2d4 *Green Slimes* (LFG p.112) are lurking on the ceiling, hoping to drop

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onto living creatures moving underneath (or fling foul slime up to 30 ft).

7. 2d12 *Giant Centipedes* (LFG p.102) are swimming in the refuse, engaging in mating rituals. They respond poorly to being interrupted.
8. 3d6 *Vampire Bats* (LFG p.100) come screeching down the tunnels, drawn to the party's warm bodies.

### Area 1 - Main Entry

Several 5 ft wide, 8 ft tall tunnels are used for easy maintenance access, crisscrossing beneath the city. Some light filters into these entryways, but further in the sewers are more dimly lit. The sound of ships and dock workers resonates in these entry tunnels, but soon quietens.

### Area 2 - Leech Pool

This 10 ft by 20 ft chamber is the home of 3d4 *Projectile Leeches*. They are hiding in the sewer water (automatic surprise, unless the PCs take steps to test the refuse pool with a long pole or similar). The leeches will attempt to feed on the party if given the chance.

*Projectile Leech*, AC 10, HD 1, Bite 1d3 + blood drain, 19: the leech latches onto the target's face, causing an eye injury; (*Luck* (Con) save resists, with advantage if wearing a helm), S10 D10 C16 I2 P14 W8 Ch3 L3, Mv: 20 ft inc walls, ceiling, etc. May launch up to 10 feet to attack. Immune to bludgeoning damage. On a hit, latches on automatically causing 1d4 damage and 1 Con loss each turn. A Str contest (Str 16) at disadvantage removes the parasite. Alternatively, salt, fire or acid automatically kills the leech.

### Area 3 - Roach Nest

A swarm of 6 inch cockroaches are nesting here. The insects hide in the walls or under refuse until disturbed, at which point they come swarming out from everywhere - under detritus, cracks in the walls, out of the water, etc. The chittering mass

scuttle past the party in a panicked attempt to find a new hiding place. The swarm is harmless, but noisy, and might alert other nearby creatures.

### Area 4 - Giant Rat Den

3d6 *Giant Rats* have made their home in the small dug out cave to the west. The bones of smaller mammals are scattered about the vicinity.

*Giant Rat*, AC 11, HD 1d4 hp, Bite 1d3, 19: another *Giant Rat* (60%) or *Dire Rat* (40%) comes to aid this one, S3 D14 C8 I2 P14 W6 Ch4 L3, Mv: 40 ft. A giant rat bite has a 50% chance of carrying *Lemon Rot* disease, causing 1d4 Str loss each day until bedridden at zero Str. A *Luck* (Con) save resists. An apothecary may be able to cure the disease with the correct healing herbs.



### Area 5 - Jelly in Waiting

This approximately 20 ft by 15 ft chamber is particularly foul smelling, burning the hairs on the inside of one's nostrils.

An *Ochre Jelly* is hibernating at the bottom of this pool area. Warm blooded humanoids will rouse it from slumber, hungry for a meal.

*Ochre Jelly*, AC 11, HD 8, Pseudopod 2d8, 19: the jelly splits in two, S18 D10 C16 I2 P13 W16 Ch1 L9, Mv: 30 ft inc walls, ceiling, etc. Jellies absorb any adventurer reduced to zero hit points in one round, making recovery of the body

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impossible. They are immune to fire and split in two via cold damage (divide hit points in half).

### Area 6 – Noxious Fumes

This 15 ft by 20 ft pool of wretchedness is releasing bubbles of noxious gas (caused by an unfortunate mix of refuse and alchemical ingredients). Passing through this chamber has a 50% chance of releasing headache inducing fumes, requiring a *Luck* (Con) check to avoid nausea (-1 penalty on all checks) for 1d6 hours.

### Area 7 – Wererat

A solitary wererat has made her home here, lined with straw, fleece ridden blankets and the clothes of dead victims. *Narci* was once a beggar on the city streets, but was bitten by a nomadic lycanthrope before the beast moved on. She has until the next full moon before the change is permanent. In the meantime, *Narci* struggles between her human and bestial urges, slowly turning mad in the bowels of the city.

*Narci, Wererat*, AC 12, HD 3, Bite 2d3 and Knife 1d4, 19: a giant rat comes to *Narci*'s aid, S14 D18 C10 I13 P14 W10 Ch8 (Hybrid), L6, Mv 30 ft. *Narci* is a lycanthrope with all the usual benefits (LFG p.95). By spending an action, she may exert control over and issue orders to ordinary rats, giant rats and dire rats, which are compelled to obey. Wererats are extremely sneaky and gain advantage on Stealth checks. *Narci* carries 1 x Trinkets & Curios (LFG p.141).

### Area 8 – Floating Corpse

A bloated corpse is floating here in the channel. It is still clothed but lacks any pouches or weapons. An Int (General Lore) check recognises the body as that of *Iaine*; an old farmer that went missing three days ago. The widow would surely like to know the fate of her husband. Inspection of the body reveals deep cutting wounds around the neck and kidneys (Int (Apothecary) check confirms the wounds were made by knives or similar weapons).



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### Area 9 – Shank’s Strongroom

Shank novices or members serving punishment for some transgression are often “sentenced” to guarding this area by the guildmaster. Today there are 1d3 young rogues doing their time. If just one thief is present, there is a 50% chance he/she is in an intoxicated sleep.

*Shank*, AC 12, HD 1, Shortsword 1d6 19; disarm, S10 D13 C10 I11 P13 W9 Ch10 L4, Mv: 30 ft. Shanks have a 40% chance of carrying 1d3 doses of Giant Centipede poison (LFG p.102).

Since the gorger appeared, the thieves keep burning torches on hand, the flickering of which is easily spotted from afar. The north eastern steps are trapped by way of tripwires (dimly lit, imposing disadvantage on Perc checks). The wires connect to bells in the hall, forewarning other shanks of approaching danger.

The steps end in a barred wooden door. Breaking down the door is difficult (Str check at disadvantage, requires 3 successful checks, or 2 with an axe). Alternatively the party might extract the secret knock from the rogue sentries, and fool their way in.

Inside is an excavated 30 ft by 50 ft hall, lined with crates, baskets and shelves of trade goods.

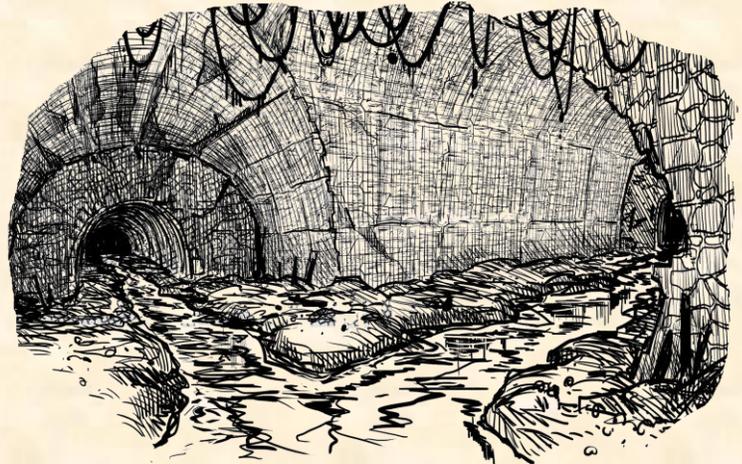
There are 2d4 shanks working here (cataloguing items, appraising, deciding what to smuggle out next, etc). One of these is the shift manager *Norsen* (Midlander, lithe, quick left hander, as shank but 5 HD, Off Turn Attacks, 1d6 doses of Giant Centipede Poison. May choose from the following tricks twice per combat: *Choking Dust*, *Hidden Blade*, *Quick Reflexes*, *Rapid Dose*, *Unseen Whip*).

The strongroom contains 1 x Valuables and 1 x 4 HD Lair Treasure (LFG p.147, 140).

### Area 10 – Fire Trap

This 10 ft by 15 ft chamber has been trapped by the shanks, in the hopes of keeping the gorger in Area 11 away. The western, eastern and southern arches are rigged with tripwires beneath the water, running up the walls to a cache of fire pots on the ceiling (corners and centre).

The pots and/or wires running up the walls can be spotted with a Perc check at disadvantage if an adventurer is moving cautiously. If triggered, the fire pots drop and explode, causing 5d6 damage to anyone in the chamber or within 5 ft of an entry (*Luck* (Dex) save for half). The alchemical fire mixes with the refuse to burn for another 1d4 rounds before extinguishing itself. Needless to say, the explosion echoes throughout the whole complex, and the street above. There is a 40% chance guards or other curious bystanders investigate (via the northern manhole).



### Area 11 – Slop Gorger Den

This junction is relatively clean of waste, on account of the resident slop gorger eating it. The monster is either asleep in the northern tunnel, or if it has heard the party approach, is waiting to ambush them at the junction.

*Slop Gorger*, AC 13, HD 9+2, 3 Tentacles 1d8+1 and Bite 3d4, 19: Random limb is crushed, breaking bones (per Injuries & Setbacks table entry 2 or 3), S19 D8 C17 I3 P10 W9 Ch3 L10, Mv: 30 ft or 40 ft swim. On a hit, the target

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must make a *Luck* (Con) save or catch *Bulging Veins* disease (after 1d6 hours, the target suffers 1 Cha loss, 1 Int loss, and a serious madness. These effects persist for 1d4 months). An apothecary might halve the disease duration with the right healing herbs.

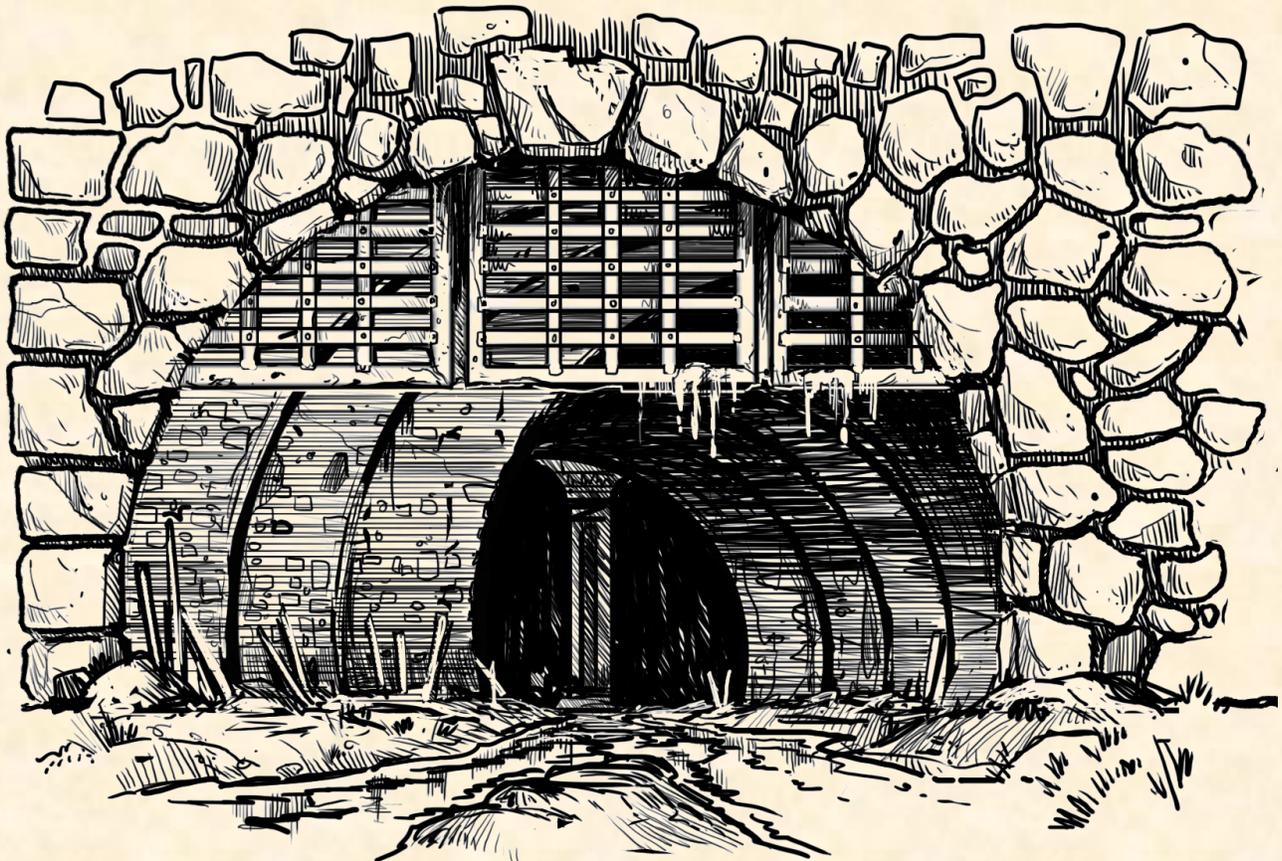
Slop gorgers are 8 ft, fleshy slug like monsters, with grinding maws and a tangle of 10 ft spiked tentacles (10 ft reach). They are amphibious in nature, strong swimmers and disturbingly quick overland. Gorgers prefer feeding on refuse and carrion (which doesn't fight back), but are also partial to warm blooded creatures, especially when spawning. They are asexual and lay slimy egg sacks that release multiple baby gorgers.

If the tunnel is investigated, the half eaten bodies of some of the recent missing can be found beneath the water (1 x Carry Loot, LFG p.136). 2d4 gorger egg sacks are also present (due to hatch in a few months, worth 100 gp each to the right buyer).

### Aftermath

If the party steal from the shanks, the guildmaster will attempt to track down the culprits and make an example of them (by cutting one of their hands off, for instance). Whether the adventurers can be identified will depend on a number of circumstances, including whether they left any survivors, where and how they fence the stolen loot, etc.

If the slop gorger is not dealt with, its baby gorgers hatch in a few months, which leads to a *Bulging Veins* outbreak, and further missing persons in the docks area. Eventually the gorgers spread to other parts of the city, ultimately forcing the guard to investigate and deal with the problem.





## CREDITS

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