

AGENDA

- Make the world fantastic
- Fill the characters' lives with adventure
- Play to find out what happens

QUESTIONS

- What brought you to New Hamelin Town?
- What has the Lord Mayor promised you to return his daughter?
- What reason do you have to hate or love the Lord Mayor?
- What experience do you have with rats?
- What have you heard about the Pied Piper?
- Do you believe in the legend of the Sewer Crocodile?

IMPRESSIONS

- The stench of the sewer
- The constant drip of foul water
- The endless twittering of rats
- The eerie, distant sound of Pipe music
- The rush and gurgle of sewer water
- A distant sound of a crying child
- The ancient sewer stonework from another era
- The sudden sprouting of green, foul and poisonous sewer mushrooms



HIDDEN SEWER LAIR OF THE PIED PIPER v1.0E

A Dungeon Starter by Mark Tygart
For Sage LaTorra and Adam Koebel's
Dungeon World
www.Dungeon-World.com

GOALS

- Establish details, describe
- Use what they give you
- Ask questions
- Leave blanks
- Look for interesting facts
- Help the players understand the moves
- Give each character a chance to shine
- Introduce NPC's
- Fill out your worksheet

DUNGEON MOVES

- Change the environment
- Point to a looming threat
- Introduce a new faction or type of creature
- Use a threat from an existing faction or type of creature
- Make them backtrack
- Present riches at a price
- Present a challenge to one of the characters

CUSTOM MOVES

You Trigger a Sewer Water Pit Trap:

ROLL +DEX:

10+ You are shaken but safe

7-9 Choose one:

You don't lose a valuable item

You don't take damage (1d6)

You don't take -1 ongoing until you warm up and rest

Prying Gems from the Rat Idol

If you try to pry either of the Eye gems from the Rat Idol

ROLL+DEX

10+ You bypass the trap

7-9: The Rat Idol breathes Fear gas throughout the Lair; but it affects your party, not you.

Less than 6: Everyone must ROLL+CON or be affect by a massive cloud of fear gas (acts the same as the cleric's spell). The affected party members will hallucinate that the Idol has come to life and is attacking and they must flee for their lives. The effect will end at the GM's personal discretion.

Drink from the Fountain of the Rat:

10+ The waters act as a Healing Potion

7-9: As above but you have a sudden longing for cheese.

Less than 6: All of the above but you gain a small rat-like feature (tail, rat eyes, and whiskers) that have no other real effect and fade after rest.

Note: The fountain will transform children into Rat Men.

MORE CUSTOM MOVES

Exploring the Maze (the Sewers)

Move was developed by Kasper Brohus Allerslev

Note: The party must be properly equipped before it can attempt this move

When you *explore the maze*, choose one party member as the *spotter*, one as the *rear guard* and one as the *cartographer* (the same character can only have one job). If you don't have enough party members or choose not to assign a job, treat that job as if it had rolled a 6. The *spotter* roll+DEX, the *rear guard* roll+WIS and the *cartographer* roll+INT.

On a 10+, the spotter can find a way around any traps on your way. On a 10+ the rear guard will spot any trouble quick enough to let you get the drop on it. On a 10+, the cartographer marks an efficient path on their between the room the left and the new room the group enters.

On a 7-9, each role perform their job as expected; you do not blunder into any traps but you still have to deal with them, no one gets the drop on you but you don't get the drop on them either, and you find a new room without getting lost.

Retracing your steps

When you *seek your way back to a previously visited room*, if you have an efficient path marked on your map you get there quickly, though you still have to deal with any traps left behind on that route.

If you do not have an efficient path marked on your map, you still take +1 for each time you visited it when rolling for *Exploring the Maze*, though on a hit you will get back to the previously visited room instead of a new one.

THINGS

Eyes of the Rat Idol 0 Weight 2,000 Coins Each
Two marvelous rubies.

Pipes of the Pied Piper Bard Only 1 Weight
These masterwork pipes will prevent attack from rodents or rodent creatures of any size when played by a Bard of any level.

Rat bite Antidote 3 Uses, 0 Weight, 200 Coins
This potion cures rat bite infections.

Map to the Pied Piper's Lair 0 Weight 100 Coins
Counterfeit, leads to the Sewer Water Trap.

Sewer Crocodile Bait 2 Weight 300 Coins
Combination of stewed goblin, spoiled peaches, and crushed rosemary will summon a hungry Sewer Crocodile when taken from its wrappings quickly.

Services

A local street urchin to smuggle you to the shrine:
20-50 Coins with haggling

Monsters

Dire Rat *Small, Horde Devious*
Bite (d4 damage)
Hand 3 HP, 0 Armor
Dire rats prefer to live underground, only venturing to the surface at night. They skulk in the sewers of large cities, and inhabit dark caves, ruins, and occasionally dark thickets in the wilderness. Dire rats are stealthy, and like to hunt in small packs, sneaking up on prey and ganging up on one creature at a time.

Instinct: To nest and breed near an abundant food source

Inspired by the legends of the Pied Piper

Rat Man *Group, Devious, Terrifying*
Claws, teeth (d4+2 damage 1 piercing)
Close 8 HP, 2 Armor
Half person, half rat. Mostly rat-like in temperament, though more aggressive. Child victims of the Pied Piper transformed by the alchemy of the Fountain of the Rat into these hybrids of human and rat.

Pied Piper *Stealthy, Magical, Organized, Intelligent*
Rat swarms (d12 damage)
Close, Ignores Armor, Reach, Near 16 HP, 1 Armor
In the deep places beneath large cities, the rat hordes are almost civilizations unto themselves. Like all civilizations, they are guided by a higher influence. That higher influence is the Piper. Nobody is quite certain what the Pied Piper is, but often its only visible feature is its ghastly, hypnotic music that the rats of the under city compulsively follow. It is whispered that Pied Piper may be the living embodiments of pestilence and entropy.

Instinct: To charm

Sewer Crocodile *Solitary, Large, Stealthy*
Bite (d10+4 damage 1 piercing)
Close 15 HP, 2 Armor
These sewer dwellers float along the murky waters of sewers looking for its next hapless victim be it Rat, Goblin, Thief or Adventurer. 'Ware the one caught in its steely bite as it dives into the depths to tear and drown its victims.

Instinct: To devour



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