

# Reva the Rat Queen

**A 4E Mentor NPC with Meeting Encounters**

**Encounters designed for characters of 6th to 9th level**



***Written By: David Wainio***

***Editing: Jeff Walker***

***Map Sections: Steven Ong***

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## Encounter Tile Notes:

The two market tiles are taken from the *Art of War™ City Tiles - Grand Bazaar set* published by Three Sages Games and available in finer game stores in the US. *Art of War™* tiles are waterproof and can be written on with dry or wet erase markers. They come in sets of 8 tiles, each approximately 8"x10" and scaled to 1 inch squares.

The alley encounter map was made for this document using Campaign Cartographer.







## Reva the Rat Queen

Reva is a unique arcane spell caster who is something of a mix between a wizard, warlock, and sorcerer. She has a contractual attachment to the spirit of a dead wererat sorcerer. She has learned her magic from this spirit. Originally she cast the spells in the fashion of a wizard or warlock but eventually they became part of her innate powers making her something of a sorcerer.

She is designed to serve several different potential campaign functions. She can be an information source about underground activities in a city, the focal point of adventure rumors, a potential grandmaster for training, and a source of potential boons if those are in use for your campaign.

### Introducing Reva to Your Campaign

She is designed to best interact with characters between the levels of 6 and 14. If possible, drop rumors and stories of Reva into your campaign before the players reach sixth level. The encounters here are for 6th to 9th level players.

In this supplement Reva lives in the sewers of a large human ruled but multiracial city state called Worlun. Worlun is located in the *Realms of Wor* campaign setting but the DM can easily substitute the name of a different city in places that Worlun is cited.

Listed below are some potential campaign events that the characters know (or hear about) prior to reaching level six.

*Several years ago the city of Worlun had to close down most of their outdoor markets and bazaars because wererats kept attacking from the sewers. A plan was formed to organize adventurers to hunt down and kill the wererats and their leader Amschel. It is said that 20 adventurer groups scoured the sewers but only one found any wererats. That one group encountered Amschel who reportedly told them that the tribe had negotiated with "the Rat Queen" and left the city to live in the wilds. There would be no more market place attacks but as Amschel's pride would not let him retreat from his home he was leading the few warriors of his tribe that felt the same as he on one final attack. The adventurers defeated Amschel and his handful of remaining followers but were said to have commented that it didn't seem like the wererats were fighting very hard. It was as if they wanted to die in combat rather than win and advance up to further battles on the surface.*

If the players ever ask Reva about this event she will confirm it as true. Amschel had gained control of the city's wererats by agitating that the wererats were denied their just due by the surface dwellers and that the humans should be driven from the city. It was a foolish and impossible dream, but one that was attractive to the tribes. Reva realized that the wererats would get wiped out and argued

long and hard with their tribal council. She convinced the wererats that there were better places to live and most of them left before the great hunt started. Amschel and a few of his most ardent followers decided upon a course of death before what they saw as dishonor.

*A story going around the seedier taverns of Worlun claims that the Southern Thieves Guild of the city once tried to invade the Children's Warren - an area where many orphans gather to live in self protection down near the docks - with a plan to capture them and sell them to illegal slavers. The plan fell apart when hordes of huge wharf rats fell upon the guild's raiders and drove them away from the Warrens. The next night Natty MacDune, leader of the Southern Thieves Guild, was killed in his home along with many of his personal guard. Survivors claim that rats came up from the basement and that Reva herself appeared, using magic spells to defeat the traps and destroy the guards.*

*Some people say that the hit on old Natty was probably just a standard Guild power struggle that had the rumors of Reva mixed in to cover the identity of the real attackers. Maybe this is true, but either way none of the four Thieves Guilds of Worlun bother the street urchins. For their part the orphans of the street proudly claim the title of "street rat" these days even though that would have been an insult just a few years ago.*

About this event Reva will admit that she attacked Natty in a fit of rage over his attempt to round up the children. She will claim that she didn't intend to kill him, just frighten him into leaving the children alone. However the guards tried to use alchemical fire pots to drive back her rats and the house caught on fire. Natty MacDune and his cronies died in the blaze after Reva's retreat.

### Rumors in Worlun About a "Rat Queen"

*If you leave an offering of fruit, nuts or cheese to the rat queen on your doorstep at night you can gain good fortune for your children or protection for your food stocks.*

*The Rat Queen is a woman named Reva. She is a wizard or warlock of great power who lives in the sewers and shuns most contact with others except for children.*

*The Rat Queen and a lizardman shaman named Lrradd wage a continual war between rats and reptiles for control of sewers.*

*The Thieves Guilds pay an annual tribute to the Rat Queen so that her minions will not molest the thieves who use the passages under the city for their "business travel".*

*Reva dresses in filthy rags and can be easily overlooked as a common beggar. She can roam the streets at will unrecognized.*



## Reva's Personal History

Reva had an elven father and human mother. She was born in the Forest of Hed, also known as the Elf-Woods, where humans are only allowed by special permit. Her father's family never accepted the cross-racial marriage. Before she was two her father disappeared while on a caravan run he had undertaken to secure rare healing herbs her mother required. The family blamed the mother for his loss and spurned her. Reva and her mother then moved to the trading town on the edge of the forest.

As Reva's mother had been a warrior adventurer all her pre-marriage life she had no skills with which to earn a living that didn't involve edged weapons. Doing "muscle" work for a local human crime gang was all she could find to feed little Reva; a choice that further alienated the pair from the elven community of the town. When Reva was five years old the gang was wiped out by a elf led criminal group and her mother was forced to flee to the city-state of Worlun.

In Worlun lived Reva's grandmother (on her mother's side). Grandma Hetty was a batty old woman who lived in a shambling mound of a house that had once been quite grand but was now falling apart. Reva's mother took to her adventuring ways again, seeking treasure to bring back to her remaining family. This meant that Reva was left in Grandma Hetty's care most of the time.

Hetty was a warlock who had been driven partially insane by the feywild powers she had bargained with. Reva unconsciously memorized the rhyming nonsense her grandmother often sang and internalized the basics of warlock spellcraft along the way. It was a lonely life but Reva didn't mind. She occupied herself exploring the old mansion and playing with the rats and other small critters that had also made the place their home.

The last time she saw her mother was when Reva turned eleven. A large amount of coin was brought for Reva and her grandmother to live off then after a five day visit Reva's mother was off seeking adventure once again. Unfortunately she never returned. The years stretched out and the number of coins dwindled. As a young teen Reva roamed the city streets performing petty crimes - usually the theft of food. Her grandmother died when she was seventeen and Reva found herself alone; except for her rat friends.

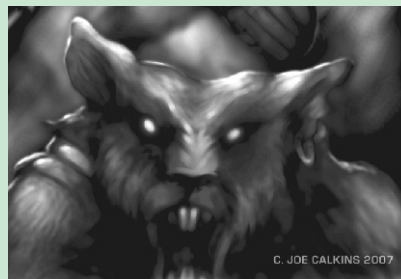
Three months before her eighteenth birthday she was making her way home bloodied and in pain after a beating from a city guardsman when she came across a group of cats that had some rats cornered in an alley. Despite her own pain she waded in with a stick and drove the cats away. This action prompted the spirit Williffee, the great Rat Lord, to take a direct interest in her. He whispered into her ear and she responded to his call. He offered a path to power that she accepted. Through her grandmother's old books, with

Williffee's coaching, she was able to attain full casting powers.

When she was nineteen, the adult son of one of her mother's old adventurer friends looked her up. It was from this young aspiring warrior that she learned that her mother had been killed during a battle in an old mine - which is why she had never returned. Bernard (the son of her mother's friend) felt sorry for the ragged, timid figure Reva cut and decided to help her "get on her feet". He introduced her to his adventurer friends and with Williffee's blessing she left the city and undertook a number of treasure hunts. The Great Rat King understands society better than Reva does. He explained to her that there are ways and places that one can plunder and steal that society condones and that adventuring was one of them.

Reva had feelings for Bernard but did not know how to express or act upon them. Eventually he was romantically swept away by a lady druid who knew exactly how to ply her feminine wiles. Reva returned to Worlun after that to discover that her grandmother's home had burned to the ground and been replaced by a city run apartment building. She went to the only place she had left - the underground sewer of the city.

Making a lair for herself in an area of forgotten underground storage vaults that connected to the sewers, she undertook the effort to increase her arcane might. She now views the southern portion of the city's underground as her personal fiefdom.



**Williffee**  
**Rat King Spirit**

Williffee was a wererat king and wizard from a world of lycanthropes that was invaded by beings from another realm of reality that could control were-creatures. He fought valiantly but was eventually slain. A deity then recruited his spirit as a celestial servant. Williffee served for a while but when it became apparent that the god had no intention of freeing his people he stole a smidgen of divine power and went rogue. His main interests are revenge against the race that enslaved his world (the Drynn), securing a new mortal body, and occupying his time as he gets restless easily. As interacting with mortals attuned to him often proves to be amusing and can serve his ends so he does so.

He would be best suited to a vestige pact warlock. At the moment, Reva is his most favored mortal and Williffee takes a strong interest in her welfare.

## Personal Description

Reva is an unusual half-elf in that she is timid and shy rather than friendly and outgoing. Her personal history has made her wary of authority and scared that adults are planning to betray or harm her. While not extremely paranoid, she is hesitant to trust anyone above the age of adolescence. She is quite happy living apart from society with her rat friends but her desire to protect children keeps her involved with the city in secretive ways.

Her affinity for rats has developed to the point that she can communicate with them and most of them react in a friendly manner towards her and are willing to do her bidding. She talks to them in common and the rats understand (it is a psychic type communication). They squeak back and she understands what they are trying to communicate.

She almost always wears the same thread-worn and damaged "ratty looking" dress. It was the last gift she received from her grandmother before the elderly lady passed away and thus is precious to Reva.

## Personality Traits

Among the first things that players will notice about her is that Reva always speaks about herself in third person. "Reva likes that plan" rather than "I like that plan." She also talks to thin air as if holding a conversation with someone only she can hear. This is indeed what is happening for she can directly communicate with the vestige spirit Willifee. She is a personal favorite mortal of his and he often monitors what she sees and hears, then shares his opinion on matters with her telepathically.

Reva is painfully shy around males and will often address a female and ask that person to tell the male what she said - even with everyone standing in the same room. She rarely looks up or makes eye contact with anyone, and especially not men. Children and rats are exempt from these restrictions and she interacts with either without problem.

She is skittish. Loud noises or raised voices will make her jump. Despite her great arcane knowledge, she speaks with simple words and can sound as if she herself is a child. Sometimes Willifee somewhat takes over a conversation and supplies words for difficult concepts.

While she is not quick to anger, when she does get mad look out. She stamps, throws things, hisses through bared teeth - and all of that is before she starts throwing spells around. While she doesn't seek to kill anyone she has no compulsions against doing so to protect herself, the children of the warrens, or the part of the sewers that she considers to be her territory.

Reva is now agoraphobic. She is afraid of public places and going outside under the sky.

<b>Reva Thanzerra</b>	<b>Level 17 Elite Controller</b>
<i>Medium natural humanoid (half-elf)</i>	<i>XP 1,600</i>
<b>Initiative</b> +11	<b>Senses:</b> Perception +14, low light vision
<b>HP:</b> 160	<b>Bloodied:</b> 80
<b>Speed</b> 6	<b>Saves:</b> +2 <b>Action Points:</b> 1
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 24, <b>Will</b> 24	
<p>☞ <b>Poison Dagger</b> (standard; at-will) ♦ <b>Weapon, Poison</b> +24 vs AC; 1d4+3 damage. If hit secondary attack +16 vs Fortitude or target weakened. Save ends</p> <p>☞ <b>Magic Bolt</b> (standard; at-will) ♦ <b>Arcane, Force</b> Ranged 20; +24 vs Reflex; 1d6+3 force damage</p> <p>☞ <b>Rat Curse</b> (standard, at-will) ♦ <b>Arcane, Psychic</b> Ranged 10; +24 vs Will; 1d6+3 psychic damage and the target is cursed so that further attacks against the target by Reva will do an extra 2d6 damage. Curse lasts until the end of the encounter or she uses this power on a different target.</p> <p>☞ <b>Ocular Jab</b> (standard, at-will) ♦ <b>Arcane, Psychic</b> Ranged 10. +23 vs Will; 1d6+2 psychic damage and is invisible to the target until the start of her next turn.</p> <p>➡ <b>Running of the Rats</b> (standard, recharge 5+) ♦ <b>Arcane, Force</b> Ranged 10; +22 vs Reflex. Target is slid 2 squares as a horde of rats appear underfoot and physically moves the target.</p> <p>➡ <b>Ice Ray</b> (standard, encounter) ♦ <b>Arcane, Cold</b> Ranged 10, Target one or two creatures, +22 vs Reflex. 1d10+4 cold damage and target is immobilized until the end of Reva's next turn.</p> <p>✱ <b>Gas Cloud</b> (standard, daily) ♦ <b>Arcane, Poison, Zone</b> Area burst 2 within 20 squares. Creates poisonous vapor cloud that blocks line of sight until end of Reva's next turn. Those that enter the zone or start their turn there take 1d10+4 poison damage. As a move action Reva can move the zone up to 6 squares. Sustain as minor action.</p> <p>☞ <b>Thunder-Squeak</b> (standard, encounter) ♦ <b>Arcane, Thunder</b> Close blast 5 against each creature in blast. +22 vs Reflex. 4d6+4 thunder damage and target is pushed 4 squares.</p> <p>➡ <b>Fey Switch</b> (move, encounter) ♦ <b>Arcane, Teleport</b> Ranged 10; Reva and a willing ally trade places.</p> <p>➡ <b>Willifee's Ill Omen</b> (standard, encounter) ♦ <b>Arcane</b> Ranged 10; +21 vs Will. Target takes 2d10+2 psychic damage and the target must roll its next two saves twice and take the lower number.</p> <p>➡ <b>Rat Maw</b> (standard, daily) ♦ <b>Arcane</b> Ranged 5, +22 vs Fortitude. 4d8+3 damage and Reva regains hit points equal to half damage. Sustain as minor action, target takes 2d8 and Reva regains half. Save ends.</p>	
<b>Ritual Caster</b>	
All exploration and deception rituals through level 17.	
<b>Grandmaster Skills</b> (various)	
Reva has access to all of the skills she can train others in that are listed on the next page. She has two magic item uses per day for using those boon powers.	
<p><b>Alignment:</b> Unaligned    <b>Languages:</b> Common, Elvish</p> <p><b>Skills:</b> Arcana +17, Athletics +12, Diplomacy +12, Dungeoneering +14, Heal +14, Insight +12, Stealth +16</p> <p><b>Str</b> 10 (+8)    <b>Dex</b> 16 (+11)    <b>Wis</b> 12 (+9)</p> <p><b>Con</b> 16 (+11)    <b>Int</b> 18 (+12)    <b>Cha</b> 14 (+10)</p> <p><b>Equipment:</b> Willifee's Protective Charm (only functions for Reva, defense bonuses added to above stats), +2 dagger</p>	



## Grandmaster Training

Grandmaster training is a type of character boon, meant to take the place of a magic item that the character would normally have access to. Using a Grandmaster Trained power equates to use of a magic item.

If the DM prefers to have a physical object associated with the trained power then tell the player that to use the power they must have a special fetish that Reva prepares for them. This fetish is reusable and effectively acts as the magic item it is replacing in the character's inventory. The same fetish can serve for more than one trained power, similar to a magic item with more than one power. Likely types of fetishes are leather pouches with rat bones, bits of rat fur and arcane powders plus something from the character (snip of hair, paper strip with some dried blood, etc.), a rat skull encased in amber, or a rat's hide stretched between a hoop of heart wood that is thumped like a small tambourine when the trained power is used.

### Reva's Grandmaster Training

#### Reva's Rat Scurry Level 6

*Reva has learned to tap into a rat's innate sense of spatial awareness and attune herself to tight spaces as if she had mystical whiskers. This ability can be learned by a player.*

**Grandmaster Training:** 1,800 gp

**Power (Encounter):** Minor Action. While squeezing the character may move at full speed and does not take penalties on attack rolls. Squeezing still grants combat advantage and can provoke opportunity attacks.

#### Rat's Sensitive Touch Level 10

*A rat's touch is delicate and sensitive to the slightest tremor. Reva has mastered this ability and can teach it to a player.*

**Grandmaster Training:** 5,000 gp

**Property:** Gain +1 on Thievery Checks to open locks or disarm traps.

**Power (Daily):** Standard Action. While touching a lock or trap mechanism make a thievery check with a +12 bonus to open the lock or disarm the trap.

#### Reva's Spell Binding Level 12

*Reva's innate spell casting style allowed her to master combining two simple arcane attacks together. This technique can be yours too.*

**Grandmaster Training:** 13,000 gp

**Power (Daily):** Standard Action. The character can expend an item use with this action and then make two attacks with any at-will arcane power they have. The attacks can be against the same or different targets and the same power can be used twice. Both of the attacks will suffer a -2 to hit and occur simultaneously. Against a single target the results of one attack will not affect the second attack.

#### Willifree's Power Dispersion Level 14

*In his living days, Willifree was a master wizard with great control over magical energies. Part of his ability to control energy has become Reva's and can become the player's as well.*

**Grandmaster Training:** 21,000 gp

**Power (Daily):** Immediate Interrupt. Use when a close or area attack will target you. You harmlessly disperse the energy around you so that the attack does not affect the square you occupy.

#### Reva's Rat's Ritual Curiosity Level 15

*Rats are naturally inquisitive and intelligent beings. A spell casting rat mind even more so. Reva has learned to channel this affinity for exploration into her ritual magic and can teach others to do so as well.*

**Grandmaster Training:** 25,000 gp

**Property:** When performing a ritual of the *Exploration* category, roll twice and take the better result.

#### Reva's Shadow Step Level 17

*Reva has learned to merge with shadow, changing part of herself into shadow so that she becomes insubstantial. This is a psychic technique that can be taught to others willing to master the training.*

**Grandmaster Training:** 65,000 gp

**Property:** Gain +3 to Stealth rolls involving vision.

**Power (Daily):** Move Action. You can teleport 5 squares and becomes insubstantial until the end of your next turn. While insubstantial gain an additional item bonus of +6 to Stealth checks and are vulnerable 10 to radiant. This power cannot be activated in an area of bright light.

### Earning Training

To receive training from Reva the player(s) will first have to earn her trust. This gaming product presents encounters designed to introduce Reva to the campaign and give players a chance to befriend her.

Once they befriend her they can ask for special training and pay the listed price (just as if buying a magic item). This works, but lacks roleplay flair.

The preferred method (especially to introduce the idea of grandmaster training to the campaign) is to design an adventure that Reva has interest in but will not be a participant and then plan the ability training as part of the magic item treasure numbers. Reva then offers to teach the player(s) the ability as a reward for completing the adventure.

Note that two abilities require the character to either cast arcane powers or perform rituals to gain a benefit. The other training abilities can be learned by any character class.

Assume three days of training per ability level are required. Rat's Sensitive Touch would take 30 days.

## Making Reva's Acquaintance

As Reva nests in a hidden base attached to the sewers it is unlikely that the players will simply stumble across her. If they adventure in the sewers and get into a tight spot perhaps the DM can have her hidden nearby to add a spell or two to the player's cause, leaving them to wonder who helped them out.

Because Reva supports an unofficial orphanage known locally as the Children's Warren, encounters assisting the street children of southern Worlun is the best way to introduce Reva to the players as a potential ally and trainer. Two encounters are presented here to represent a starting point for communication with Reva. She once traveled with an adventure group and though it ended in heartbreak, part of her misses contact with adventurous souls.

Williffe finds her agoraphobia to be a great hindrance to his goals outside the city - thus he would like for her to have some "friends" he can use through her for various tasks.

### Lrradd the Lizardman and the Children's Warren

These will be the key factors in creating a friendly contact between the players and Reva.

Lrradd is an elite Marsh Mystic that has decided that Worlun should return to being the marshy wetlands it once was when his tribal ancestors supposedly lived where the city now stands. There is no evidence to support his claims, but he is a true believer in the cause of driving away the humans and destroying their city. Ignoring the impossibility of the task, he wages a one mystic war from the sewers below the city. The city officials do not know that he has declared war on them; but his efforts to disrupt commerce, stop up the sewers, and commit random violence against citizens is started to get the attention of local authorities in the Southern Ward of the city.

While Lrradd does not have a full tribe of lizardfolk at his command under the city, he does have the ability to control many types of reptiles plus tribal ties up and down the river. He brings various creatures that can travel by water into the sewers through the flood channels that flow to the river.

His ambitions have run into an unexpected snag however. His recent expansion into the southern sewer system has brought him into conflict with Reva and her rats. While she does not care terribly much whether the city exists or not, she does not like Lrradd's forces attacking sewer workers, plugging up channels, or popping up onto the street for a quick bite of a citizen or two. Reva knows that too much of such activity will bring organized searchers down into the sewers and she doesn't want the city authorities poking around in her domain.

Peripherally related to the underground turf war beneath southern Worlun is the collection of abandoned, orphaned, and run away children that collectively live in a set of abandoned warehouses now called the Children's Warren. The warren houses around forty kids ranging in age from six to sixteen. The older teens prepare communal meals and generally try to watch out for the younger ones.

"Graduates" of the Warrens; young adults that have moved on to live alone, occasionally assist as well. A small network of the original denizens of the Warrens seek to place those children desiring families with foster homes and find part time work for the older kids seeking a path to self reliance. Everyone in the Southern Ward of the city is aware that a large group of children live alone in the Warrens. However the children are responsible for very little crime and mysteriously seem to have enough coin to not become a burden on the city's over-extended public welfare system. Thus the Children's Warren is officially ignored by the authorities and accepted as a useful refuge for orphans by the locals. Once in a while a local temple sends representatives there to try to talk the children into moving to church operated orphanages but few kids choose to.

The chief reason for the Warren's financial and physical security is known to the children but not generally known to the surrounding adults. Reva the Rat Queen has made it her business to quietly support the Children's Warren from the shadows. She provides money, medical care, and when required physical protection to the kids. Large rats patrol the Warren's borders. The stories of Reva's reaction against the thief guild faction that tried to attack the Warren scares away those who would prey upon the children.

The connection is that Lrradd has learned of the Rat Queen's attachment to the kids of the Children's Warren and is seeking to use it to his advantage. He incorrectly assumes that Reva must live with the kids (or under them anyway) and as he fears her power in a direct confrontation he has no plans to assault the Warrens. His plan is to kidnap a few of the older kids with part time jobs when they are away from the Warrens and use those kids to force Reva to leave.

This is where the players come into the equation. They will become involved in stopping two of Lrradd's attempts to kidnap Warren children. As Reva has agoraphobia she will not leave the sewers to deal with the attacks. This gives the players a chance to befriend her by being her agents above ground. Protecting her favored children from harm is about the only way an adult can hope to form any type of trusting bond with the reclusive and skittish Rat Queen.

Two encounters are presented here. The DM can add more (maybe even a rescue operation for a successful grab) if desired. When - or if - the players will go after Lrradd in the sewers is up to the DM to decide and create.



## Acquaintance Encounter One

### Encounter Start

The players are in the city and going about some type of business where they happen to be walking together. (Or the DM could have only a few of the players involved if desired. Especially effective if one or two players have felt left out of recent adventures because of their power mix, character history, or some other reason). This encounter is designed to be relatively easy and can be scaled to the number of players present quite easily.

Read the players the following encounter information:

*You are taking a short cut to your destination down a quiet side street when a shriek of panic sounds from a short distance in front of you. It sounded like a young girl. Ahead you can see a young man carrying a crate of vegetables. He is looking down a side alley and yells "Hey, leave that girl alone" at someone unseen.*

*He then drops the wooden box with a yelp and starts running towards you. A strange looking creature about the height of a medium sized dog but looking something like a lizard's front half attached to a snake's body crawls out from the alley chasing him.*

*No one else is visible along the street and there are no ground level windows or doors near by.*

Start the players about ten squares up the street from where the running delivery guy is marked on the map. For this encounter roll the initiative of all NPCs involved - even the ones the players can't see - now. To the sewermander chasing the delivery guy assign an initiative one less than his so that he can get away towards the characters. When his turn in the initiative comes up he will use two move actions at run speed so he should pass the starting position of the players. The sewermander chasing him will do the same, but will fall behind as it is slower. This first round it will give away opportunity attacks for movement and the defensive penalties for running trying to follow its orders to kill the delivery guy. If the players attack it then the following round it will engage them. If they let it go it will chase the delivery guy for three more rounds then give up and return at a slower speed, which will take five rounds. It will be gone for eight rounds total.

If a player moves to where they can see into the alley in their first or second round of encounter they will see and hear **Scene A**. If they arrive after three or more rounds they will observe **Scene B**.

In the alley is a swamp shadling and perhaps a few sewermanders depending on the number of players involved. The swamp shadling is attempting to kidnap a young teen girl, who is trapped in a corner but protected by three giant rats. This particular swamp shadling can speak the common language.

**Scene A** (if a player arrives before three rounds).

Note: Adjust the number of sewermanders present based on the Encounter Groups listed on the next page.

*You can see the blond head of a girl who looks around thirteen years old peeking over the top of a trash barrel. She appears to be trapped at the end of a short dead end alley. Three very large rats are in front of the barrel, hissing at more of the lizard/snake things like the one that ran up the street towards you moments ago. Only five feet inside the alley is a dark green humanoid of an unknown type. It has lizard-like features.*

*As you arrive you hear the girl yell, "leave me alone. I'm a friend of the Rat Queen you know."*

*The hunched lizard figure responds to the taunt with a harsh, raspy voice. "That is the very reason you must come with me!"*

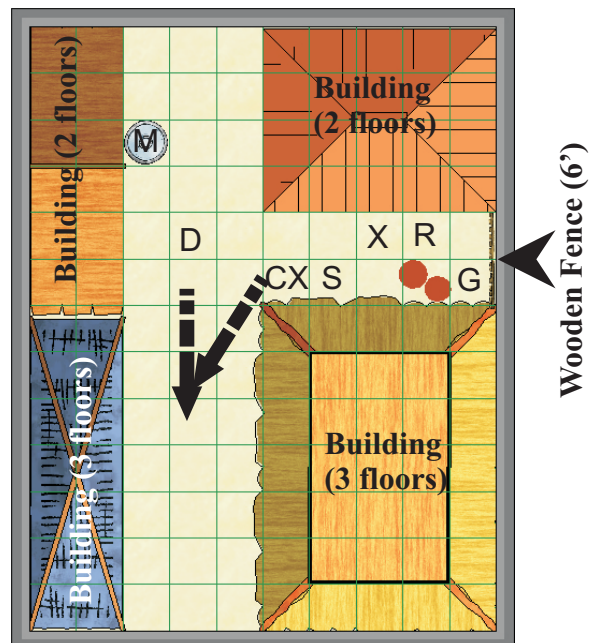
**Scene B** (if the player(s) arrive at three or more rounds).

Note: Adjust the number of sewermanders present based on the Encounter Groups listed on the next page.

*You can see the blond head of a girl who looks around thirteen years old peeking over the top of a trash barrel. She appears to be trapped at the end of a short dead end alley. At the moment she is in the middle of throwing rocks at some lizard/snake things like the one that ran up the street towards you moments ago. These strange creatures are in combat with a few giant rats. It appears as if the rats are going to lose as only one remains and two rats lay dead while the creatures have suffered only a few shallow wounds. Surprisingly, it appears that the rats are trying to defend the girl.*

*As you arrive you hear the girl yell, "The Rat Queen will find you for this you know."*

*The hunched lizard figure responds to the taunt with a harsh, raspy voice. "Oh, I am counting on that young human".*



**M:** Open manhole to sewers below  
**D:** Delivery guy and direction he runs  
**CX:** Sewermander chasing delivery guy  
**X:** Any other sewermanders

**G:** Girl  
**R:** Rats  
**S:** Swamp Shadling  
**●:** Trash Barrel

## Encounter One - Encounter Group and NPCs

**NPCs:** Delivery Guy. Use *Human Lackey* (Lv 7 Minion) from 4E MONSTER MANUAL.

Girl. Use *Human Rabble* (Lv 2 Minion) from 4E MONSTER MANUAL, except she is unarmed and her Mob Rule applies to other human rabble as well as rats of giant size or larger.

### Monster Encounter Group:

Base group: (1) Swamp Shadling (Lv 7 lurker, 250 xp) from end of this document and (1) Grey Sewermander (Lv 5 Skirmisher, 200 xp) from the end of this document. This one chases the delivery guy.

Add to Base Group: +1 Grey Sewermander per player party member more than three members of Level 7 or less. If the party member is level 8 or higher add +1 Blue Sewermander (Lv 7 Skirmisher, 300 xp) instead. Blue Sewermanders are in the end of this document.

### Monster Tactics

The swamp shadling has been ordered to capture the girl and take her down into the sewers. The sewermanders are not trained to subdue enemies so they will be used to dispose of anyone that interferes (like the delivery boy and rats) and then corner the girl in a place where the swamp shadling can grab her.

Any sewermanders in the alley will finish off the rats then keep the girl pinned behind the barrels until damaged by the players. They will then attack the players. Grey types will spend an action to spit their numbing spittle at the girl then move to the characters. Blue types will use their energy breath on the players then move in for melee.

The sewermander chasing the delivery guy will stop and fight the characters if they attack it. Otherwise it will chase the delivery guy for three more rounds then give up and return at a slower speed, which will take five rounds. It will be gone for eight rounds total. The DM might want to have it spit at the fleeing delivery guy to give the players a warning that the sewermanders have such an attack.

The swamp Shadling will turn his attention to dealing with the party and not worry about the girl. If the players shout or use a ranged attack on the sewermander before moving to where visible contact is possible then the swamp shadling will use its camouflage power to set up an ambush strike. If some or all of them charge down where they can see into the alley, then the swamp shadling's first attack will be the *poison bog mist*. As the swamp shadling fears failure more than death, he will not retreat even in the face of overwhelming odds. However he will directly attack the party rather than threaten or attack the girl as he has been ordered not to harm her under any circumstances.

### Treasure

None. None of the monsters use money. However the delivery guy has 18 sp on him if the players want to shake him down for a reward. (Plus a small crate of vegetables worth 3 sp).

### The Manhole in the Street

The odds are high that the players will spot it and make the correct guess that the monsters came up through the hole. The cover itself is next to the hole.

Unless the DM has prepared a set of sewer encounters, it is best to discourage the players from immediately exploring the local sewers. If they investigate, tell them the following:

A set of iron rungs leads down to a narrow wedge of paving stone next to a shallow stream of smelly sludge that is five feet wide. Drippings on the raised curb indicate that the monsters came up from out of the liquid. It will be impossible to track the monsters by any means as the moving liquid does not hold tracks and covers scent. Finding where they planned to take the young girl will have to wait for another day.

### Captured Swamp Shadling

It is possible that the players will elect to subdue rather than kill him. If he is captured alive he will tell the players the following. "*Lrradd sent me to take one of warren children. I have failed but his war against the humans that stole this land will succeed. First the Rat Queen will fall, then using the sewers the city will be ours once more. There is no room for weaklings like me in the new order - so I cast myself back to the shadows.*" Then he wills himself to die, preferring to risk returning to the Shadowfell than betray Lrradd.



## Delivery Guy

His name is Gregg Mathers. He's a 19 year old human male whose's family runs a small produce stand in the area. He will be thankful for a rescue but has little to offer other than his thanks. If the players don't call to him he will run away during the fight. If they get him to stick around he can tell them the following about how the encounter started.

*Like, I was just making a delivery and minding my own business ya know? When I came around the corner down there I saw that strange looking guy enter the alley. I had to, like, go past the alley so I edged up and peeked. Then he sent that lizard thing after me and you know the rest. I've seen that girl around town and all, but I don't really like know her or anything. And I've never seen anything freaky like those things you guys killed.*

*Thanks for the help but, can I like go now? I gotta get those veggies delivered to the Silver Stein inn and then get back to the store or I'm going to be in sooo much trouble with my old man.*

## Girl

Her name is Andri. She's a 13 year old human female. If asked about a last name she will tell the party she doesn't have one because she lost her family but when she grows up and gets married she'll get a new one then.

After the players defeat the monsters her attention is first given to any rats, with tears falling for any that died in her defense. She will call them by name (Gourry, Lina and Amelia)

*"On my poor friends, you got hurt protecting me. I am sure that the Rat Queen is proud of you and that Williffee will accept your souls."*

Note that dead rats will be referred to as "hurt" because she doesn't want to mention death. She mistakenly believes that Williffee is some kind of god for rats although it is unlikely that she will share this with the players.

Andri will be polite and thankful until anyone asks her about the Rat Queen or Williffee. Then her face clouds over and she tersely says, *"Rule number one is never talk about the Rat Queen. I have to go now. Good bye."*

She is pretty much at the players mercy if they wish to detain her. A Diplomacy or Intimidate skill check against DC 20 will get a little more information out of her before she attempts to run off. Andri will say that the Rat Queen lives under the city and is the guardian friend of the street children. Williffee is some type of guardian spirit or god that talks to the Rat Queen but Andri has never seen him. Andri lives in an abandoned warehouse with a bunch of other children (but she won't say where it is). She does odd jobs for businesses in this area like sweeping, cleaning bottles, delivering messages, and the like.

Andri has no knowledge of Lrradd or why anyone would be targeting children who know the Rat Queen. Her guess would be the thieves guild is messing with them again.

## Further Investigation

If the DM wishes to leave the issue hanging open at this time then simply tell the players they make no headway in investigating the Rat Queen (other than the stories provided at the start of this document) or finding the Children's Warren. The locals are wary of directing strangers to the street children's home.

However to keep the players from scouring the sewers it might be necessary to throw them a bone or two.

A DC 15 Streetwise skill check in the area of the attack will tell the player that Andri has been picking up small tasks at various businesses for about a year. A few of them have tried to convince her to move in and become part of their family but she always politely declines. It seems she is set on growing up under her own power and starting a family of her own. She is independent and somewhat aloof but has never been one to cause trouble. The most commonly accepted story about her past is that her family was killed in an apartment fire when she was around two. Someone dropped her out a window which saved her life as she survived the fall. It is assumed that other street kids from the Warren found her and took her in as she claims to know no other "family" than her "brothers and sisters" at the Warren.

A DC 20 Streetwise skill check can turn up the location of the Children's Warren. The players will be met out front by four teenagers carrying pipes and other makeshift weapons backed up by numerous rats. The teens are not looking to start a fight but are always wary of armed strangers.

A DC 20 Diplomacy check will get them to loosen up a bit and not view the party with open suspicion and hostility. The leader of the group - a large 18 year old named Seth - will lay out the situation for the players like this:

*Okay, I get it that you guys are wandering do gooders that just want to help us out. You're not the first ones to show up here and usually we don't like the strings attached to the help being offered.*

*It seems that you saved Andri and we thank you for that. We don't know who is picking a fight with Reva the Rat Queen this time, or why. I'm going to have the kids stay here for the next few days until things cool down a bit. Even though you helped Andri you still might be an enemy of Reva's even if you're not our enemy. But its not my place to decide for her who she can or can't talk to.*

*So here's the deal. Tell me where you can be contacted. I'll get a message to Mistress Reva and if she wants to meet with you she'll let you know. Probably by a rat messenger so don't get too quick with those weapons of yours if one suddenly pops up on your windowsill or at the foot of your bed or something.*

*That should be fair enough, right ?*

That's all anyone plans to say on the matter. The kids will retreat into the building and if followed everyone will scatter and run away.

## Acquaintance Encounter Two

### Encounter Start

It is early morning and the players are at an inn or where ever it is that they are sleeping in the city. One of them is awakened by the feeling that something small is walking on them in bed. It is a rat with a note tied to it's back by a ribbon that winds around it's body.

The note is in a delicate handwriting and penned with what looks like common ink. It reads as follows.

*Dear Adventurers,*

*One of my little brothers works the predawn hours preparing a food stall in the Owen Square market for breakfast. He wouldn't stay home and went to work today. My sentries in the pipes that lead to the well at that plaza have been killed and I fear for Hyder's safety.*

*I cannot go out into the open market. You helped Andri so I am hoping that you are willing to check on Hyder. My intuition tells me that he may be in trouble.*

*Can you please attend to this matter at once? I will reward your efforts.*

Reva

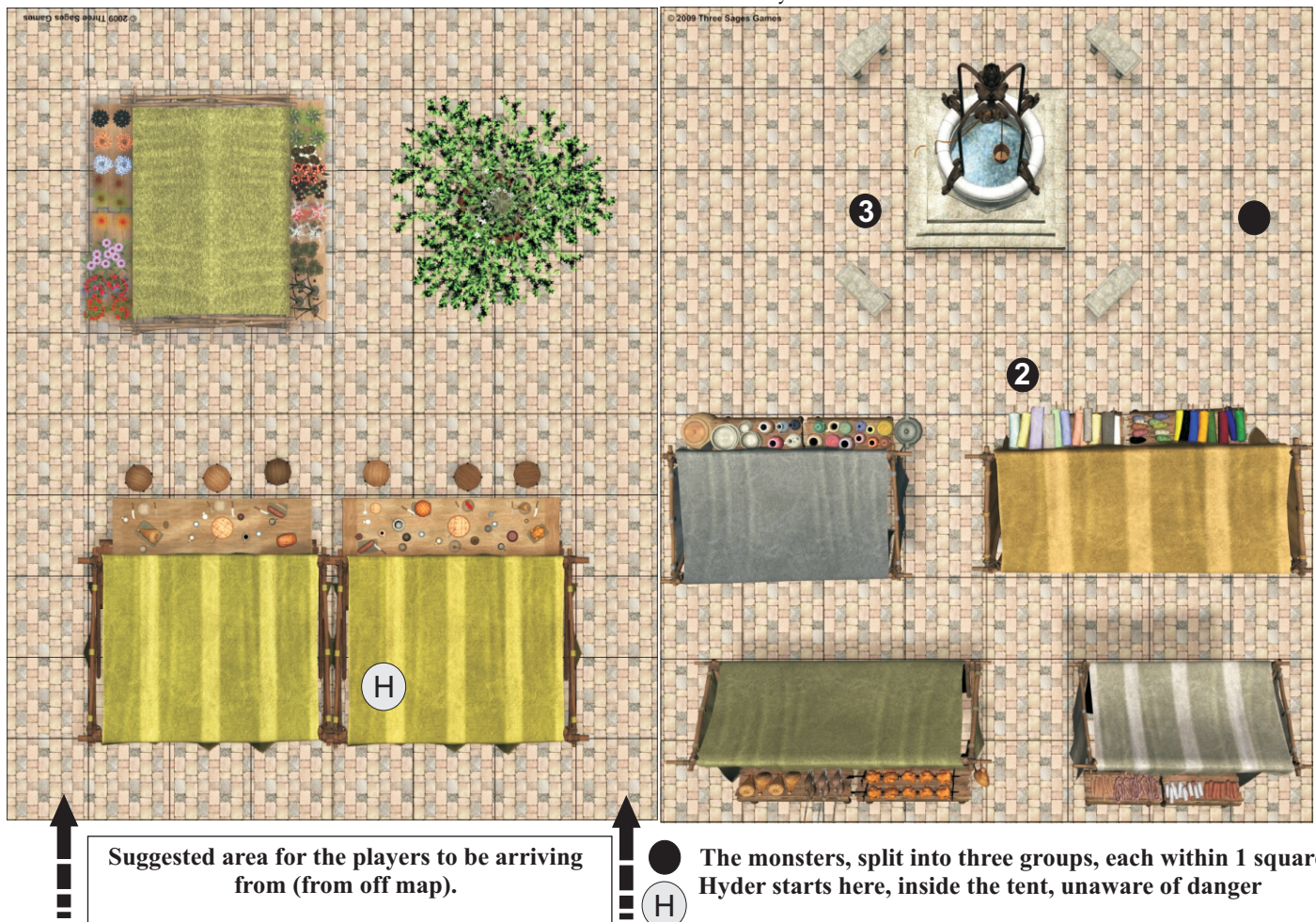
The player's know that Owens Square has permanent tent stalls for a small open air market. There is only one well in the paved square and it is only about three blocks away so if they choose to go they can be there in less than 15 minutes.

If the players pause to use a ritual to converse with the rat it will confirm what the note said. Reva the Rat Queen sent him (the rat) to deliver the message. Which he has done so if they have anything he can nibble on like cheese he would appreciate it if they hand it over.

It is around four o'clock in the morning. The closest City Watch post is 10 minutes in the opposite direction from the market. Any player worth their own salt should realize that its Hero Time and rush over to Owen's Square.

### Encounter Area

Other than Hyder and his potential kidnappers, no one else is in the market yet. The stalls are ten feet high and all have backdrop flaps so they cannot be seen directly through. Thus they block line of sight. There are a pair of food stands in the lower left but Hyder works for the one that serves meals. He is marked with an H. The tree is twenty feet tall and does not block line of sight within 8 feet of the ground. The area is paved with cut stones and is relatively smooth.





## Encounter Two - Encounter Group and NPCs

**NPCs:** Hyder Potter. Use *Human Lackey* (Lv 7 Minion) from 4E MONSTER MANUAL.

### Level 6 Players

#### 4 Players (1,050 xp)

(1) Swamp Shadling 250  
(1) Vine Horror 200  
(3) Grey Sewermanders 600

#### 5 Players (1,250 xp)

(1) Swamp Shadling 250  
(2) Blue Sewermanders 600  
(1) Vine Horror 200  
(1) Grey Sewermander 200

#### 6 Players (1,500 xp)

(2) Swamp Shadlings 500  
(2) Blue Sewermanders 600  
(1) Vine Horror 200  
(1) Grey Sewermander 200

### Level 7 Players

#### 4 Players (1,200 xp)

(2) Swamp Shadlings 500  
(1) Shambling Mound 400  
(1) Blue Sewermander 300

#### 5 Players (1,500 xp)

(2) Swamp Shadlings 500  
(2) Blue Sewermanders 600  
(1) Vine Horror 200  
(1) Grey Sewermander 200

#### 6 Players (1,800 xp)

(2) Swamp Shadlings 500  
(2) Blue Sewermanders 600  
(1) Shambling Mound 400  
(1) Vine Horror Spell Fiend 300

### Level 8 Players

#### 4 Players (1,400 xp)

(2) Swamp Shadlings 500  
(1) Shambling Mound 400  
(1) Blue Sewermander 300  
(1) Grey Sewermander 200

#### 5 Players (1,700 xp)

(2) Swamp Shadlings 500  
(2) Blue Sewermanders 600  
(1) Shambling Mound 400  
(1) Grey Sewermander 200

#### 6 Players (2,100 xp)

(2) Swamp Shadlings 500  
(2) Blue Sewermanders 600  
(1) Shambling Mound 400  
(2) Vine Horror Spell Fiends 600

### Level 9 Players

#### 4 Players (1,600 xp)

(2) Swamp Shadlings 500  
(2) Shambling Mounds 800  
(1) Blue Sewermander 300

#### 5 Players (2,000 xp)

(2) Swamp Shadlings 500  
(1) Blue Sewermander 300  
(2) Shambling Mounds 800  
(2) Grey Sewermanders 400

#### 6 Players (2,400 xp)

(2) Swamp Shadlings 500  
(3) Blue Sewermanders 900  
(1) Shambling Mound 400  
(2) Vine Horror Spell Fiends 600

**Notes:** Sewermanders and Swamp Shadlings are detailed at the end of this document. All other monsters are from the 4E MONSTER MANUAL.

## The Three Monster Groupings

The map on the previous page shows three numbered black dots. The encounter group of monsters should be divided up among these three starting points and placed within one square of the location occupied by the dot.

In these groupings keep like monster types separated. If there are two of something, they should be split into different groups. The groups will probably not be even. The third group should be the one with the fewest monsters, and the first group the most numerous.

Group 1 will walk towards the tree, looking for the correct food stall. Group two will go south, in between the stalls grouped below them. Group 3 will stay by the well to cover their retreat path. Write out the groupings that you will be using in the box to the right.

## Monster Groupings

**Group 1:**

**Group 2:**

**Group 3:**

## Monster Tactics

The monsters start the encounter not knowing which sales stall Hyder is in. Their overall plan is to have one group stay near the well to protect their exit point while the other two split up and search. They hope to surround and capture their target with the two groups.

On the third round group one should be by the tree. They will be able to see inside Hyder's food stall at that point and will spot him if the players have not hidden him yet or engaged the monsters in combat. If they spot him unmolested, they will call out to their allies and rush the food stall. Hyder will see them coming and on his initiative will use two actions to drop prone and crawl under the back of the food stall in an attempt to run away. If the players do not interfere he will choose to run towards the set of stalls to the east and run into monster group two. Monster group one will swing in behind him and they will capture him (by rendering him unconscious) and then carry him to the well and take him to the sewers.

If the monsters see the players first (or get attacked) they will forget about Hyder and attempt to defeat the player group instead. They hope to capture one or more of the players on the assumption that the players are allies of the Rat Queen and she will trade for their release. After three rounds of combat if the players have not been subdued then group three by the well will abandon their post and join the fight. If group three is attacked before that they will join the melee at that time.

## The Well

The water level in the well is thirty feet down. The first twenty feet is a bricked shaft, then it opens up to a much wider cavern which is an underground cistern some 100 feet long that a number of well openings and small pumps draw water from. The cistern is forty feet deep. Assume that a character that falls from the well into the cistern water takes only half damage (2d10 total) and must then swim.

This cistern is fed by fresh water piping but there are connecting tunnels to the cistern's edge that lead to the sewers. Workers checking on the cisterns walk through the sewers to get to the underground freshwater reservoirs.

## Damaging Stalls and Fire Hazard

The tent stalls are flammable. Area effect fire damage of more than 10 points will set a tent ablaze. It will burn for 60 rounds. After three rounds it will be fully fired and do 2d6 fire damage to anyone in a tent square and 1d6 fire damage to adjacent squares.

To assess damage from other sources (thunder, lightning, etc.) each tent stall square has a Reflex and AC of 4 and fortitude of 10 with 15 hit points.

## Treasure

None, but Reva will be sending a reward if the players save Hyder.

## Hyder



He is a 17 year old half-elf male, and one of the leaders from the Warrens.

Hyder will comply with any directions the players give him without question. In general he will

attempt to dodge and run away if attacked rather than fight back. It's not that he's a coward, he's just realistic about his chances against dangerous swamp critters.

Assuming he is saved, he will thank the players and say the following:

*Sorry that I ended up needing your help. There aren't any manhole openings around here so I figured it was worth the risk. You see, after my shift ends I get to take the unsold breakfast food back to the other kids so I felt bad about staying in the warren even though I knew someone was targeting us.*

Hyder will be more willing to speak of Reva than Andri was but he will still be cautious not to give away any information that would compromise the safety of Reva or the warren itself.

### What he knows about Reva:

*I've met her face to face twice. She's a half-elf, like me. Always wears the same grey and mottled pink dress. Sometimes she talks and listens to someone we can't see or hear. It is some type of spirit named Willifree. She can use a lot of magic spells and rats can understand her when she talks to them. She really doesn't like going out under the sky for some reason. Miss Reva has been helping the local street kids for maybe eight years now. She gives us money, clothes, and small things her friends find discarded. She keeps a rat patrol around the warren to warn us of danger. Some of the younger kids think she's some type of ghost or spirit but I've touched her arm so I know that she's a real person. She lives in the sewers someplace but none of us kids have ever been to her place.*

### What he knows about Lrradd / Kidnap attempts:

*I don't really know who's after us kids, but the reason is probably that they don't dare face up to Reva and are trying to get to her through us. These creatures keep coming from the sewer and water system and I've heard that Reva controls the southern part of the city's sewers so my guess is that some type of lizard monster guy wants to use the sewers to move around and do something bad but Reva and her rats are getting in his way.*



## Rat Queen's Reward

If the players stopped both kidnapping attempts Reva (and Willifee) will be pleased. Hyder assures the players that he will tell Reva of their deeds and that he is sure she will want to reward the players.

### The Next Step in the Relationship

The next night the players will receive another messenger rat. This time the note invites them to have dinner with the kids in the warren on the following evening. If the players have not located it yet, there will be directions on the note.

When the players arrive the next evening there will be thirty or so kids of all ages swarming around two long tables. There are a wide range of items on the table although players might notice that there is not very much meat. Mostly potatoes and vegetables with lots of cheese and breads. (This is because meat is a more costly food item).

About halfway through the meal the children will suddenly grow quiet as a small troop of rats enter the large room and line up along the wall. A few moments later, the figure of Reva the Rat Queen will seem to solidify out of nowhere from a shadow in a corner. She smiles shyly and looks down at the ground, saying: *"Reva says to please not stop eating on her account."*

With a cheer for their Queen's arrival, the kids go back to stuffing themselves. The main difference is now they throw an occasional tidbit to the rats waiting along the wall. Reva will walk over to an open space at the table next to the oldest teens present and exchange whispers with them. Then one of them will get up and walk over to the players and tell them that the Rat Queen hopes they can stay after dinner to talk.

After dinner is over, while some of the kids clear the tables Reva will motion for the players to come join her in a corner where there are a set of small crates suitable for sitting on. This is an interior corner inside the building with a narrow gap hidden in the shadows through which she can escape to a different part of the building should the players suddenly attack. It is simply her habit to always keep an escape route open.

Once the players are gathered around she will address them.

*"Greetings and thanks for your help earlier. Reva is called the Rat Queen by many. Reva and her friend Willifee would like to know your names."*

After the players introduce themselves she looks off to the side where no-one is and has a quick conversation with the air. *"Yes....yes....of course. I understand. Good idea."*

Then she will turn her attention back to the players.

*"Willifee has reminded Reva that adventurers expect rewards for their efforts. Reva remembers this to be so from Reva's younger days. Reva spent most of her money on a bribe to a sewer official last month but these should be worth something."*

She will pull out a small pouch and empty several gems from it onto a nearby crate. There is one gem per party member with the value determined by the average level of the player group (if the players are not all the same level).

**Level 6** 60 gp each      **Level 8** 130 gp each

**Level 7** 100 gp each      **Level 9** 175 gp each

Reva will answer questions about rumors regarding herself and explain her general circumstance - that she lives in a secret place attached to the sewers by herself, tries to help the street children of southern Worlun as much as possible, and tries to keep bad things out of the southern sewer system. Don't have her dump her life story on the players yet - save that to reveal in bits and pieces in later sessions. She is willing to explain who and what Willifee is if the players ask.

### Players ask about the kidnap situation

On this topic she will be vexed and a bit hesitant because she is not sure what to do about it. If you want to prepare and run an assault against Lrradd in the sewers then use Option 1 below. If spelunking the sewers is not currently in your plans go with Option 2.

Option 1. Reva will explain the situation as follows:

*There is a lizard folk shaman that has recently come into the sewers through the river. He seeks to make war on the city and has brought numerous swamp monsters with him. Reva has been opposing his movements in the southern sewer system so he hates Reva now. Willifee says we can win by sheer numbers - but crocodiles, snakes, and swamp things are much tougher than even the biggest of Reva's friends. Reva does not want to get hundreds or thousands of rat friends killed driving Lrradd from the sewers.*

*Big people like yourselves would be suited to such a task though. Reva can support with rat friends scouting and direct you to where the lizard group lives while Reva stays to protect the children. Willifee says this would be the best way in case there is what he calls a 'counter-strike' against the Warrens.*

Option 2. Reva will ask the players to go talk to the city authorities on her behalf. She will provide Lrradd's location so the city can send a strike force to take the lizard out.

### Players ask about training

Reva is willing to undertake this role in the future if the players are interested. You can have them pay for training or gain training as a reward for undertaking missions on her behalf. Initially she tells them the following: *"Willifee says my magic is 'unorthodox', but I think I can help those with arcane powers get better with their spells. Also the rats have taught me a number of tricks that I can teach to anyone."*

## Worlun Sewer Denizens

### Sewermanders

These creatures were originally created by a mage who wanted a guard creature for the extensive basement area under his home in the city. Some of the chambers and passages would flood during the rainy season so he wanted a beast capable of deterring invaders equipped with water breathing. Yeah, he was paranoid, but paranoia is an occupational risk for an independent wizard in Worlun.




His modification and breeding program was a success and he produced two variations of a salamander, snake, lizard creature that was as smart as a dog. They could be trained to patrol and guard. They also bred true, creating more of their own kind. This allowed the mage to hatch them in batches and sell them to others interested in specialized guard creatures.




Eventually the mage fell afoul of Worlun's magic use laws and was raided by the City Watch. In retaliation for the raid the wizard released his brood of sewermanders into the city sewer system where they continue to be a nuisance decades after the death of the forgotten wizard.

The somewhat smaller grey sewermander spits a numbing contact poison while the blue ones generate electrical power through special glands in their neck. Some of them entered the river through the sewer spillgates as they are occasionally spotted all along the river and have been found in the sewers of every city with a drainage system that flows into the river.

Untrained sewermanders are very territorial and are prone to attack intruders into their lair area. Adults can be subdued and later trained, but best results come from raising a young one. Once in a while a "friendly" one shows up living under a dock and living off scraps.



Grey Sewermander		Level 5 Skirmisher
<i>Small natural beast</i>		<i>XP 200</i>
<b>Initiative</b> +5	<b>Senses:</b> Perception +4; tremorsense	
<b>HP:</b> 52	<b>Bloodied:</b> 26	
<b>Speed</b> 4 Swim 6		
<b>AC</b> 19; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 15		
 <b>Bite</b> (standard; at-will) +9 vs AC; 1d6+4 damage.		
 <b>Tail Trip</b> (encounter, recharge 4+) +7 vs Reflex; 4 damage and target knocked prone.		
 <b>Numbing Spit</b> (encounter, recharge 5+) +8 vs Reflex; Range 5. Target slowed, save ends		
<b>Amphibious Creature</b> The Sewermander can breathe under water and in the air. It does not suffer combat penalties when submerged.		
<b>Alignment:</b> Evil		<b>Languages:</b> None
<b>Skills:</b> Athletics +9, Dungeoneering +7, Stealth +12		
<b>Str</b> 14 (+4)	<b>Dex</b> 20 (+7)	<b>Wis</b> 11 (+2)
<b>Con</b> 12 (+3)	<b>Int</b> 10 (+2)	<b>Cha</b> 8 (+1)
<b>Equipment:</b> None		

Blue Sewermander		Level 7 Skirmisher
Small natural beast		XP 300
<b>Initiative</b> +7 <b>Senses:</b> Perception +6; tremorsense		
<b>HP:</b> 68 <b>Bloodied:</b> 34		
<b>Speed</b> 4 Swim 6		
<b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 16		
 <b>Bite</b> (standard; at-will) +12 vs AC; 1d8+5 lightning damage.		
 <b>Tail Trip</b> (encounter, recharge 4+) +10 vs Reflex; 6 damage and target knocked prone.		
 <b>Lightning Ball Spit</b> (encounter, recharge 5+) +10 vs Reflex; Range 10. 2d6+5 lightning damage and target stunned, save ends		
<b>Amphibious Creature</b> The Sewermander can breathe under water and in the air. It does not suffer combat penalties when submerged but cannot use the Lightning Ball Spit attack at more than range 1 under water.		
<b>Alignment:</b> Evil <b>Languages:</b> None		
<b>Skills:</b> Athletics +9, Dungeoneering +7, Stealth +12		
<b>Str</b> 16 (+6)	<b>Dex</b> 18 (+7)	<b>Wis</b> 11 (+3)
<b>Con</b> 14 (+5)	<b>Int</b> 10 (+3)	<b>Cha</b> 8 (+2)
<b>Equipment:</b> None		

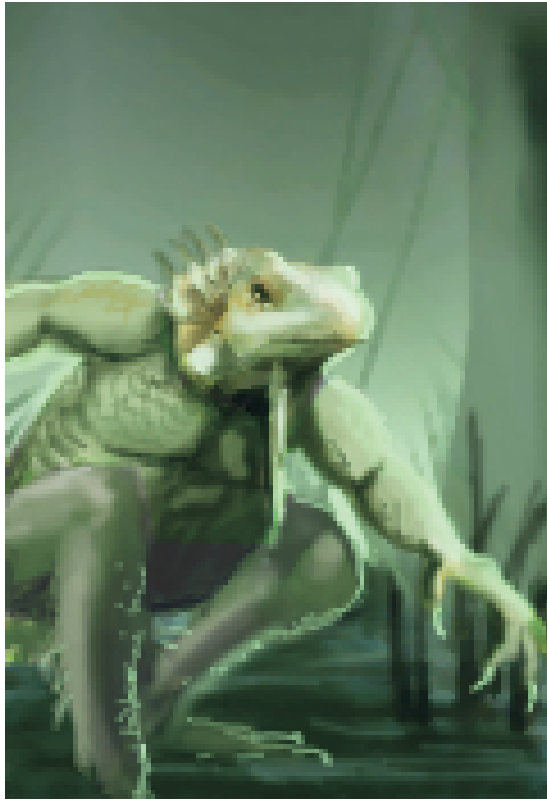
### Sewermander Lore

The following information can be gained with a successful Nature skill check.

**DC 15:** Sewermanders are the result of magical cross breeding. They are as smart as dogs or wolves and are amphibious, having no difficulties submerged.

**DC 20:** The grey variety spits a numbing poison while the blue type can project a ball of lightning.





## Swamp Shadlings

Shadlings are inhabitants of the Shadow-fell. They are a reflection of a dead soul from the mortal realm and often form the bottom rung of Shadow-fell societies. Swamp Shadlings are usually reflections of lizard folk shaman that failed to achieve a secure afterlife. They tend to stay in the fetid marshlands and swamps of the Shadow-fell.

Their connection to living lizard-folk shaman makes it possible to summon them into the mortal realm. They are often much happier to be in the living world than the Shadow-fell because they do not serve the Raven Queen's wishes and are thus hunted outcasts in their home realm. In the living world they try to succeed at pleasing the spirits worshiped by the lizard-folk so that they might be released from the Shadow-fell and taken into the Everlasting Marsh where the Spirits reside with the dead souls of their tribesmen.

The twisting decay of the Shadow-fell deforms them into hunched over caricatures of their former selves. They tend to stay to shadows and if forced to publically address their lizard-folk tribesmen will cover themselves in bulky robes.

## Swamp Shadling Lore

A character will know the following information with a successful Aracana skill check.

**DC 15:** Swamp Shadlings are beings from the Shadow-fell. They are rumored to form around the souls of Lizard-folk shamans that failed to please their spirit lords in life.

**DC 20:** Swamp Shadlings retain some of their mystic

powers and gain shadow hiding abilities as well. Their direct melee attack is fairly weak but they often attack from ambush.

**DC 25:** Swamp Shadlings are but one type of Shadling. Shadlings are often menial laborers or even slaves in the harsh societies of the Shadow-fell.

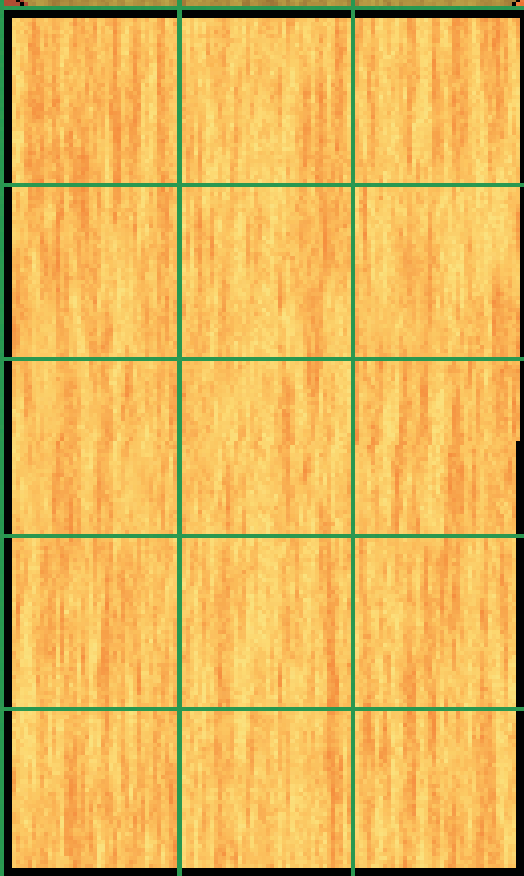
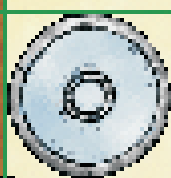
Swamp Shadling	Level 6 Lurker
<i>Medium shadow humanoid</i>	<i>XP 250</i>
<b>Initiative</b> +8 <b>Senses:</b> Perception +9, darkvision <b>HP:</b> 54 <b>Bloodied:</b> 27 <b>Speed</b> 5 <b>AC</b> 20; <b>Fortitude</b> 17, <b>Reflex</b> 17, <b>Will</b> 18	
<b>☞ Claw</b> (standard; at-will) +11 vs AC; 1d6+4 damage. <b>☞ Shadow Bolt</b> (standard; at-will) ♦ <b>Arcane, Necrotic</b> Ranged 10; +10 vs AC; 1d10+4 necrotic damage * <b>Poison Bog Mist</b> (standard, recharge 5+) ♦ <b>Poison</b> Area burst 2 within 7; +9 vs Fortitude; 2b8+4 poison damage. The cloud blocks sight until the end of the Swamp Shadling's next turn. <b>Surprise Assault</b> If the Swamp Shadling is undetected and steps from shadow camouflage within 10 squares of the enemy the Swamp Shadling has a successful surprise attack and gains +2 to hit with any attack. <b>Shadow Camouflage</b> (move, at-will) The Swamp Shadling must be in shadows to do this. Becomes invisible but cannot move or invisibility is broken.	
<b>Alignment:</b> Unaligned <b>Languages:</b> Draconic <b>Skills:</b> Athletics +10, Nature +10, Stealth +9 <b>Str</b> 15 (+5) <b>Dex</b> 13 (+4) <b>Wis</b> 19 (+7) <b>Con</b> 14 (+5) <b>Int</b> 10 (+3) <b>Cha</b> 12 (+4) <b>Equipment:</b> None	

## Swamp Shadling Tactics

Swamp Shadlings prefer the ambush over any other tactic. They will usually be leading lesser creatures. They have no qualms about sending a few to lure enemies back to a place where they are already camouflaged in the shadows waiting to strike - even if it costs them a few casualties just to set up the trap.

They prefer to stay at range and use their shadow bolt power. Underlings will be deployed to swamp the enemies and keep them from being able to reach the Swamp Shadlings. They tend to keep their poison mist power in reserve to cover a retreat, but sometimes will use it to block off an exit route. The cloud does not have lingering poison effects, but because it can be easily seen and blocks sight few enemies willingly charge into the cloud.

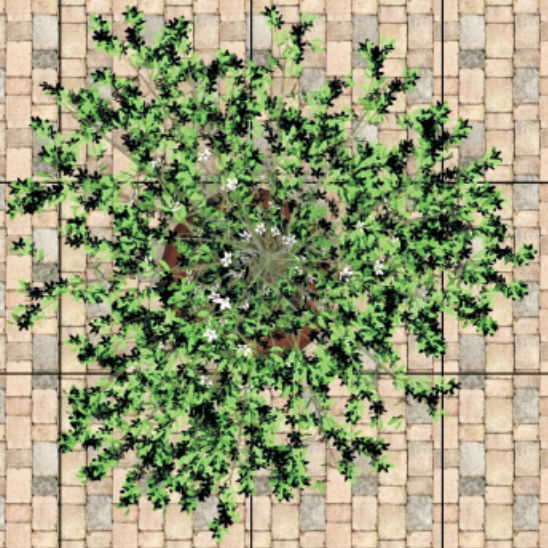
Swamp Shadlings will not surrender to those viewed as enemies of the lizard-folk as they are fearful of getting stuck in the Shadow-fell again if they act cowardly in battle.













# Worlun Map

400 yds  
200 yds

