

ULTIMATE MAZE DECKS: SEWERS



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LPJ9435



ULTIMATE
MAZE DECK



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How to use this deck

If desired, the previous page can be printed out as the back of each card.

This deck is meant to be used anywhere a sewer encounter is desired. It requires no mapping on the part of the players or GM, and uses simple checks to resolve the exploration, making sewer delving a fast paced endeavor rather than a tedious chore.

Card Layout

1. Maze Deck Name
2. Card Name
3. Exploration Point Value
4. Flavor Text and Picture
5. Challenge Section

Determine EL of Sewer

Choose the length of the sewer. The length of the sewer determines how many points of cards must be explored to find an exit and also modifies the EL as shown below

Short	20 pts	-1
Regular	40 pts	
Long	60 pts	+1

Next, determine the CR of the sewer. This can be any level you want, although it is suggested that this number be the APL or APL +/- 1. This number determines the difficulty of the challenges.

The EL of the sewer is then the CR modified by the length modifier. So, a CR 6 long sewer will be an EL 7.

Locate the ENTRANCE card. This will be the first card encountered. Shuffle the LOCATIONS cards and place them face down. Shuffle the rest of the cards and place them face down. This is the *unexplored deck*. There is also a *discard pile* and an *explored pile* that will be created as cards are encountered. The ENTRANCE card is now encountered.

Each card has two challenges. The players choose one of the challenges and make the appropriate skill check, save or combat maneuver roll. Skill checks may be assisted by another player. If the roll succeeds, the *Success*

condition is resolved. If the roll fails, the *Fail* condition is resolved.

Discarded cards go face up, on top of the discard pile. Cards that go to the explored pile go face up on top of the explored pile. The explored pile may be examined, but the order should not be changed, unless specified by a Success/Fail resolution. If, after a condition is resolved, the point value of the cards in the explored pile equals or exceeds the sewer value, the top card of the LOCATIONS deck is drawn. Encounters, if any, are resolved. The location on this card is where the characters have exited the sewers. If they wish to re-enter the sewers, discard the LOCATION card, and reshuffle the *discard* and *explored* piles into the *unexplored deck* and start over.

If a condition requires you to use a card from a deck or a pile, and there is no card to use, ignore those part(s) of the condition.

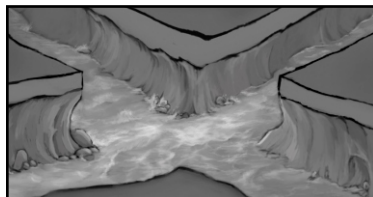
The top card is now drawn from the *unexplored deck* and the encounter process is repeated. If there are no cards to draw at this point, the sewer encounter is a failure and the characters are either lost or back at the entrance or last location.

Sewers

4-WAY

2

Sludge from all directions slowly swirls into a bubbling cesspool



Challenges:

DC 19 + CR Perception

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR Dungeoneering

Success - Place this card and top card of unexplored deck in explored pile.

Fail - Discard top card from explored pile.

Sewers

4-WAY

2

Sludge from all directions slowly swirls into a bubbling cesspool



Challenges:

DC 19 + CR Spellcraft

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR Engineering

Success - Place this card and top card of unexplored deck in explored pile.

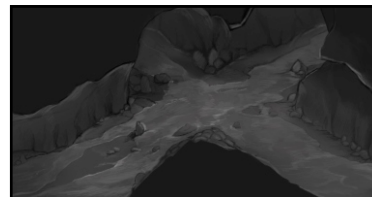
Fail - Discard top card from explored pile.

Sewers

4-WAY

2

Sludge from all directions slowly swirls into a bubbling cesspool



Challenges:

DC 19 + CR Survival

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR Swim

Success - Place this card and top card of unexplored deck in explored pile.

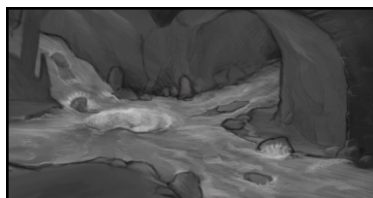
Fail - Discard top card from explored pile.

Sewers

4-WAY

2

Sludge from all directions slowly swirls into a bubbling cesspool



Challenges:

DC 19 + CR Climb

Success - Place card in explored pile and then replace one card in explored pile with one card from discard pile.

Fail - Discard a random card from the explored pile.

DC 19 + CR Acrobatics

Success - Place this card and top card of unexplored deck in explored pile.

Fail - Discard top card from explored pile.

Sewers

CACHE

2

Underneath a pile of bones, a small cache of armor and weapons has been placed



Challenges:

DC 19 + CR Appraise

Success - Place card in explored pile. Locate and place the next CACHE card in the explored pile.

Fail - Discard this card. Locate the next CACHE card and discard.

DC 19 + CR Arcana

Success - Place card in explored pile. Find a minor random magic item.

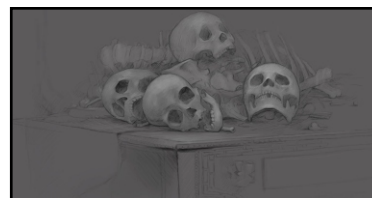
Fail - Discard this card. Take a -2 penalty to the next skill check.

Sewers

CACHE

2

Underneath a pile of bones, a small cache of armor and weapons has been placed



Challenges:

DC 19 + CR Spellcraft

Success - Place card in explored pile. If another CACHE card is in the explored pile right now, this card is worth 3 points.

Fail - Discard this card and any CACHE cards currently in explored pile.

DC 19 + CR Disable Device

Success - Place this card and any CACHE cards in discard pile into explored pile.

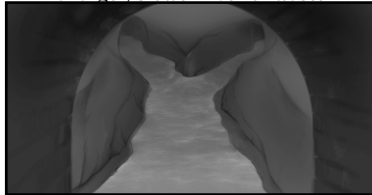
Fail - Discard this card. Discard next CACHE card as well.

Sewers

FORK

1

Two smaller streams of effluent merge into a larger, slower river of waste



Challenges:

DC 17 + CR Dungeoneering

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Local

Success - Place card in explored pile.

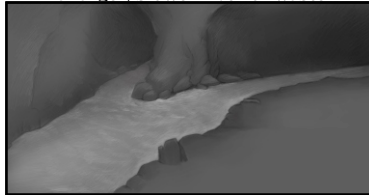
Fail - Discard this card.

Sewers

FORK

1

Two smaller streams of effluent merge into a larger, slower river of waste



Challenges:

DC 17 + CR Engineering

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Survival

Success - Place card in explored pile.

Fail - Discard this card.

Sewers

FORK

1

Two smaller streams of effluent merge into a larger, slower river of waste



Challenges:

DC 17 + CR Swim

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Wisdom

Success - Place card in explored pile.

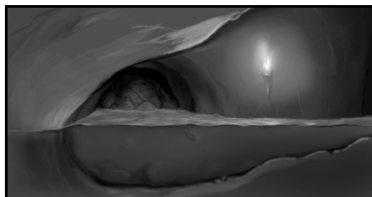
Fail - Discard this card.

Sewers

CAVE IN

2

The far wall has caved in, backing up the sewage into a fetid pool



Challenges:

DC 19 + CR Reflex

Success - Place this card into explored pile and encounter a random card from discard pile.

Fail - Discard this card and resolve the first failure condition of a random card from the explored pile.

DC 19 + CR Strength

Success - Place this card into explored pile. Rearrange top 4 cards of location deck.

Fail - Discard this card and top card of location deck.

Sewers

CACHE

1

Underneath a pile of bones, a small cache of armor and weapons has been placed



Challenges:

DC 18 + CR Perception

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Religion

Success - Place card in explored pile.

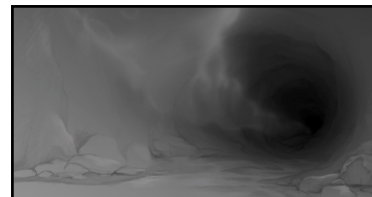
Fail - Discard this card and shuffle unexplored pile.

Sewers

ENTRANCE

1

A blast of rank air assaults your nostrils as you descend into the waste tunnels below



Challenges:

DC 17 + CR Stealth

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Perception

Success - Place card in explored pile.

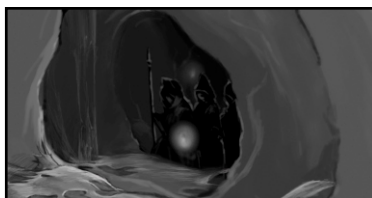
Fail - Choose a card from the explored pile and discard it.

Sewers

CITY WATCH

2

A small squad of the watch intently scours the sewers, searching...



Challenges:

DC 19 + CR Diplomacy

Success - Place this card into explored pile.

You may shuffle this card back into unexplored deck at anytime to automatically resolve a skill check after a failure.

Fail - Shuffle this card and a random card from explored pile back into unexplored deck.

DC 19 + CR Stealth

Success - Place this card into explored pile.

Gain a +2 bonus to next skill check.

Fail - Discard this card. Next card is at +1 CR.

Sewers

CITY WATCH

2

A small squad of the watch intently scours the sewers, searching...



Challenges:

DC 19 + CR Bluff

Success - Place this card into explored pile

and arrange the explored pile in any order.

Fail - Discard this card and any rogues may not participate for the next 1d4 encounters.

DC 15 + CR Intimidate

Success - Place this card into the explored

Arrange all discard piles in any order.

Fail - Discard this card and a random party member may not participate in the next 1d4 encounters.

Sewers

DEAD BODY

3

A badly decomposed body has been wedged into a little nook in the sewer.



Challenges:

DC 21 + CR Heal

Success - Place this card in explored pile, or remove from game and add 2d4 exploration points that cannot be lost.

Fail - Discard this card and 3 points of cards from the explored pile.

DC 17 + CR Fortitude

Success - Place this card and 2 random cards from the discard pile into explored pile.

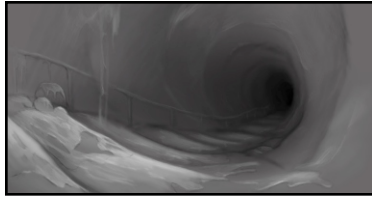
Fail - Discard this card and a random party member must save against a random disease.

Sewers

LADDER (Down)

1

A slimy ladder descends down to a larger sewage tunnel



Challenges:

DC 17 + CR Reflex

Success - Place this card in explored pile.

Fail - Discard this card.

DC 17 + CR Climb

Success - Place this card in explored pile.

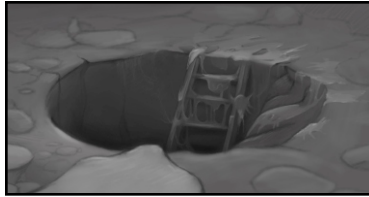
Fail - Discard this card.

Sewers

LADDER (Down)

1

A slimy ladder descends down to a larger sewage tunnel



Challenges:

DC 17 + CR Acrobatics

Success - Place this card in explored pile.

Fail - Discard this card.

DC 17 + CR Nature

Success - Place this card in explored pile.

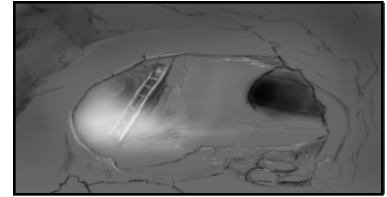
Fail - Discard this card.

Sewers

LADDER (Up)

2

Sludge drips from the rungs of a ladder that goes up into a dark hole in the ceiling



Challenges:

DC 15 + CR Reflex

Success - Place this card and one card from discard pile into explored pile.

Fail - Discard 2 cards from unexplored deck and shuffle this card back into deck.

DC 15 + CR CMD

Success - Discard this card and place 2 cards from discard pile into explored pile.

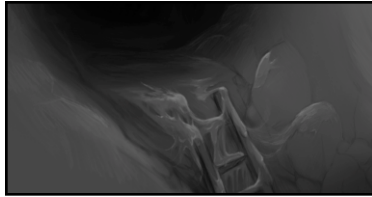
Fail - Discard this card and arrange the explored pile in point order with highest values on top.

Sewers

LADDER (Up)

1

Sludge drips from the rungs of a ladder that goes up into a dark hole in the ceiling



Challenges:

DC 17 + CR Climb

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Reflex

Success - Place card in explored pile.

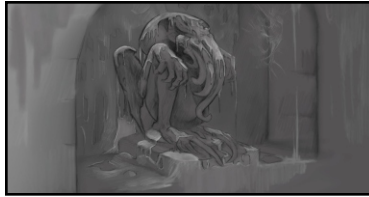
Fail - Replace top card of explored pile with this card, then discard that card.

Sewers

IDOL

2

An slime covered idol to an unknown god has been carved into the wall.



Challenges:

DC 19 + CR Religion

Success - Place card in explored pile and gain CR * 100 gp.

Fail - Discard this card and lose one divine healing spell of highest level.

DC 19 + CR Arcana

Success - Place card in explored pile and find an arcane scroll with a random scroll of 1 level CR spell.

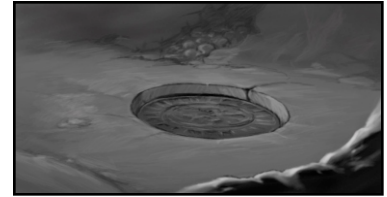
Fail - Discard this card and lose 1 arcane spell of highest level.

Sewers

MANHOLE

1

A heavy, iron manhole is inset into the cobblestones



Challenges:

DC 17 + CR Linguistics

Success - Place card in explored pile.

Fail - Discard this card.

DC 17 + CR Local

Success - Place card in explored pile.

Fail - Replace top card of explored pile with this card, then discard that card.

Sewers

MANHOLE

1

A heavy, iron manhole is inset into the cobblestones



Challenges:

DC 17 + CR Strength

Success - Place card in explored pile.

Fail - Discard top card of unexplored deck and replace with this card.

DC 14 + CR Disable Device

Success - Place card in explored pile.

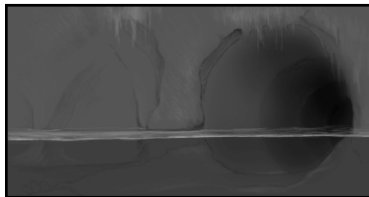
Fail - Put this card into explored pile and discard a higher value card from explored pile to discard pile.

Sewers

NATURAL STREAM

1

The water flowing through the sewers here is clean and cold.



Challenges:

DC 17 + CR Swim

Success - Place card in explored pile.

Fail - Discard this card.

DC 14 + CR Nature

Success - Place card in explored pile.

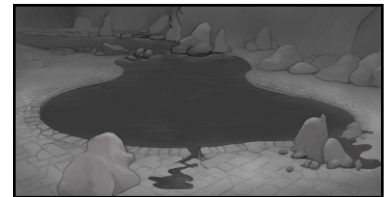
Fail - Discard a higher valued card from the unexplored deck and replace it with this card; shuffle the deck.

Sewers

POOL

2

The flow of sewage stops here, forming a large pool that overflows the waterway



Challenges:

DC 19 + CR Fortitude

Success - Place this card in explored pile.

Rearrange the top 3 cards of the location deck in any order.

Fail - Discard this card, and shuffle any discarded location cards back into the deck.

DC 13 + CR Reflex

Success - Place this card and a random discard in the explored pile.

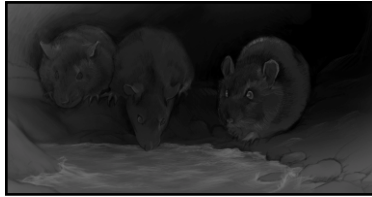
Fail - Discard this card and randomly rearrange explored pile.

Sewers

RATS

1

Fire-red eyes peer out from the darkness among sharp teeth and claws



Challenges:

DC 17 + CR Nature

Success - Place card in explored pile.

Fail - Discard this card.

DC 14 + CR Fortitude

Success - Place card in explored pile.

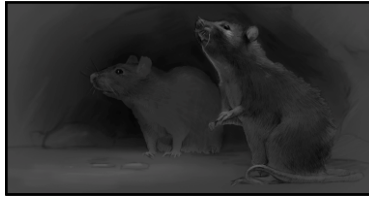
Fail - Discard this card and 1 other RATS card.

Sewers

RATS

1

Fire-red eyes peer out from the darkness among sharp teeth and claws



Challenges:

DC 17 + CR Reflex

Success - Place this card and any discarded RATS cards in explored pile.

Fail - Discard this card and place a token for each RATS card in the discard pile. Each token counts as a -1 penalty to the explored pile value.

DC 17 + CR Perform

Success - Place this card in explored pile.

Fail - Discard this card.

Sewers

RATS

3

Fire-red eyes peer out from the darkness among sharp teeth and claws



Challenges:

DC 21 + CR AC

Success - Place this card into explored pile and automatically succeed on any further RATS cards.

Fail - Discard this card and automatically fail any further RATS cards.

DC 15 + CR Dungeoneering

Success - Place this card in explored pile and then arrange top 5 cards of location deck in any order.

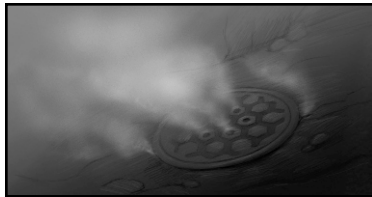
Fail - Discard this and 1d4 cards from explored pile.

Sewers

SEWER GAS

1

The air in here is thick and smells like sulphur



Challenges:

DC 18 + CR Fortitude

Success - Place top card of discard pile into explored pile; discard this card.

Fail - Discard this and top card of unexplored deck.

DC 17 + CR Engineering

Success - Place this card in explored pile.

Fail - Discard this card.

Sewers

PORTCULLIS

1

A slimy portcullis blocks the passage, but still lets the stream flow



Challenges:

DC 17 + CR Strength

Success - Place card in explored pile.

Fail - Discard this card and take a -1 penalty to next skill check.

DC 14 + CR Disable Device

Success - Place card in explored pile.

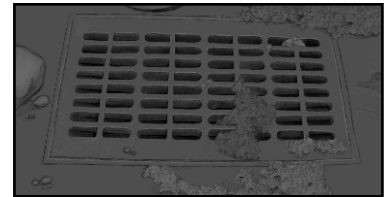
Fail - Discard this card and the top card of the explored pile.

Sewers

SEWER GRATE

1

The runoff in this passageway drains through a grate in the floor



Challenges:

DC 17 + CR Strength

Success - Place this card into explored pile.

Fail - Discard this card.

DC 19 + CR Disable Device

Success - Place this card aside. You may then discard this card later to automatically succeed on any challenge.

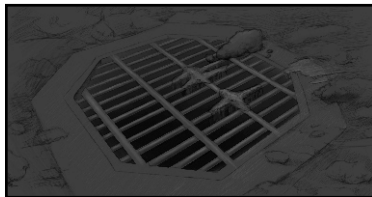
Fail - Discard this card and suffer a -1 penalty to the next challenge.

Sewers

SEWER GRATE

2

The runoff in this passageway drains through a grate in the floor



Challenges:

DC 19 + CR Perception

Success - Place card in explored pile.

Fail - Choose a card to discard from the explored pile; discard this card.

DC 13 + CR Stealth

Success - Place card in explored pile.

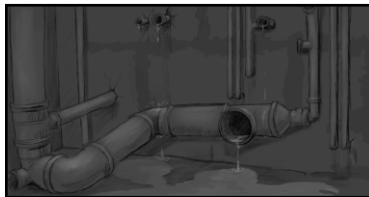
Fail - Discard this card and a random card from the locations deck.

Sewers

SIDE PIPES

2

Several small pipes stick out from the walls, dripping sewage onto the floor



Challenges:

DC 19 + CR Reflex

Success - Place this card into explored pile.

You may later discard the current challenge and move on to the next one.

Fail - Discard this card, and the top card of the unexplored deck and explored pile.

DC 19 + CR Local

Success - Place this card and the top card from the unexplored deck into the explored pile.

Fail - Discard this card and the top 2 cards of the unexplored deck.

Sewers

STAIRS

3

A wooden set of stairs has been built next to the side wall



Challenges:

DC 16 + CR CMD

Success - Place this card and top card of unexplored deck into explored pile. Draw top card of location deck; put it back or discard it.

Fail - Discard this card and at least 3 points of cards from the explored pile.

DC 21 + CR Disable Device

Success - Place this card in explored pile and resolve a random success from discard pile.

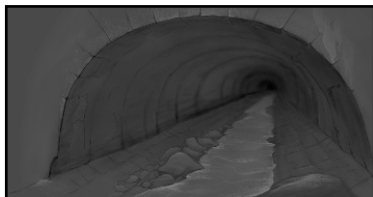
Fail - Discard this card; Replace 3 point cards in explored pile with 1 point cards from discard pile. Repeat with 2 point cards.

Sewers

STRAIGHT PASSAGE

3

A steady stream of sewage flows down the middle of the passage



Challenges:

DC 21 + CR *Stealth*

Success - Place this card and top discard into the explored pile. Arrange the top 5 discards in any order.

Fail - Discard this card and top 2 cards from the explored pile.

DC 17 + CR *Bluff*

Success - Place card in explored pile; replace any explored card with a card from discards.

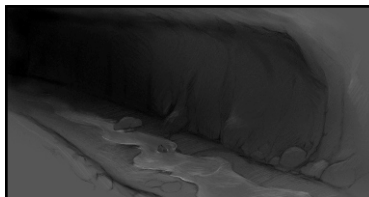
Fail - Discard this card and the top card from the unexplored deck and explored pile.

Sewers

STRAIGHT PASSAGE

0

A steady stream of sewage flows down the middle of the passage



Challenges: (If drawn normally, you may choose to discard or encounter)

DC 26 + CR *Diplomacy*

Success - You have found an exit. Encounter top card of locations deck.

Fail - Remove Entrance; shuffle discards and explored pile into unexplored deck. Start over.

DC 22 + CR *Reflex*

Success - You have found an exit. Encounter top card of locations deck.

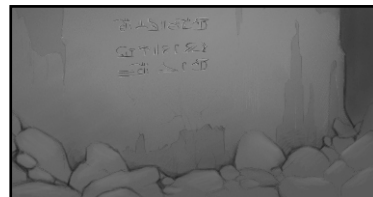
Fail - Remove Entrance; shuffle discards and explored pile into unexplored deck. Start over.

Sewers

SYMBOLS

2

Small, barely visible symbols have been carved into the wall



Challenges:

DC 19 + CR *Linguistics*

Success - Place this card in the explored pile. Encounter or discard next unexplored card. Fail - Discard this card and get a -1 penalty to next skill check.

DC 19 + CR *Local*

Success - Place this card in the explored pile and re-roll the next failed skill check.

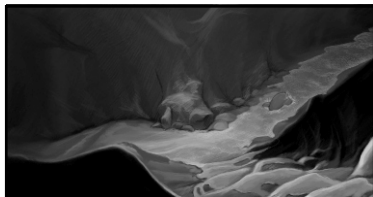
Fail - Discard this card and re-roll the next successful skill check at a -2 penalty.

Sewers

"T"

1

A smaller sewage stream meets the main stream at a right angle



Challenges:

DC 17 + CR *Will*

Success - Place card in explored pile.

Fail - Discard this card. Choose a card to discard from the explored pile.

DC 17 + CR *Survival*

Success - Place card in explored pile.

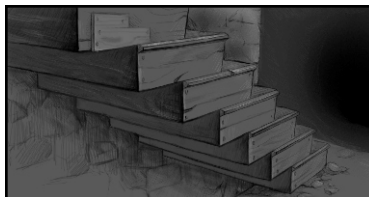
Fail - Discard this card.

Sewers

STAIRS

2

A wooden set of stairs has been built next to the side wall



Challenges:

DC 19 + CR *Linguistics*

Success - Place this card in the explored pile and replace top card of unexplored deck with any discard.

Fail - Discard this card; choose a card from explored pile and discard.

DC 19 + CR *Dungeoneering*

Success - Place this card in the explored pile and arrange explored pile in any order.

Fail - Discard card and shuffle explored pile.

Sewers

THIEVES' GUILD

2

As you look around, all exits have been blocked by several shadowy figures



Challenges:

DC 14 + CR *CMD*

Success - Place this card and one card from discard pile into explored pile.

Fail - Discard this card and 1/2 of the point value of the explored pile. (Round up)

DC 19 + CR *Bluff*

Success - Place this card into explored pile. Arrange locations deck in any order.

Fail - Discard this card and 1/2 the cards, at random from the explored pile. (Round up)

Sewers Exit

INN

Ale, bread, cheese... This looks like the larder of an inn



Sewers Exit

WAREHOUSE

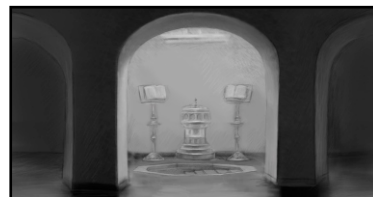
Boxes and crates, all with different labels are stacked floor to ceiling



Sewers Exit

TEMPLE

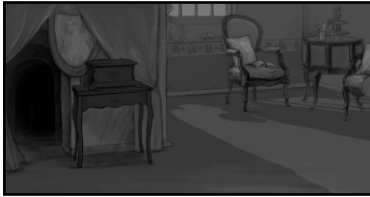
You seem to have entered a sacred pool area or Baptistry



Sewers Exit

RESIDENCE

This seems to be a small privy in a townhouse or apartment



Sewers Exit

Gaol

Shackles are in the wall, and a cell door stands ajar



CREDITS

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Artwork by: Richard Langsmith
Designation of Open Game Content: All Text

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