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ALTERNATE DUNGEONS: INFESTED SEWER



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ALTERNATE DUNGEONS: INFESTED SEWER

Not all dungeons feature the traditional setup of a monster-filled subterranean network of rooms and passages. Druidic groves, haunted houses, rank sewers and more can all serve as an exciting backdrop to the PCs' adventures. Such locations present their own set of unique design challenges, though, for the time-crunched GM plotting the next adventure.

This instalment of Alternate Dungeons presents loads of great details, hints and tips for a GM designing an adventure set in an infested sewer. Designed to save a GM's time while adding flavoursome details to bring the locale alive in the player's minds, Alternate Dungeons: Infested Sewer is an essential tool in any GM's arsenal.

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Thank you for purchasing *Alternate Dungeons: Infested Sewer*; we hope you enjoy it and that you check out our other fine print and PDF products.

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INFESTED SEWERS: AN ALTERNATE DUNGEON

Sewers are a vital part of any large community. They help prevent disease by filtering out waste and give excess water accumulated during a rainstorm somewhere to go instead of on the roads or into a citizen's basement. But sewers also attract a certain amount of danger, be it annoying beasts like skittering rats or terrifying monsters such as otyugh dwelling mere feet from the populace. These creatures' presence is seldom deliberate; instead they crawl, squirm or barge their way into the sewers in search of food or shelter. And when they nestle in and begin to breed, that's when the infestation begins.

Infested sewers are often some of the first places local authorities send the PCs when they arrive in a new settlement. Whether to test their mettle or to simply send someone no one will miss into a life-endangering situation, infested sewers make for classic encounters, but they are often designed to be extremely short and linear affairs. Their lack of terrain options and physical features are often uninspiring for GMs, making the design of a truly memorable adventure within an infested sewer a chore. This section provides GMs with advice for transforming common tunnels and canals into a memorable adventure site.

DEFINING THE DUNGEON

An infested sewer is a series of underground tunnels, usually no wider than 20 feet across built underneath a settlement in order to control the flow of water and waste. Because sewers tend to stretch the entire length of a settlement, the only limit to the size of an infested sewer is the size of the settlement above. Places within the sewer that aren't infested are likely boring to explore, so choose a specific area defined by the structures above or near the sewer. For example, running a dungeon in "the infested catacombs beneath the trade district" helps to define the dungeon more clearly than the more vaguely described "catacombs beneath Dulwich".

DESIGNING THE DUNGEON

Designing an infested sewer as a dungeon is little different to designing any other dungeon. Like most classic dungeon settings, a sewer is a subterranean setting specifically designed to perform a specific task. Unlike most dungeons, which are built as strongholds, vaults or similar defensible positions, a sewer's primary function is to allow things to exit the area, typically using flowing water. Additionally, sewers are seldom spacious and are typically designed in a very predictable, almost formulaic manner and seldom possess manufactured traps. Below are some considerations a GM could use when designing infested sewers.

Dangerous: Infested sewers are literally crawling with life and most of it is hostile. Increase the chances of encountering wandering monsters within an infested sewer by up to 20% to represent this threat.

Filth: Settlers use their settlement's sewers to dispose of just about anything and everything, from rotten food and discarded goods to their own biological waste. Because of this, all sewers (not just infested ones) are disgusting places. Upon entering a sewer, a character becomes sickened for as long as she remains within the sewer unless she makes a DC 15 Fortitude save. Each hour she remains within the sewer, she must save again or become sickened.

Far worse than the stench is the sewer water itself. Creatures swimming in sewer water must make a DC 12 Fortitude save or contract filth fever:

- **Filth Fever:** *save* Fortitude DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *Cure* 2 consecutive saves.

At the GM's discretion, characters suffering hit point damage may take up to a -2 penalty on saving throws made against filth fever, as their wounds are prone to infection in such a filthy environment.

Flowing Water: A sewer's primary function is to transport filth away from the settlement. Typically this is done using running water. Although the water isn't as fast as, say, river rapids, it moves quickly enough that creatures must make a DC 10 Swim check to move through the water. In some locations, the water is considerably rougher, such as when water is gushing out from one part of the sewer into another. This increases the DC of Swim checks.

Landless: Not all sewers are designed with adventurers in mind. Most, especially those built within small settlements, are more likely to have simple passageways without any way to avoid trekking through the murk and filth. In such a sewer, the PCs are always considered to be swimming for the purpose of the filth feature (see above) and all passable terrain is considered difficult terrain.

Unkempt: Sewers often fall into disarray because few settlers are willing to perform the necessary maintenance work. As a result, there is a 20% chance every door, manhole, lock or similar device within the sewer is stuck and cannot be opened without a DC 15 Strength check.

RUNNING THE DUNGEON

Running an infested sewer as an adventure site is little different to a traditional dungeon. Below are some considerations GMs should keep in mind when using an infested sewer as a dungeon.

Concealment: Sewers of all sorts are seldom visited by surface-dwelling folk. As a result shadows permeate the area. As most adventurers rely on torches or torch-like spell effects to see in such areas, most of the sewer's unwanted residents make use of the shadows to ambush intruders. The smartest creatures, however, often rely on hit-and-run tactics, striking fast before scurrying back into the shadows.

Slick: Sewers are damp and filled with running water. When this water splashes onto the few passable routes within the sewer it creates areas where it is difficult to move safely. This terrain is considered difficult terrain and requires a DC 2 Acrobatics check to safely move across if the passageway is at least 3 feet wide. If the passageway is narrower, the DC increases as noted in the Acrobatics skill description.

Sneaking: Although the sound of running water obscures soft sounds, it is difficult to move quietly while walking in a sewer because the vaulted spaces creates an echo, magnifying the sound of trespassers. All creatures using Stealth to move silently on land suffer a -4 penalty on Stealth checks. Creatures lurking within the sewer's filthy water do not suffer this penalty.

Wandering Monsters: Most creatures move into a sewer because humanoid waste provides an adequate (though not preferred) supply of food that requires little work to obtain. Most creatures living in sewers are scavengers and seldom scoff twice at attacking whoever wanders into their domain. Using the darkness to their advantage, most sewer dwellers wait until their prey is alone or preoccupied to strike. For this reason, there is a 1 in 20 chance during any encounter an additional monster joins the fray, eager to snag a bite of hero to sate its own belly. Each round a monster does not appear in a given combat increases the likelihood one appears on subsequent rounds by 1 in 20.

Additionally, remember a creature suffers a -1 penalty on opposed Perception checks for every 10 feet between the creature and a hidden foe.

SACKING THE DUNGEON

Despite being a trash refuse, sewers are filled with the promise of wealth and treasure, though PCs often have to search harder for it then they would at other adventuring sites. Listed below are inspirational ideas for unique, thematic treasures that await PCs adventuring within an infested sewer.

Fungi: The dim light and the ready source of fertilization make fungi a common find within most sewers, especially types

that thrive in damp environments such as mould. Although most fungi possess insignificant value, some rare types are used to craft different types of poison or as alchemical reagents. The following types of poison (and their gp value) can be crafted using rare fungi harvested from the sewers: drow poison (25 gp), id moss (40 gp), stripped toadstool (60 gp) and violet venom (250 gp).

Hoards: Many of the different kinds of creatures infesting sewers also hoard shiny objects within their nests. Small, light objects such as gold and silver coins, keys and jewellery can all be hoarded in this manner, assuming the creatures are large enough to gather these treasures. A single hoard is usually worth as much as a CR-equivalent encounter for the PCs. Larger hoards kept by more powerful (or more numerous) creatures can exceed this figure.

Immurement: The grisly practice of entombing someone within the sewers' walls serves as a means of execution through starvation and dehydration. In most civilized societies, immurement is illegal, so most tombs PCs stumble across hold missing persons or ritualistic sacrifices. Masterwork chains and locks, masterwork daggers and missing persons bounties are trademark "treasures" the PCs can recover from a sewer. The reward for a missing person (whether immured or not) is often equal to 1 gp per 100 residents within the city, up to four times the recommended gp value for an encounter of the PCs' level.

Labour: Occasionally, PCs can find a way to make themselves useful within a sewer, such as by clearing blockages or replacing a damaged manhole. These tasks are menial and seldom worth more than 1 silver per task. If the task requires skilled labour, a PC may make an appropriate Profession check to complete the task. Since this check represents a full day's work, the PCs must remain within the sewer for 8 hours while the work is completed. Typically there is a chance for a random encounter with the sewer's denizens every hour. This time does not count against the amount of time the PCs need to perform their job.

Taxidermy: The hides of powerful creatures infesting sewers are often worth a sizable sum to collectors, conspiracy theorists or local authorities. Typically, the amount of gold offered for a creature is set when the PCs accept the job. This value is often enough gp to make up for at least half of the recommended wealth for the encounters the PCs face within the infested sewers, with discovered treasure making up the rest of their bounty. However, if a character with Profession (tanner) or a similar skill prepares the body before it is delivered to the authorities, increase the bounty the PCs receive by an amount equal to the Profession check result.

INFESTED SEWERS: DRESSING

The appearance and characteristics of an infested sewer are a vital part of highlighting the site as a unique, exciting adventure locale. Whether the infested sewer is filled with chattering rats, vile otyughs or hungry crocodiles, choosing appropriate dressings for your infested sewer helps to establish the tone of the adventure as well as player expectations for what horrors might dwell within every shadowy passageway.

FUNCTION

The primary function of a sewer is to transport water and waste away from a settlement in order to improve the settlement's hygiene and give rainwater a place to flow to so it doesn't swamp basements or ruin roads. When a sewer becomes infested, it becomes home to unwanted creatures that usually cause harm to the settlement's citizens. Below are some common examples of how or why sewers become infested by all manner of creatures.

Breeding Grounds: Some creatures make their homes within sewers in order to breed. Because infestation typically refers to the presence of a large number of damaging or disease-carrying creatures, the use of a sewer as a breeding grounds is the most common form of infestation, especially with animal creatures. Sewers are favoured as breeding grounds by creatures inhabiting dark, damp places that thrive on the waste and filth of the denizens above. In many cases, food within the sewer quickly becomes scarce and the infestation must move to the surface to seek sustenance. It is at this point the infestation is usually noticed by authorities, as complaints of missing food (or people) or about the damage caused by the infestation are reported.

Hunting Grounds: All life needs to feed, and many creatures prey upon the carrion attracted to life in the sewers. Most predators feed on the rats, insects and other vermin making their home in this dank underground. Giant frogs, dire rats and similar creatures commonly use sewers in this manner. In some cases, however, these denizens prey on more unusual fare. For instance, lycanthropes often prey upon the people living on the streets above while otyughs gorge themselves on the waste and refuse flowing into the sewers. There are even tales of aquatic creatures, such as massive crocodiles or blood crazed sharks, finding their way into the sewer and preying upon whatever creatures they encounter.

Illicit Deeds: When "infested" by humanoids, a sewer is usually used for illegal or unsavoury purposes such as harbouring illegal residents or hiding a thieves' guild. Sewers attract all manner of criminal filth to their lightless passages, for few are willing to pursue them into the sprawling bowels beneath the city. For many, the endless tunnels and passageways provide a settlement's less-than-savoury residents a place to conduct

business without worrying about watchful eyes or legal interference.

Sanctuary: Some creatures hide in sewers simply because there is nowhere else for them to go. Abandoned pets and unwanted residents are often chased down into the sewers where they make the best life possible for themselves. Feral dogs, wild cats, poverty-stricken individuals and members of unsavoury races such as tieflings or mongrelmen are often pushed down into the sewers. Although some creatures enjoy the solitude the sewers provide, most resent the treatment and, given time, come to loathe the people living above. Creatures of humanoid intelligence show little concern for stealing goods (especially food) from surface dwellers and are called an infestation as a dehumanizing tactic to garner support for their permanent removal. Animals, on the other had, become disease-ridden, feral and more than willing to attack humanoids for a bite of fresh meat.

DRESSINGS

Use the table on the following page to generate interesting characteristics for the infested sewer. Some of the features listed may be inappropriate based on its setup — ignore or modify such entries as appropriate.

Expensive Materials: Some of the infested sewer dressings described below include descriptions of expensive art objects or valuable plants or animals. Typically the dressings below have a maximum gp value equal to the gp reward for an encounter with a CR equal to the party's APL -2, although the exact value for such valuable items is subject to GM approval.

Harvesting Dressings: While most of the dressings are part of the infested sewer's very structure or creatures, most can be harvested by canny PCs. In order to harvest a dressing from the infested sewer, a PC must make a skill check with a DC equal to 15 + the average CR of an encounter set within the infested sewer. The skill check used should be appropriate for the object being harvested; failing by 5 or more ruins the item.

Multiple Dressings: Although most infested sewers only possess one of the characteristics noted on the table, at the GM's decision each result on the table might correspond to a single area within the infested sewer (such as one encounter location). Instead of rolling on the table, a GM may simply pick appropriate dressings.

D%	INFESTED SEWER DRESSINGS
01	Rattling chains and desperate cries come from behind a wall. If investigated, treat this as a bleeding walls haunt (CR 5).
02	All olfactory sensations are reversed in one section of the sewer, causing horrid smells to be perceived as delectable and pleasant smells to be perceived as pungent (DC 12 Will negates).
03–05	A trail of gore coats one of the walkways. If there are no walkways, it instead lines one of the walls or ceiling.
06–08	All of the rats in the sewer are missing paws, ears or their tail and dead rats with more severe wounds litter the floor.
09–10	Part of one of the walls appears to have been burned, as if by alchemist's fire.
11–13	The constant chattering of vermin echo throughout the sewer.
14–16	Humanoid footprints are visible amidst the filth.
17–20	An odd animal sound echoes throughout the sewer (grunting, growling, croaking etc.)
21–23	A dead creature with a monstrous chunk of flesh missing from its neck lies dead in the sewer.
24–26	Part of the sewer's lining is broken, creating a small whirlpool. The waterways in the room are considered stormy water (DC 20 Swim).
27–28	A severed humanoid hand lays discarded directly underneath one of the sewer's manholes.
29–30	Scratch marks are etched into sewer's stone floor. They appear to be made by large, powerful claws.
31	Vile chemicals have polluted the water, granting all creatures living in the sewer a random <i>animal aspect</i> , as the spell. PCs who make contact with the water must make a DC 12 Fortitude save or become mutated (–2 to a random ability score) while in the sewer and for 24 hours after leaving. This mutation is a polymorph effect.
34–36	A section of the sewer's wall is missing, as if something had clawed a hole right through it.
37–38	A massive nest sits within a shadowy part of the sewer. It is built from large branches, muck and humanoid bones.
39–40	One hallway in the sewer is lined with 1d6 everburning torches.
41–45	The underside of a sewer's manhole cover is encrusted with 1d4 precious gems.
46–50	Tiny, red eyes glimmer within every shadow but dart out of sight before they can be focused upon.
51–54	One of the sewers walls is inscribed with the glyphs of a <i>magic circle against evil</i> spell (DC 23 Knowledge [arcana] identifies). The glyphs have long-since lost their magical powers.
55–59	The sewer floor is covered with a strange moss that glows as brightly as a torch when stepped on (and for a few minutes afterwards).

60	The sewer water is acidic. Although it causes no harm to the sewer's denizens, PCs who immerse themselves up to their knees or higher suffer 1 point of acid damage each round they remain within the water and for 1 round thereafter.
61–63	The sewer floor is cobbled with perfectly smooth, worn stones.
64–66	The floor is covered with black, sticky moss.
67–60	The sound of singing birds permeates the sewer.
61–63	Rat skeletons and insect carapaces carpet the floor.
64–65	A skeleton is chained to the wall in plain view. Next to it are a number of tallies scratched into the wall, a jagged stone and a small plate.
66–70	A smashed-open coffin floats in the sewer, discarded.
71–73	Every sewer grate that bars outside entrance has been cut cleanly or ripped off of the wall.
74–76	The howls of a dying animal echo through the sewer.
77–70	Swarms of rats swim throughout the sewers, looking for food.
71	All of the rats in the sewer are awakened and wear a gold coin around their neck.
72–75	Virtually all metal within the sewer is rusted and worthless.
76–80	A mysterious substance in the water causes all animals with a dire, giant or megafauna variant to mutate into those larger forms over the course of 1 month. All other animals die from prolonged exposure to this substance.
81–83	The sewer grates protecting the entrance to the sewer are made from living wood.
84–86	A timeworn chest filled with coins and jewels rests at the bottom of the sewer's waterways, covered in muck and filth.
87–89	All of the manholes in the sewer are an odd colour, such as bright blue or yellow.
90	Any animal that spends at least one month within the sewer is slowly (and permanently) transformed into a bipedal creature, as <i>anthropomorphic animal</i> .
91–93	The bricks in the sewer are painted in a soothing pattern of alternating colours.
94–95	A mural of the city is painted along one of the walls. In the painting, a natural disaster (such as a wildfire or an earthquake) is ravaging the settlement.
96–97	The sewer's manholes possess a peculiar sigil, glyph or crest.
98–99	Roll twice and apply all results.
100	Roll three times and apply all results.

INFESTED SEWERS: DENIZENS

Whether sulking vermin, prowling crocodiles or filthy otyughs, a wide variety of creatures infest sewers. This section includes sample creatures often found within infested sewers; each creature includes its CR for reference.

Carrion Critters (CR Varies): All manner of vile insects, from cockroaches to spiders, inhabit sewers. Such creatures enjoy the vile, lightless conditions beneath the bustling streets. All cities have their share of insects, however, and they are only considered to be infesting their artificial homes when they begin to amass in large swarms that devour food and folk alike. In rare cases, megafauna versions of these insects may crawl into the sewers where they prey upon the succulent creatures wandering through the noisome tunnels.

Criminals (CR Varies): Many seedy humanoids view sewers as an excellent place to hide their operations, as sewers have next to no foot traffic and even law enforcement is somewhat reluctant to search the sewers for lowlifes. Entire criminal guilds often “infest” sewers, sprawling underneath the surface of the settlement they prowl.

Lycanthropes (CR Varies): Although uncommon, wererats, werecrocodiles and wererats sometimes congregate in sewers. Wererats are right at home in the sewers while werecrocodiles enjoy the murky water and wererats the pitch black darkness. Additionally, sewers afford lycanthropes a measure of privacy from gawking, uninfected humanoids. When lycanthropes infest a sewer, it is usually in the form of entire lycanthropic communities preying on the citizens living above.

Otyugh (CR 4): This massive, tentacle monstrosity is practically synonymous with sewers. Otyughs feed on filth and refuse, and as a result they often find their way into sewers large enough to contain them. Although intelligent, otyughs care little for anything that does not provide them with refuse for nourishment. When they infest a sewer, it is often because some other malevolent entity has made an agreement with the otyugh. Sometimes, however, otyughs simply need to be put down because their disgusting lairs can become so wretchedly filthy that living conditions in the settlement above become intolerable.

Rats (CR Varies): Although small in stature, this pesky vermin cause many problems. In addition to being a sanitary risk, rats carry all manner of disease. A lone rat is little threat (CR 1/4), but as their population rises, they gather into aggressive swarms (CR 2) driven by a voracious hunger that drives them to rip much larger creatures apart. A breed of rat megafauna called a dire rat grows to the size of a small dog and is capable of quickly killing and devouring a grown human (CR 1/3). Finally, the most dangerous of all rats are called rat kings (CR 5). This terrifying creature is a writhing mass of no less than five normal rats that have gained a frightening level of intelligence. Rat kings often sit at the centre of the most dreadful of rat infestations, commanding the settlement’s rodents from their sewer lairs like generals in a war against the settlement’s inhabitants.

Ratfolk (CR Varies): Although they are sentient, humanoid creatures few ratfolk are accepted enough by surface dwellers to live among them in their towns and settlements. Instead, ratfolk often take to dwelling underneath the city streets. Thankfully, as humanoid creatures some ratfolk can be reasoned with, but most have little tolerance for the stench of humanity and those who associate with them.



INFESTED SEWERS: TRAPS & HAZARDS

In many ways, the terrain within a sewer is a bigger threat than the creatures that dwell there, for many dangerous diseases fester within the filthy environment.

MUNDANE TRAPS & HAZARDS

Bad Air (CR 1 or 4): Explosive, flammable gases slowly congregate in sewers as a by product of decay. Although bad air is usually only strong enough to sap the strength from a visitor's lungs (CR 1), it sometimes reaches dangerous levels of combustibility (CR 4).

Green Slime (CR 4): This deadly slime devours flesh and organic materials on contact, reproducing as it consumes everything around it. Although uncommon in sewers, when present green slime quickly spreads fast enough that it becomes an infestation all of its own.

Rot Grubs (CR 4): These nauseating parasites feed on flesh and nest in corpses. They are capable of devouring even humanoid bodies and removing them is a dangerous procedure that must be done quickly, as an infestation of rot grubs can kill an average person in excruciating pain within a minute.

Yellow Mould (CR 6): This bright yellow fungus bursts into a cloud of yellow, poisonous spores when disturbed. These spores quickly burrow into the subject's nervous system, killing it in a matter of moments. Some scholars link this type of fungi to yellow musk creepers (CR 2) and note that wherever yellow mould is found, an infestation of these creatures (and their zombified victims) is seldom far away.

MAGICAL TRAPS & HAZARDS

Brown Mould (CR 2): This strange fungi is able to sap heat from its environment, causing patches of cold air to form directly around it. Brown mould is even able to sap heat from living creatures, which can send victims into a state of hypothermia.

NEW HAZARDS

Mindwarper Mould (CR 9): This ghastly mould is translucent and requires a DC 30 Perception check to spot. When a creature enters the space of a patch of mindwarper mould, it unleashes a cloud of tasteless, odourless spores that coat the creature. The creature must make a DC 15 Will save or become infested by the mould. Whenever the creature is in combat or any situation where it is distracted, it gains the flat-footed condition as the mould subtly influences the creature's actions in an attempt to get it killed.

Any creature ingesting mindwarper mould spores must make a DC 15 Fortitude save or become infested, suffering 1d4

Constitution damage each round. An infested creature receives a new Fortitude save every round to prevent the damage, but such an infestation can only be cured by *remove disease* or similar magic.

Tainted Water (CR 1): Water within a sewer is often filthy, stagnant and crawling with parasites. Any creature that makes contact with tainted water must make a DC 11 Fortitude save or become sickened for 8 hours. A successful save increases the Fortitude DC for subsequent exposures to tainted water within the next 24 hours by +1. Additionally, any edible substance that makes contact with tainted water is immediately spoiled.

Vampiric Mould (CR 5): This crimson red fungus unleashes a cloud of translucent spores in a 10-foot area, when disturbed. All creatures within this area must make a DC 13 Fortitude save or gain spell resistance 15 against effects that restore hit points or that grant additional hit points. Additionally, all healing done to a creature that fails its Fortitude save is reduced by half and magical healing cannot stop the bleed condition. Finally, a creature failing its Fortitude save suffers 1 bleed damage each time it suffers any amount of hit point damage. This bleed damage stacks. Removing the vampiric mould requires a DC 19 Heal check and deals 1d4 Con damage to the creature. Alternatively, as all parasites, vampiric mould is killed by *remove disease*.

NEW TRAPS

The following new trap is built to stop nosey investigators or contain dangerous creatures.

WALL OF IMMUREMENT CR 2 (600 XP)

As your companions wander closer to the wall, the stone suddenly lashes out and attempts to ensnare you within it.

Search DC 30 Perception; **Type** Magic

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 20 or less; **Bypass** Pressing a secret button adjacent to the trap's area bypasses it for 4 rounds.

Destroy The trap's "doors" must be warped (such as by *stone shape*) or destroyed. They are made from hewn stone and are 1 foot thick (hardness 8, hp 90, DC 23 Strength to break).

Trigger Proximity (*detect thoughts*); **Reset** Automatic (1d4 rounds)

Effect When triggered, a wall of immurement springs to life as arm-like tendrils of stone spring out of the wall and slams one target (+15 melee, 2d6 nonlethal damage). If the attack hits, the wall immediately begins grappling (CMB +17) its target. If it maintains the grapple on its next turn, the wall pulls the target into a sealed 10-foot by 10-foot chamber. After sealing a creature inside this chamber, the trap must reset before attempting to trap the next interloper.

INFESTED SEWERS: ADVENTURE HOOKS

THE FEASTER ON FILTH

Locals were terrified when a otyugh who called itself "The Feaster on Filth" moved into Duck Falls' sewer system, but for the first several months the people found nothing but benefits. Water pollution was at an all-time low and the sewers were no longer blocked during the sweltering summer days or the frozen winter nights. People were at ease, until election season started. As Mayor Ojanen runs for re-election, people have begun to vanish, the drainage system has clogged up, and a wretched odour hovers across Duck Falls. Some suspect Mayor Ojanen's political rival, Elmo Blacktongue, is behind the strange occurrences, but if he is, how could he manipulate such a fell creature.

THE HUNGERING MOULD

It was a day like any other in the city. That is, until a horrible stream of green ooze began creeping into every well and bubbling up from every manhole leading to the city's sewers. Civilian attempts to clean the ooze have proven horribly misguided. Now nothing remains of Baroness Monna Vista, several hired hands and the baron's two oldest sons except a

voracious puddle of green slime lurking at the bottom of the estate's private well. Locals recall the eccentric gnome wizard Fearadin Globstar had been muddling around in the sewers recently. No one wants to enter the sewers to find out what, exactly, lurks in the fetid darkness.

THE RAT KING

Saying there are rats in a city like Blackcobble is like saying there are apples on an apple tree, but for the past few months the number of rat sightings has increased dramatically. Weirder still, they have been working together to steal not only food, but other oddities: iron ingots, silver and jewels. Then, the unthinkable happened. Mayor Elnora Rightrain was found dead in her office, covered in tiny needle-like puncture wounds. Now when people see the rats, they run, for they stand upright and brandish weapons like people as they roll over their enemies in a wave of squirming bodies and shriek battle cries to a glorious leader known only as "The Rat King." The people of Blackcobble are merchants, not fighters, so it is up to the PCs to venture into the sewers in the bowels of Blackcobble to put an end to the rat problem once and for all.



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