

SEMPER PARVUS

# RAT KING'S SEWER



By Ken Spencer





# RAT KING'S SEWER

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Dedicated to the memory of Terry Pavlet.

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# RAT KING'S SEWER

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**A RAT ATE A JEWEL.** The people of the city of Eastgate have gone mad. Who has the jewel? Who has the rat?

## ADVENTURE OVERVIEW

*Rat King's Sewer* is a dungeon crawl with a mystery set in the sewers beneath the city of Eastgate in the Borderlands Provinces. Found on the eastern side of the continent of Akados in the world of **Frog God Games'** Lost Lands, Eastgate is a bustling city at the mouth of the Amrin River. This adventure is designed for Tier 2 characters with a good mix of combat, spellcasting, and trap-finding abilities. As most of the adventure takes place in the sewers, and nearly all of it in an urban setting, wilderness-orientated characters might find themselves at a disadvantage. Then again, the sewers are a maze filled with all manner of deadly creatures, so the ability to talk to cockroaches might just prove useful.

While on her way home from the opera, Lady Volcula Soninius was attacked by thieves. Her bodyguards were quickly dispatched, but the aging noblewoman was more than capable of putting up a fight. During the battle, one of the thieves grabbed her necklace and broke it, causing a cascade of jewels to fall into the gutter. After the brigands were dispatched, Lady Volcula attempted to retrieve her lost jewels, but the largest had fallen into the sewers. She watched in horror as a vile rat scurried out, gobbled it up, and disappeared.

That was two days ago. In that time, dozens have ventured into the sewers beneath the city hunting for the rat. Thousands more have taken to the gutters, the alleys, and the slums of the city hunting for the rat with a jewel in its stomach. Hundreds of cats have been slain and gutted in the quest. Bands of searchers turned on each other, and the city looks to be spiraling toward madness. Yet no one has found the jewel.

## THIS WAS NO RANDOM ATTACK

The thieves hired to perform the theft were mere patsies employed by the wererats of the Snarl Fang clan. Beholden to the self-proclaimed "Rat King" of Eastgate's underworld (mostly its sewers), the Snarl Fangs engineered the theft to get the baroness's prize emerald. The hired thugs were disposable agents, but thankfully one of the Snarl

Fangs was nearby in rat form watching and waiting for the thugs to get away with the emerald before ambushing them and taking it. She scurried out and snatched up the jewel, fleeing into the sewers before anyone could react.

The Snarl Fangs need that jewel to get home. Long ago, the Order of the Swift Paw sent a trio of operatives to the surface from the fabled Inner Realms. This trio was to spend their lives on the surface, scouting out the land, setting up cells of the nefarious order, and preparing for the secretive wererat organization to make its grand entrance into the light of the surface world. The Snarl Fangs failed at their mission. Eighty years wandering the surface world has taken its toll, physically and emotionally, and all the leaders of the clan want to do is go home.

The portals to the Inner Realms are few and either well-guarded or long lost. Fruitless searching for a route back home wearied Mad Jack Kaigrove and Sara Vipersmaw, the clan's elders. Everex of Bridgeport, one of their "converts" from the surface, discovered a lost scroll that told how to build a portal to the Inner Realms, but the cost would be great. The mystical device required several unique jewels to safely power it. Mad Jack doesn't have the time or patience for that. A single emerald of special character, itself an item from the Inner Realms that somehow made its way to the surface, will have to suffice.

## INVOLVING THE CHARACTERS

There are several ways that the characters can get involved in investigating the Snarl Fang Clan and putting a stop to their nefarious plan.

- The default hook is that Commissary Lurmis Vergen, governor of Eastgate, hires the characters to recover the emerald. He heard the ransom request from the Snarl Fangs and concedes if he has to but would prefer not to do so. The characters are to go into the sewers and recover the emerald.
- The characters might just be in it for the money. The jewel in question is an emerald the size of a baby's fist, and its value is beyond measure.
- Lady Volcula wants her emerald back and hires the characters to retrieve it.
- A different faction wants the jewel and is willing to pay for its recovery, but the employer prefers to remain anonymous.



# INTO THE SEWERS OF EASTGATE

The sewers of the Eastgate are ancient and new, the older parts built in the time of the Hyperboreans (and some sections by even older pre-human cultures), the newer in the centuries since. From across the city they gather the outflow of privies, the rainfall of storms, and the waste of myriad businesses. All this gray water is carried away and deposited into the Amrin River.

No one knows the full extent of the sewers. There are maps, true, but these show only those areas that the Terriers and others frequent. Members of the Guild of Rat-Catchers dare not enter some sections, while others are sealed off or forbidden by ancient decree (though no one knows why this is, nor do they wish to find out).

This makes the sewers of Eastgate a fitting place for smugglers, revolutionaries, necromancers, and others to dwell within, make use of, and flee to. Most of these have fled as the city's attention has turned toward the sewers. One such group, the Snarl Fang Clan of wererats, has remained and will not be forced out of the tunnels they consider their domain. Besides, they have the emerald and while it is of little use to them (try being a wererat and fencing a priceless jewel), they are not just going to return it. Indeed, if discovered they happily negotiate for it, assuming that the people discovering them can't simply be overpowered and eaten.

## CONDITIONS IN THE SEWERS

For the most part, the sewers of Eastgate are stone-lined affairs with eight-foot-high arched ceilings and narrow footpaths along the edges.

The main channel is three feet beneath the footpaths, giving a person walking on them only three to four feet of headroom. There are no lights or sconces to put a torch in. Cisterns are ready to accept large volumes of water where the sewers meet or cross (marked with circles on the map). These are 40-foot-diameter chambers that are 20 feet deep.

Travel is difficult in the sewers. The water is deep and hides movement (treat as difficult terrain). Moving along the footpaths is slowed due to their narrowness, low ceiling, and the slick stone. A good pace is 1,000 feet per hour for a group keeping their eyes out and checking the tunnels; any faster accrues levels of exhaustion as if on a forced march.

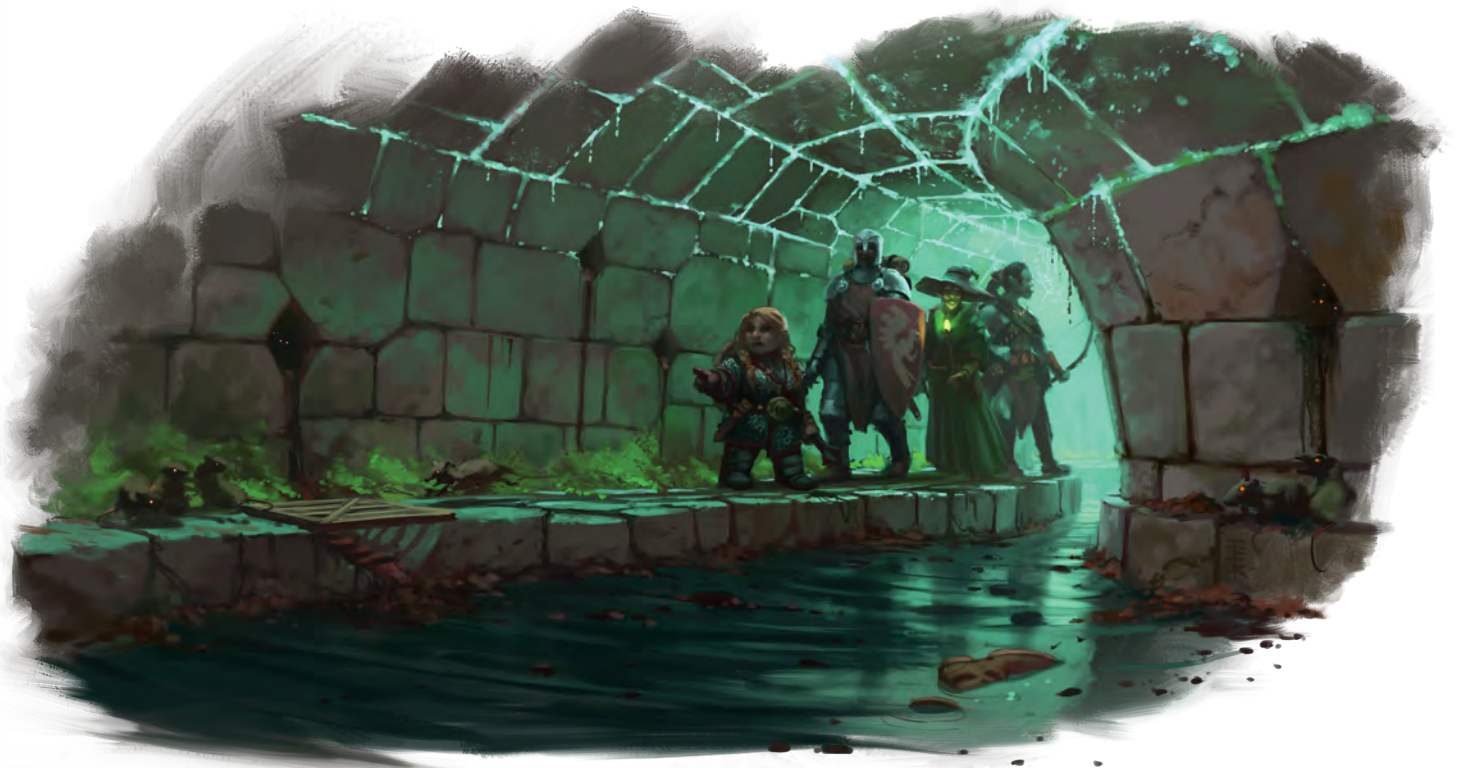
The most obvious condition in the sewers is the smell. Excrement and other waste tends to degrade on its slow way toward the sea, and pockets of fouled air and the gases of decay are common. The strong scent of salt air and water is found toward the outlets along the Amrin Estuary, and tidal forces often push brackish water far up the sewer lines.

The Snarl Fangs dug a network of tunnels throughout the sewers. These tunnels are just barely big enough for a dread rat to squeeze through, being roughly three feet in diameter, unlit, and rather circuitous. The entrances are hidden; a DC 13 Intelligence (Investigation) check can find one.

The following hazards are marked on the sewer map:

### A. GAS POCKET

Sewer gases foul the air here. The presence of sewer gases can be detected up to 50 feet away with a successful DC 15 Wisdom (Perception) check. Anyone spending time passing through a gas-filled area must succeed at a DC 12 Constitution save or suffer 2



(1d4) poison damage and be poisoned for one hour. Open fires ignite the sewer gases and cause an explosion. Exposing an open flame to the sewer gases burns off 1d10 x 50 feet of gas, inflicting 11 (2d10) fire damage to every creature in a flaming area; a successful DC 13 Dexterity saving throw reduces damage by half.

## B. STRONG CURRENT

The current here is very strong in the direction indicated by the arrow next to the “B.” Characters moving against the current move as if in difficult terrain. Anything dropped is likely to move downstream 1d6 x 5 feet per round. Characters who are knocked prone or who fall unconscious in a strong current are swept away at the same rate.

## C. TOXINS

The sewer water here is toxic, likely due to inflow from one of the city’s industries, a magical laboratory, or some other source leaking into the sewers. The plume of toxins runs 15 feet from the source labeled “C.” Anyone passing through the plume must succeed at a DC 12 Constitution saving throw or suffer 2 (1d4) acid damage.

## D. TRAP

The Snarl Fang Clan, as well as some others who use the sewers, laid traps under the water to catch unwary intruders. The traps are labeled by type, **D-1** through **D-4**, as detailed below.

### D-1. SNARE

*Mechanical trap*

Both the Snarl Fang Clan and the Terriers regularly set snares in the sewers. Someone passing through the channel in this square triggers the trap. A successful DC 13 Intelligence (Investigation) check spots the snare, and the snare can be disabled by simply cutting the line to which it is attached. A creature caught in the trap is restrained but can break free with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. A character caught in the snare and then freed has their speed reduced by half for 1d10 minutes.

### D-2. CEILING COLLAPSE

*Mechanical trap*

A trip line hidden in the water triggers a section of ceiling to fall down. The trap can be found with a successful DC 13 Intelligence (Investigation) check and disabled with thieves’ tools and a successful DC 15 Dexterity check. If the trap is triggered, a 10-foot-long section of the ceiling falls down. All caught in the fall must make a DC 13 Dexterity saving throw. Those failing suffer 9 (2d8) bludgeoning damage and are knocked prone while those who succeed suffer half this damage and are not knocked prone.

### D-3. PIT

*Mechanical trap*

A trip line hidden in the water triggers a section of floor to collapse. The trap can be found with a successful DC 13 Intelligence (Investigation) check and disabled with thieves’ tools and a successful DC 15 Dexterity check. If the trap is triggered, a 10-foot-long section of the floor collapses. All caught in the section must succeed at a DC 13 Dexterity saving throw or plummet into the 10-foot-deep pit. The pit fills with water in 2 rounds.

### D-4. BELLS

*Mechanical trap*

A long string of bells is connected to a trip line hidden in the water. The trap can be found with a successful DC 13 Intelligence (Investigation) check and disabled with thieves’ tools and a successful DC 18 Dexterity check. Failure to disable the trap causes the chain of bells to ring along the line of connected D-4s. This likely alerts

the Snarl Fang Clan that intruders are in the sewers. It also causes a random monster from the **Table 1: Random Sewer Encounters** to come looking for lunch.

# RANDOM ENCOUNTERS IN THE SEWERS

Make a random encounter check every hour. An encounter occurs on a 1–3 on a d6.

**TABLE 1: RANDOM SEWER ENCOUNTERS**

1d100	Encounter
01–05	1d6 + 1 <b>dread rats</b> *
06–30	1d8 + 1 <b>giant rats</b>
31–35	1d4 + 1 <b>giant leeches</b> *
36–45	Wave
46–50	1d4 + 1 <b>doombats</b> *
51–55	<b>Giant crocodile</b>
56–60	<b>Snarl Fangs</b>
61–75	Echoes
76–80	1d4 + 1 <b>lost limbs</b>
81–85	Hole
86–90	<b>Basilisk</b>
91–95	1d2 + 1 <b>Ettercaps</b>
96–100	<b>Gelatinous Cube</b>

\*see **Appendix Two: New Creatures**

## BASILISK

Someone hit on the idea that the rat in question would be easier to find if it was petrified. Toward that end, a **basilisk** kept by the archmage Cyrus the Resplendent was stolen and introduced into the sewers. In a few days, the thief plans to descend into the sewers and search for rat statues in the hope that once smashed open, the jewel will be revealed. The basilisk was not consulted about this plan and is very unhappy.

## DOOMBATS

A small colony of **doombats** has taken up residence in the sewers. They do not have a permanent roost yet but move around day to day looking for a good spot to make their home.

## ECHOES

Something else in the sewer is making a lot of noise, but the sound bounces off the walls and makes it impossible to determine where it is coming from. It sounds distant but might be approaching or receding; it is hard to tell. There are splashes, groans, roars, and then more splashes.

## ETTERCAPS

These **ettercaps** lost most of their territory to the wererats and are desperate for prey. They attack without remorse and fight to the death; for them, to lose means starvation.

## GELATINOUS CUBE

Several generations ago, the city tried to keep the sewers clean by seeding them with small **gelatinous cubes**. This went about as expected, and several adventuring parties were hired to clean up the mess. One cube was never found and still wanders the sewers, having grown to enormous size (it is now Huge-sized and has grown to be more rectangular to fit its environment; double the creature’s hit points).



## GIANT CROCODILE

This **giant crocodile** floats here just below the water waiting for something tasty to pass by. It can be spotted with a successful DC 15 Wisdom (Perception) check. It is territorial and attacks anything that passes but flees underwater if reduced to half its hit points.

## GIANT LEECHES

These **giant leeches** (see **Appendix Two: New Creatures**) are looking to feed, and the characters are just the sorts of warm-blooded beasts they are looking for.

## GIANT RATS

These **giant rats** are more interested in watching the characters than attacking. They stay just out of sight and observe, attacking only if confronted or if an opportunity presents itself (such as during a rest or other combat). During a fight, one rat scurries away to alert the Snarl Fang Clan while the others die to cover its retreat.

## DREAD RATS

Spies on patrol for the Snarl Fang Clan, these **dread rats** (see **Appendix Two: New Creatures**) make one attack on the party and then scurry off in different directions.

## HOLE

A 15-foot-deep hole is hidden under the water. It can be spotted with a successful DC 18 Wisdom (Perception) check. Those who fall into the hole sink and must swim back up. It is pitch black in the hole, and something might lurk at its bottom. Being submerged in sewer water exposes the character to a randomly selected sewer disease.

## LOST LIMBS

Events are happening in the city that go far beyond the hunt for the jewel-carrying rat. A byproduct of one of those plots has been the release of swarms of undead lost limbs into the sewers. Someone up there is experimenting and tossing their castoffs down a drainage pipe, and our heroes happen to be the ones who find them.

## SNARL FANGS

Two named Snarl Fang clan members and 1d4 + 1 **wererats** attempt to ambush the party. This is not a fight to the death but a quick, sharp fight in the sewers before the Snarl Fangs flee to warn the clan nest and set up another attack.

## WAVE

A large wave of sewer water, perhaps caused by tidal action in the estuary or perhaps the result of some large amount of liquid being dumped into the sewers, thunders down the tunnel. The noise can be heard for 1d4 rounds before it hits. Those caught in the wave must succeed at a DC 13 Strength saving throw or be swept along, suffering 3 (1d6) bludgeoning damage and being moved 1d10 x 5 feet down the sewer line. All characters are soaked and exposed to a random sewer disease.

## FLOATERS

Strange things end up in the sewers, and the current moves them around. Some float along in the current, though not all of these things float; some are instead found beneath the water. Once per hour, a floater comes by on a 1–2 on a 1d6. Characters can spend 10 minutes looking for a floater, making a roll on **Table 2: Floaters** if they succeed at a DC 13 Investigation check. There is a 50% chance that any bottle, cask, crate, jug, or scroll case found has not become inundated with sewer water and the contents are still usable. Touching any dead thing found in the

sewers runs the risk of contracting a disease (see **Appendix One: Sewer Diseases**), as does consuming any contaminated food or beverages.

**TABLE 2: FLOATERS**

1d100	Floating past is a ...
01	Dead opossum
02	Unusually large turd
03	Corpse, stripped naked with a gaping wound
04	Crate of wooden toys
05	Bottle of hard liquor
06	Cask of ale
07	Dead rat
08	Crate of silk pillows
09	Chunk of pumice stone
10	Bottle of wine
11	Silver necklace (valued at 50 gp if cleaned up)
12	Dead giant spider
13	Humanoid hand
14	Corpse, clothed, pockets have 1d4 sp, 1d6 gp
15	Crate of eggs
16	Swarm of eyeballs
17	Single, long tentacle, severed, obviously dead
18	Bottle of vinegar
19	Dead hog
20	Quiver with 1d10 crossbow bolts
21	Cask of water
22	Very nice hat
23	Jar of pickled eggs in beet juice
24	Corpse, clothed, pockets empty, slit throat
25	Cask of holy water
26	Pouch containing 1d10 sp, 1d8 gp, and a severed human thumb
27	Horse's head
28	Fancy shoe
29	Truly terrifyingly large turd
30	Rather plain hat
31	Crate of hams
32	Corpse, clothed, with a noose around its neck
33	Bottle of mineral water
34	Scroll case; inside is a spell scroll of <i>water breathing</i> or some other 3rd-level spell
35	Quiver with 1d10 arrows
36	Pouch containing 1d10 shiny stones
37	Shoe
38	Cask of wine
39	Dead cat
40	Oddly shaped piece of metal
41	Wind-up pigeon
42	Bundle of straw
43	Crate of wooden shoes

1d100	Floating past is a ...
44	Jug of corn whiskey
45	Humanoid bones
46	Envelope, soaked through but the address can be read
47	Metal lamp
48	Jar of sauerkraut
49	Book, sodden, but might be salvageable
50	Corpse, clothed, no marks of any kind, pockets have 1d10 pp and a signet ring
51	Jar of mustard
52	Wagon wheel
53	Bundle of fine clothing
54	Crate of clay pots
55	Fatberg
56	Dead sheep
57	2d100 humanoid teeth
58	Coffee mug
59	Leather sack with 1d20 x 10 gp in it
60	The other shoe
61	Pieces of lumber
62	Brick tied to an inflated sheep's bladder
63	1d6 severed limbs
64	Dead goat
65	Corpse, stripped, bloodless
66	Change in sewer water (1d6: 1. colder, 2. warmer, 3. clearer, 4. cloudier, 5. acidic, 6. smellier)
67	Jug filled with 2d10 + 30 gp
68	Gold ring missing the stone from the setting (worth 20 gp)
69	Sack of feathers
70	Large chunk of gristle
71	Chunk of ice
72	Half of a dead horse
73	Glove
74	Elf skull filled with millipedes (treat as a <b>swarm of insects</b> )
75	Change in sewer water (1d6: 1. greener, 2. bluer, 3. purplish, 4. orange, 5. browner, 6. darker)
76	Cask of apple cider
77	Dead fish
78	Bits of clay
79	Crate of candles
80	Rusty hook
81	Jar of pickles
82	Sodden map to Rappan Athuk (fake and terribly misleading)
83	Scissors
84	Dwarf skull filled with 1d20 + 10 gp
85	Pants

1d100	Floating past is a ...
86	The other half of a dead horse
87	The other glove
88	Change in sewer water (1d6: 1. brackish, 2. thicker, 3. lower, 4. higher, 5. faster, 6. slower)
89	Shirt
90	Ledger, waterlogged, might be dried out and read
91	Cask of whale oil
92	Round shield
93	Jar of white makeup
94	Vial of ink
95	Turd of moderate size
96	Crate of fine crystal goblets (valued at 2,000 gp)
97	Half-orc skull filled with 1d10 + 2 pp
98	Broken sign
99	Two things, roll again and take both
100	Three things, roll again and take all

## SEWER LOCATIONS

The following locations are on the GM's sewer map; only a handful, such as the entrances and outflows, will be known to the players.

### S-1. OUTFLOW

Three large outflows empty the sewers into the Amrin River. Each outflow is circular and 10 feet in diameter, with half of that beneath the water level of the river at high tide. The Amrin River is a tidal estuary, so this water level rises and falls, though even at ebb tide the water covers the bottom two feet of the outflow. None of the outflows have gratings; they did once, but the effort of keeping them clean proved too much.

### S-2. SEWER ACCESS

Several sewer access points are within the city, all covered by a locked metal hatch (AC 19, 20 hp, locked and can be picked using thieves' tools and a successful DC 15 Dexterity check), that during these times of turmoil have 4 **guards** posted at them. Each hatch leads to a narrow five-foot-diameter shaft down to the sewers, and a set of rusty metal rungs allows for an easy climb. The shafts vary in depth, ranging from 10 to 20 feet depending on the entrance, with the deeper shafts being farthest from the river.

### S-3. CLOSED-OFF OUTLET

This outlet is much like its three companions but was sealed and then bricked over decades ago (AC 17, 30 hp per five-foot section). Smugglers were using the outlet to move cargo up the river and through the sewers, so the sheriff waited until the smugglers were inside and then had an earth mage seal this outlet and the connecting sewers at **Area S-4**. The smugglers were trapped inside; some say you can still hear them tapping at the sealed outlet in the vain hopes of escape. The tunnels beyond have only a trickle of water in them; there is no need to make floater or random encounters checks.



# Amin River



## Rat King's Sewer

1 Square ~ 30 Feet



## S-4. SEALED TUNNEL

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The tunnel is sealed by the simple expedient of magically bringing up stone (AC 17, 30 hp) from beneath the ground. Even so, a small hole has been chewed through by the passage of that is large enough for a rat to pass through. water. The hole can be spotted with a DC 13 Wisdom (Perception) check by anyone examining the wall.

## S-5. DEAD SMUGGLERS

---

The sheriff's plan certainly worked; the smugglers were trapped in the tunnel. Slowly, they died of starvation or disease, but not before the leader and his closet followers had turned to cannibalism. Their corpses resurrected as a **ghast** and 4 **ghouls**. The wererats come through from time to time to check on the trap at **Area D-3**; they work fast and in groups to lead the hungry undead on a path through the sealed-off tunnels. The smugglers are well aware of the trap and avoid it. A stack of sodden and rotten crates lines the floor of the sewer. Most of the contents have long since decayed, but among the trash is 5d10 gp, a small emerald (valued at 200 gp), and a *potion of healing*.

## S-6. FEEDER

---

An **otyugh** has taken up residence at this crossroads in a pit trap the wererats built here. It keeps one tentacle above water to breathe through and another to see with. The current brings plenty of food to it, and the wererats are happy to leave it alone. It knows about the wererats but knows nothing about an emerald. It is content to remain in its pit filtering out anything that comes along in the sewer. If fed, it can be talked into telling the characters about the wererats, namely how many different ones it has seen (four: Big Billy, Tiny, and two common wererats), and about conditions in the sewer within 500 feet of its lair, and between its lair and the easternmost outflow (how it got into the sewers to begin with).

## S-7. WHIRLPOOL

---

The current grows in strength as it nears this large sinkhole that sucks water down into its sewage-filled depths. The sinkhole is 40 feet across and takes up the entirety of this cistern. The current is very strong in this cistern; anyone attempting to swim across it must succeed at a DC 15 Strength (Athletics) check or be sucked under. Characters sucked under descend at a rate of 20 feet per round; the bottom is a distant 150 feet below.

## S-8. MUCK SPIDERS

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A colony of 8 **giant spiders** string their webs across this section of sewer, eating bats and rats they catch in the sticky webs. The webs extend for 50 feet and require some effort to get clear of.

## S-9. BAT ROOST

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Swarms of bats, including 1d6 **giant bats**, roost at these locations. They are rather docile unless disturbed by light or movement, and then they take off in a whirl of fur and wings. During this confusion, the giant bats use the cover of their smaller brethren to take a few bites before flying out of the sewer.

## S-10. GIANT BAT ROOST

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Lairing in this collapsed tunnel are 10 **giant bats**. The bats are aggressive and territorial; they attack anyone who disturbs them. Climbing the slope of rubble leads to a narrow, two-foot gap that can be used to enter or leave the sewers.

## S-11. PURPLE FUNGUS

---

The walls of this length of tunnel are covered with a virulent purple fungus. The fungus reacts to light by emitting spores that invade the host's body and turn it into an undead creature. A creature who ends their turn exposed to the spores (i.e. anyone in the area with a light source) must succeed at a DC 11 Constitution saving throw or suffer 4 (1d8) poison damage. A creature who dies from this damage rises as a zombie in 2d4 rounds. There are 8 **zombies**, victims of the spores who came down here looking for a rat that swallowed the jewel. Their tattered clothes have 2d10 gp in the pockets.

## S-12. COLLAPSED SEWER

---

This long length of sewer collapsed long ago when a sinkhole opened and claimed half a block of the city. The ground above was shored up and new buildings were constructed, leaving only the forgotten debris clogging the sewer. There are hints that there might be something of value buried here, such as some bits of metal sticking out, a few rotted ends of lumber, and here and there a glint of broken porcelain. The **ghost** of Tamara Lane, a halfling who lived above and died in the collapse, haunts the rubble. Forgotten and abandoned, she is somewhat crazed and attempts to lure characters into the rubble by moving a small piece of gold jewelry into view. She planned this trap out nicely and caught two people already (a pair of rat searchers). The path to the gold is oddly clear of rubble; a person could crawl through the two-foot-high gap. Once that first bit of gold is found, another can be seen 30 feet farther inside the rubble, and another, and another, until the victim is 60 feet into the rubble mound. Inside is a large, clear area 40 feet long and four feet high. Once the victim is in the cleared kill zone, Tamara collapses the outward passage and attacks.

## S-13. TRAPPED SEARCHERS

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Evra Klar, Evan Klar, and Gasic Lemoire (**commoners**) have been in the sewers for hours hunting for the rat with the jewel. They are lost, hungry, thirsty, and done with it. However, they are afraid to move in any direction, having lost Saroh Lemoire to a gas pocket. They are commonfolk with no great wealth but beg for aid in escaping the sewers.

## S-14. RIVAL RAT HUNTERS

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Six people lurk in the darkness here waiting to waylay someone who passes carrying a rat. They have been in the sewers for several hours each day since word got out about the lost jewel, and they are tired of doing the hard work. Jumping someone and taking the jewel from them sounds like a good idea. The rivals are a former **gladiator** (Taski), his **berserker** buddies (Gali and Hala), and two **bandits** (Karli and Fast Timit). Karli and Fast Timit have no stomachs for a protracted fight.



## S-15. HELPING HANDS

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Two searchers, Stanus and Ziptheria (both **scouts**), are on their way back from an excursion into the sewers. They have come up emptyhanded but are willing to give advice to others. If approached politely, they tell of the parts of the sewers they have traveled, from this point to the westernmost outflow. They did not make a good map but noted such things as the cistern and gas pocket.

## S-16. GLOW MOLD

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The light from this tunnel can be seen as a dim glow from 50 feet away. The walls are coated with a mold that has a natural, soft greenish glow. While this provides dim light for the area, it also presents an opportunity and a hazard. The mold can be harvested and smeared on an object, which then emits dim light in a 10-foot radius for three hours. However, anyone who touches the mold gets some of the glowing juice on themselves, making it difficult or impossible in some cases to hide in the dark. Some of the glowing juice has leaked into the water and leaves a ring around the legs of anyone who passes by. This ring can be washed away with a gallon of ale or another alcoholic beverage.

## S-17. LAIR OF THE SNARL FANG CLAN

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The lair is described in its own chapter below.

# LAIR OF THE SNARL FANG CLAN

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The Snarl Fangs have broken through an end of the sewer line and carved out a modest warren in the hardpacked clay beneath Eastgate. The tunnels are short and narrow, only three feet high and barely four feet wide. Their walls are made of packed clay but are uneven as if they were chewed through. The chambers are larger, as noted in their descriptions below. The warren is unlit save for a few areas; the inhabitants all have darkvision and see no need to go to the expense of lighting their homes.

## R-1. ENTRANCE

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The sewer ends at a broken wall, with the smell of dozens of rats reeking out of the whole. The opening is narrow, just two feet tall and three feet wide, and is not trapped. Two **dread rats** (see **Appendix Two: New Creatures**) guard the entrance from the inside, hiding in the small alcoves to the left and right.

## R-2. RAT BROOD

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This medium-sized room has a low ceiling that is only three feet high. The floor is very rough and covered in rat droppings and urine. Dozens of small tunnels open into the central area; most are on the walls, but a few are in the ceiling. The common rats of the clan nest here in great numbers, and while they normally behave like the animals they are, they pour forth in a massive horde if intruders disturb their nests. There are 18 **swarms of rats** in total.

## R-3. ALBINO RAT BROOD

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The entrance to this small but spacious room is closed off with a sturdy gate that is unlocked and can be easily moved aside by anyone with a Strength score of 10+. It is filled with stacked cages containing dozens of albino rats. One of Sara Vipersmaw's many projects is the breeding of albino rats. She has not revealed to any why, and in fact has no true aim other than seeing if she can breed perfectly white rats. However, the care she has shown them, and her selection for intelligence and loyalty as well as pigmentations, might just lead to a new spy breed for the clan. If only they didn't show up so well in the moonlight. If the cages are unlocked, 4 **swarms of rats** pour out to do Sara's bidding.

## R-4. MAD JACK KAIGROVE AND SARA VIPERSMAW'S LAIR

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The leaders of the Snarl Fang Clan reside here, though Sara has a working room to the northeast. The entrance to this chamber is closed off with a thick curtain. The chamber is tall, dug out to eight feet in height, and held up by pillars of undisturbed clay. Each pillar has AC 16, 30 hp, and is resistant to bludgeoning and piercing damage.

If a pillar is broken, a 10-by-10-foot section of the ceiling comes down. Those caught in the collapsing ceiling must succeed at a DC 13 Dexterity saving throw or suffer 16 (3d10) bludgeoning damage and be pinned beneath the fallen clay. A pinned creature is restrained (escape DC 15). A six-foot-diameter tunnel leads toward **Area R-5**. The floor has been smoothed and covered with rushes; the area around the bed even has a few carpets laid down. Small niches in the walls hold simple lanterns, though none are kept lit. A large, four-poster bed with a canopy sits along the western wall; it and the bedsheets covering it were looted from a wreck out on the Amrin Estuary. The north wall has a table holding a large, cracked mirror and a variety of makeup supplies (a very comprehensive disguise kit; using it grants advantage on checks to use a disguise kit). Among these containers are a *potion of gaseous form* and a *potion of greater healing*. A wardrobe containing a variety of clothing ranging from simple peasant clothes to nobles' fashions for men and women is next to the table. A secret compartment behind these clothes can be found with a successful DC 15 Intelligence (Investigation) check. It holds a small bag of semi-precious stones (valued at 65 gp), a velvet-lined box with a matching set of diamond jewelry (necklace, earrings, and bracelets; mostly fake jewels but the center of the necklace is a diamond valued at 750 gp), and several incriminating letters between Bess Hardinshade and Baron Elizo Ontanz detailing their affair and the blackmail he is paying to keep it quiet so he can still see her on a regular basis.

A chest sits along the southern wall. Made of oak banded with iron (AC 16, 10 hp) and locked (can be picked using thieves' tools and a DC 18 Dexterity check), the chest contains a sack holding 350 gp, a small wooden box containing a diamond ring (valued at 1,200 gp), and a *shield of missile attraction*.

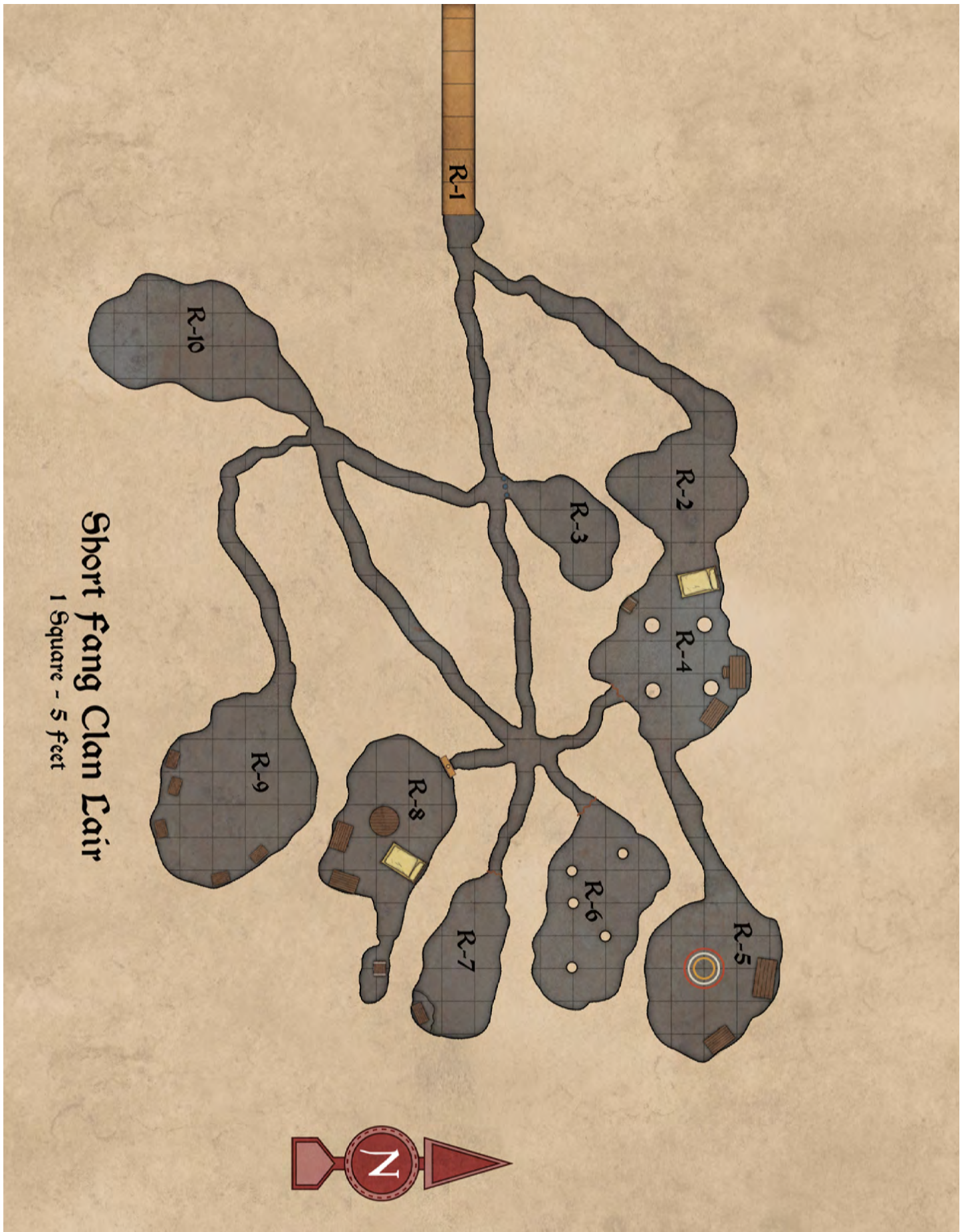
## R-5. SARA VIPERSMAW'S WORKING ROOM

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This small room has six-foot-high ceilings and a floor and walls of fired clay. The entrance to this chamber is closed off with a thick curtain. The clay has been hardened by Sara's magic and displays a variety of strange colors and patterns. In the center is an inlaid magic circle of copper, silver, and gold rings that disguises the *Portal of Transference*. Sara Vipersmaw can use an action to meditate in this ring and regain a spell slot. A low table against the north wall is covered in arcane materials, odd bits of bone and feather, a silver dagger, glass worker's tools and supplies, and loose-leaf notes written in a cipher. Sara's notes on her many researches can be deciphered with a successful DC 15 Intelligence check. Reading the notes reveals Sara's potion formulae (for *potions of gaseous form*, *growth*, *healing*, and *mind reading*), her albino rat breeding project, means to poison the city's water supply, plans to blackmail several prominent nobles, the traps her clan placed in the sewers, a map of the sewers, a note to keep reminding Tiny to check his crap, and her incomplete work toward creating a *hat of disguise*. Among the various items on the table are a *potion of growth* and a *potion of clairvoyance*.

A locked cabinet (can be picked with thieves' tools and a successful DC 18 Dexterity check) sits on the east wall. Inside are vials of





## Short Fang Clan Lair

1 Square = 5 feet



various herbs, unguents, alchemical materials, fragile glassware used in alchemy, and other arcane odds and ends. A shelf at the bottom holds six vials of antitoxin, a magnifying glass, 3 *potions of healing*, 2 *potions of gaseous form*, and a spyglass. The cabinet has a small drawer under the shelf that contains instructions for building an arcane focusing ring (ripped from a priceless Hyperborean era book), as well as a treatise on glasswork valued at 3,000 gp.

The *Portal of Transference* is built into Sara's arcane circle. Small loops are found at seven points around the outer ring of copper. Each is meant to house a jewel that has a mystical connection with the Inner Realms. As the clan has only the single emerald, it will have to do, and one-seventh the power should be enough to get at least Mad Jack and Sara through; anyone else will just have to risk it. Sara must use an action to activate the portal once the emerald and a smear of blood from a surface-born intelligent being are applied to the ring. Once these requirements are complete, the circle fills with a blue energy that wavers and crackles; a hazy outline of a castle of unusual design as well as a forest can be seen in the energy. The portal stays open for 10 rounds, after which it closes. Anyone passing through the portal enters the Forest of Barbs (see Carbuncle Valley chapter below).

## R-6. TINY'S LAIR

A thick curtain closes off the entrance to this chamber. The ceilings of this room are 12 feet high and supported by several pillars of undisturbed clay. Each pillar has AC 16, 30 hp, and resistance to bludgeoning and piercing damage. If a pillar is broken, it causes a 10-by-10-foot section of the ceiling to come down. Those caught in the collapsing ceiling must succeed at a DC 13 Dexterity saving or suffer 16 (3d10) bludgeoning damage and be pinned beneath the fallen clay. A pinned creature is restrained (escape DC 15). The chamber is a mess; bones, droppings, and debris are spread across the rough floor. A pallet of uncured furs that serve as Tiny's bed is in the back corner. Rotting meat hangs from hooks in the ceiling. A small rock by the pallet can be removed behind which are three half-empty bottles of whiskey, a silver tankard (valued at 55 gp if cleaned up), and a set of playing cards showing risqué scenes. Spotting the rock and that it is hiding something requires a successful DC 11 Intelligence (Investigation) check.

## R-7. BIG BILLY'S LAIR

This chamber has a six-foot-high ceiling, the floors are smoothed but unconverted, and the walls have been plastered with blue clay from the river. The entrance to this chamber is closed off with a thick curtain. These walls are smooth and covered with strange paintings of an abstract nature made with natural colors as well as some stolen dyes. A pallet sits in the far corner on a small, raised platform. The pallet is covered in furs, cloaks, and a few pieces stitched together of human and rat skin. Pegs in the wall above the pallet hold a variety of bones — human, rat, elf, dwarf, and others — hanging on leather thongs. These are trophies from Billy's kills, and he chooses which ones to wear each day much as others might choose their hat or scarf. A small unlocked chest on the south wall contains a large reptile skull (from a juvenile gold dragon; Billy's favorite trophy), a silver statue of a rearing horse (valued at 650

gp), a bag with 45 gp, a human finger with a ruby ring (valued at 350 gp minus the finger), and a *ring of spell turning* (Billy does not know what this is; he assumes it is a fancy ring of some value but refuses to show anyone as he stole it from a now-dead clan mate).

## R-8. EVEREX OF BRIDGEPORT'S ROOM

The entrance to this room is closed by a sturdy wooden door (AC 15, 20 hp), with a good lock that can be picked using thieves' tools and a DC 15 Dexterity check. Of all the Snarl Fang Clan's chambers, this one is the most human. The interior has been smoothed out, the floors are covered in rushes, mats, and carpets, and the walls are plastered and decorated with stolen paintings (total value of the paintings is 5,000 gp). A bed sits near the east wall, and the south wall has two locked cabinets. Both locks can be picked using thieves' tools and a successful DC 15 Dexterity check. The westernmost cabinet contains a variety of clothing, a disguise kit, a rapier, a longsword, a longbow with a quiver of 30 arrows, and a drawer with fake jewelry to match the outfits. The easternmost cabinet has a *cloak of the bat*, a silver rapier, a hand crossbow with 10 silvered bolts, a small box containing 50 gp, three small emeralds (valued at 150 gp each), a perfumed love letter from one Jacki Heddleswrit written to Everex of Bridgeport (with questions such as What happened to her? Why she did not meet at the docks as planned? Does she still love her?), and an ivory cameo showing a woman's profile (valued at 55 gp; priceless to Everex and she will betray her clan to get it back).

## R-9 RECRUITS' LAIR

The lower-ranking members of the clan — all those recruited within the past year — are allowed to reside in this roughhewn chamber. The ceiling is only three feet high, and the floor is dirty. Several small pallets line the walls, but the recruits are not allowed personal possessions until they prove themselves to the clan.

The recruits have not yet earned the clan's trust, and many are still fearful of what they have been forced into. Others are happy with their new forms and powers and have taken to lycanthropy with a passion. Telling apart those attacking because they are afraid of what their new masters will do to them and those who are hoping to become full members of the clan is a difficult thing. All told, 6 **wererats** are in the clan.

## R-10. LAIR OF THE DREAD RATS

This low-ceilinged (four feet high) chamber is the nest of the clan's dread rats (see **Appendix Two: New Monsters**). These large rodents are not fastidious; the floor is covered in droppings and scraps from their kills. The dread rats have burrows in the walls of the chamber where they sleep and rear their young. Any intruders are aggressively dealt with, as evidenced by the human bones on the floor. In total, 10 dread rats are in the clan; thus, at most eight are in this chamber at any time, as well as several young (treat as 3 swarms of rats).





# CARBUNCLE VALLEY

The Forest of Barbs is beyond the *Portal of Transference*. Deep in the Inner Realms, the Carbuncle Valley lies far out beyond the Sinking Wastes, an isolated and abandoned place forgotten by most save for a few sages. While not the destination the Snarl Fangs hoped for, it is in the Inner Realms, or so they hope.

Once through the portal, each person arrives at a random point in the valley (see **Table 3: Random Locations in Carbuncle Valley**). The Portal of Transference was incomplete, and its effects are not permanent. Seventy-two hours after activating, it returns those who pass through back to the surface and dumps them somewhere in Eastgate (see **Table 4: Random Eastgate Locations**). This causes a howl of frustration and despair that rapidly turns to rage from Mad Jack and Sara. They flee to retry again later, but not before making at least an attempt at vengeance directed at those they blame for this setback.

Once the Snarl Fangs make it to the valley, they are exultant. The cheering ends as soon as pursuit begins. Once they see that their foes are after them, the wererats scurry as fast as they can for the broken tower. Once there, the clan gathers and makes its last stand if needed. If pursuit does not follow, then the tables are turned as the Snarl Fangs stalk their foes in the forest and put an end to the affair once and for all. Keep in mind that monsters can take long rests as well, and that the heroes are facing cunningly evil foes. Taking some of the Parfiogs hostage, biting several innocents to add to the wererat's numbers, and staging ambushes are all par for the course with the Snarl Fangs.

**TABLE 3: RANDOM LOCATIONS IN CARBUNCLE VALLEY**

1d8	Location
1	At the base of the Broken Tower
2	In the middle of the dry part of Rocky Ford
3	In front of Parfiog village
4	At the foot of the Glowing Waterfall
5	In the center of the Ring of Stones
6	Next to the Bloody Pillar
7	On Snake Head Island
8	Perched on Pitcher Rock

**TABLE 4: RANDOM LOCATIONS IN EASTGATE**

1d8	Location
1	Outside the Temple of Sefagreth
2	In a pen in the Cattle Market
3	On the boardwalk of the Seven Docks
4	Main room of the tavern Carter's Palace
5	In a shop on Silk Street
6	Downwind of the Soap Works
7	In the middle of a performance at Lyre Plaza
8	Somewhere in the winding alleys of the Narrows

## ENCOUNTERS IN THE FOREST OF BARBS

The Forest of Barbs is a deep forest of strange trees that fills most of the valley. From a distance, the trees look much like conifers, and there are firs, pines, and spruces. Up close, the needles are not straight, and each tree is covered with sharply hooked needles that easily snag clothing and even flesh. The trees' trunks are likewise protected from approach, being covered in jagged saw-toothed thorns.

These odd growths give the forest its name and prevent climbing. No arboreal creatures are in the Forest of Barbs, and even the birds roost on the ground. Climbing a tree in the Forest of Barbs is a slow process; moving more than five feet up a trunk or out onto a limb in a round requires a successful DC 13 Dexterity saving throw or the creature suffers 3 (1d6) piercing damage per five feet moved. If the saving throw fails by 5 or more, the creature is grappled by the tree until it breaks free (escape DC 13).

The forest is much like any other conifer forest, with a thick carpet of dried needles. The trees are spaced far apart, with 1d4 x 5 feet between trees. The canopy closes in tightly to block sight. Dangers here include hunting creatures warped by the proximity of the Glittering Escarpment and its thaumic corruption, to more mundane predators that are far bolder than those found in forests on the surface. And likely some very angry desperate wererats.

## WILD WATER CREEK

This shallow, narrow creek cuts through the Forest of Barbs, flowing from the Glittering Escarpment to disappear on the other side of the forest into the stinking morass of the Sinking Wastes. It carries some of the strange magic of the escarpment with it in the form of glowing flakes. These pollute the water, and few animals drink from the waters. The Parfiogs pan the stream from time to time, risking the dangers of the water to acquire a few thaumic flakes. They collect and trade these with merchants from distant Makeen who cross the wastes once a year bringing manufactured items, trinkets, and other trade goods.

## GLITTERING ESCARPMENT

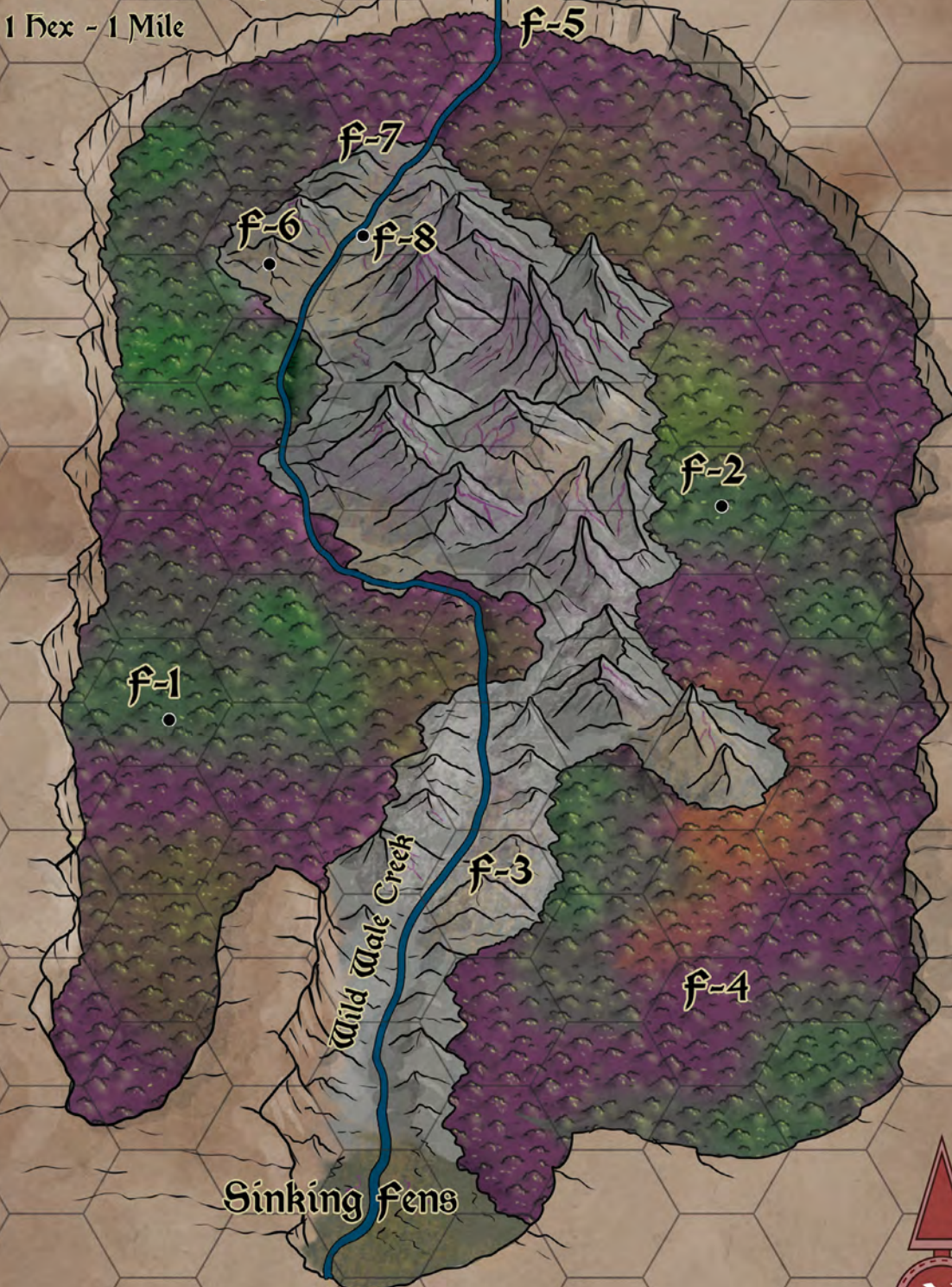
This hundred-foot-tall outcropping of rock nearly encircles the Forest of Barbs, leaving only a small channel cut through where Wild Water Creek flows out into the Sinking Wastes. The cliff walls facing the forest are steep. They can be climbed with a successful DC 18 Strength (Athletics) check. They are composed of a whitish stone flecked with glowing fragments of gold. These flecks are thaumic flakes that are congealed magic deadly to living creatures. Merely touching the rock face causes no harm, but those who spend a night on the escarpment risk terrible mutations or madness. The glow from the escarpment is strong enough that night in the Forest of Barbs is rarely less than dim light.

The Glittering Escarpment runs for hundreds of miles northeast and southwest. Its narrow plateau, rarely more than a mile wide, is devoid



# Carbuncle Valley

1 Hex - 1 Mile





of life, lacks water, and presents a hazard to all living things in the form of thaumic corruption. Thankfully, the Portal of Transference should snap anyone back to the surface world before the worst happens.

## THE PARFIEGS

Before the Doom of Talvan, a detachment of troops from the human Empire of Thaviak guarded this end of the Sarkesh Plains. The soldiers were stationed in a tower from which they could survey the plains for miles. A small village is clustered around its base. The tower and the village were destroyed during the Night of Ashen Fire, with a few survivors huddling in a nearby rock overhang by Wild Water Creek.

The next day, they scavenged what they could, buried their dead, and fortified their position. Tragedy struck again that first night as the Glittering Escarpment rose out of the plains, casting down the pitiful defenses and tumbling more stones from the broken tower. The escarpment rose around them, leaving the Forest of Barbs inside a small pocket. Protected from the worst of the Days of Storm and Pain, the survivors managed to eke out a living, eventually settling in their rock overhang and founding a small village. That was nearly a century ago, and the current generation of Parfiogs (named after the last commander of the tower) have only dim recollections of the stories passed down from those times. To them, the valley and the forest are their home, and always have been. The rare outsiders who make it across the escarpment are the Parfiogs' only contacts with the outside world.

## LOCATIONS WITHIN CARBUNCLE VALLEY

The valley is not very large and is mostly unpopulated. The following locations are marked on **Map 3: Carbuncle Valley**.

### F-1. RING OF STONES

The trees of the Forest of Barbs grow far away from this circle of glowing stones, leaving a 50-foot-wide open ring around them. The ring of stones is made from the same thaumic-infused rock as the Glittering Escarpment and sheds dim light out to 30 feet. Oddly, they look as if they were half melted, like candlewax made of rock that has freshly hardened. A low hum emanates from the rocks, which should warn trespassers that the area is not safe.

The ring of stones is home to a terribly corrupted **otyugh** (make four rolls on **Table 7: Corrupted Monsters**). It feeds off the thaumic flakes in the rock, licking away at them and giving them their odd shape. The creature spends its days licking the rocks and falling into an ecstatic trance as the thaumic energy takes effect. When it awakens, it repeats the cycle. If undisturbed, it carries on. But if any creature approaches or speaks to it, the otyugh seeks to drive them away, but it will not pursue beyond the tree line. Attacking it drives it mad with rage, but even so, it will not get out of sight of its rocks.

### F-2. BLOODY PILLARS

Over the years, many Parfiogs have fallen victim to the corrupting influence of the thaumic deposits in the valley. The village drives away any who show even the least bit of taint, forcing these unfortunates to live the best they can in the Forest of Barbs. Most fall victim to the corruption, the environment, or dangerous predators. A few managed to survive, and while they have not built a new society and each generation shows more signs of thaumic corruption, they do have a social life of sorts. Their minds are ravaged by the strange energies that have built up in their bodies, and they live like animals, save for when they gather at the Bloody Pillars.

The pillars are two 20-foot-tall natural rock pillars of the same thaumic bearing rock as the Glittering Escarpment. These pillars are covered in

crude engravings and dried blood. Moldering skeletons lie at the base of the Bloody Pillars, and the ground around them is well-trampled.

On certain nights, the former humans gather at the Bloody Pillars to riot and revel in horrifying ways. Their minds unhinged, their bodies warped, they couple, fight, and make sacrifices to whatever dark gods they dream up. As it happens, the day our heroes and the Snarl Fangs arrive is just before one of these meetings in the woods. Packs of these mutants roam the Forest of Barbs looking for sacrifices to fling against the Bloody Pillars. By sunset, 2d10 of them gather about and begin their periodic ritual. To create these mutants, select a few "hybrid" monsters, creatures with human and non-human traits such as centaur, manticores, and medusae, add 1d3 mutations from **Table 7: Corrupted Monsters**, and have fun.

### F-3. SNAKE HEAD ISLAND

Wild Water Creek splits into an east and west channel, creating an island of sorts shaped like the head of some great viper. The island is bare, and not even the twisted trees of the Forest of Barbs grow here. Under the ground are hundreds of worms that feed upon the soil and give the island a wiggling texture visible to the naked eye. These worms are corrupted creatures, each a bloated, white, footlong worm with the head of a human infant. The worms attack any creature that ends its turn on the island. Soil is fine and all, but a special day calls for a special meal. The target must succeed at a DC 13 Dexterity saving throw or suffer 7 (2d6) piercing damage as the worms make small bites and wriggle off to let the next dozen have their turn.

### F-4. PITCHER ROCK

This oddly shaped rock springs out of the Forest of Barbs to tower 50 feet above the needle-covered floor. A natural rock formation, unlike the others found in Carbuncle Valley, Pitcher Rock stood before the cataclysm and will likely stand long after everyone in this adventure has died. Which might be a few hours, but hey, that's something right? The stones are a hard limestone left behind millennia ago by mighty glaciers and shaped by wind and water to look like a tall pillar with a pitcher on top. This pitcher fills with rainwater and provides a convenient place to get a safe drink in the Forest of Barbs, assuming one scales the pillar to do so. The Parfiogs have worn several handholds into the rock, making it an easy but slow climb.

An additional feature is hidden inside the pitcher. An inscription is written in Druidic on the inside of the bowl: "Rebirth and renewal is always here for those who bathe in the blessings of nature." If a creature lies naked in the bowl from sunset to sunrise, they are healed of all wounds and conditions, including thaumic corruption.

### F-5. GLOWING WATERFALL

Wild Water Creek tumbles off the escarpment in a series of short cascades, impressive drops of falling water, and wandering trickles that rush to join the main stream. The rock around the waterfall is crumbing, and many places exist where past rivulets cut small ledges of handholds, making it easier to climb the escarpment. It can be climbed with a successful DC 13 Strength (Athletics) check. The thaumic flakes within the water give it a constant glow day and night; at night, the area around the waterfall is bright light for 120 feet.

### F-6. BROKEN TOWER

Once, this grand tower stood as a pillar of blue-veined stone 50 feet high. Red and gold banners flew from its battlements, and the bright-eyed soldiers stared out across the sunbaked plains watching for danger. Those days are long past.

The broken tower is a huddled mass of stone, a snapped-off tower that rises a mere 15 feet at the most and whose base is surrounded by the shattered remains of what once was. The great gate has long since decayed into rusted straps of metal that lie twisted among the jumbled stones. The lone banner that stubbornly remains is but a few strips of faded cloth hanging from the jagged teeth of the tower's cracked walls.

Much can still be salvaged from within the ruin, but the Parfiogs give the remains of the tower a wide berth. Their legends say that it is a haunted place, but there are no ghosts here. At some point, a **black pudding** moved into the broken tower to make its lair. It eats small animals and the rare, braver-than-most Parfiog who ventures into the tower in search of scraps.

If the pudding is defeated, our heroes can search the ruins. The Parfiogs, especially Maroona, are upset by this desecration of their ancestral home and respond angrily, possibly violently if pushed. An hour of searching and a successful DC 13 Wisdom (Perception) check reveals one of the following: 150 coins of various metals in unknown denominations (as base metals they are worth 75 gp; as collector's items, the price has no limit); a +1 *longsword* of unusual design; a vial of *potion of invisibility*; or a silvered dagger.

## F-7. PARFIEG VILLAGE

Descended from the legion that once held the broken tower, the Parfiogs live today as small-scale farmers who supplement their meager crops with hunting and gathering on the forest's margins. Few make their way into the depths of the forest (only going as far as Rocky Ford [Area F-8]).

The village itself is under a rock overhang above Wild Water Creek that they closed off with wooden planks, mud, and wattle. A narrow ledge runs from the overhang down to the ford and grants access up the hill to the village.

Six roofless huts are inside the overhang, with each serving as the home of one extended family of Parfiogs. The village lacks a leader, but Maroona (**veteran**) tends to push her way to the front of any confrontation or meeting. The others follow her out of loyalty to their distant ancestors, as well as out of respect for their brash, tough warrior. Maroona is a direct descendant of the tower's commander, and her arms and armor are those once carried by the tower commander. They are dented and worn, but still show some of their lost splendor.

The village has 15 warriors (**guards**) armed with well-cared for but also well-worn arms and armor left over from the days when the tower still stood, and 30 noncombatants, including children. The outer walls are weak (AC 13, 5 hp per five-by-five-foot section) and meant more to keep animals out than anything else. The entryway is open but can be covered with a large hide when the wind blows.

## F-8. ROCKY FORD

A tumble of rocks, the remains of a stone bridge that once stood across Wild Water Creek, allows for dry passage across the tainted waters. The Parfiogs use it to access the other side of the creek but fear to venture beyond sight of the ford lest they become lost or trapped in the depths of the forest. The ford is difficult terrain but requires no feat of agility to cross with care. Those wishing to cross rapidly can ignore the difficult terrain penalty with a successful DC 15 Dexterity (Acrobatics) check.

# THAUMIC CORRUPTION

The very stones of the Glittering Escarpment are dangerous, and that danger is leached out by Wild Water Creek and other sources of water in the Forest of Barbs such as small pools that catch runoff and a few springs. Plants that grow along the edge of the creek or at the base of the escarpment are tainted, and some creatures bearing the corruption of the Glittering Escarpment wander the valley.

A character may suffer thaumic corruption in three different ways. First, they might drink from the waters of Wild Water Creek. Second, they might spend more than an hour close to the Glittering Escarpment. Finally, they might eat the flesh of a corrupted creature or the fruit/ nuts/berries of a corrupted tree.

## SUFFERING THAUMIC CORRUPTION

A character exposed to thaumic corruption risks terrible mutations, alterations, and even death. Thaumic corruption is tracked in levels much like exhaustion. Each exposure causes the thaumic corruption level to increase one step. However, unlike exhaustion, thaumic corruption does not go away quickly. A character's level of thaumic corruption decreases by one level following a long rest provided the character has not endured another round of exposure since their last long rest.

A character exposed to thaumic corruption may resist it with a successful DC 13 Constitution saving throw. Even if they succeed in resisting the thaumic corruption, this counts as an exposure. The saving throw DC is modified as shown on **Table 5: Thaumic Corruption Modifiers**.





TABLE 5: THAUMIC CORRUPTION MODIFIERS

Situation	DC modifier
Character exposed since their last long rest	+1
Characters took a long rest close to the Glittering Escarpment	+1
Character drank from Wild Water Creek	+2
Character ate tainted flesh	+1
Character ate tainted fruit	+2

TABLE 6: LEVELS OF THAUMIC CORRUPTION

Level of Thaumic Corruption	Effect
1	Disadvantage on ability checks
2	Cannot recover hit dice
3	Weakened; roll d6 and reduce the ability score by 2 until this level of thaumic corruption is recovered (1: Strength, 2: Dexterity, 3: Constitution, 4: Intelligence, 5: Wisdom, 6: Charisma)
4	Disadvantage on attack rolls and saving throws
5	Roll on <b>Table 7: Corrupted Monsters</b>
6	Madness; mental degradation to that of a wild animal; massive bodily mutations

## CREATING CORRUPTED MONSTERS

You can create a monster corrupted by the thaumic flakes of the Glittering Escarpment by choosing a base monster and adding a few things to it. This increases the Challenge of the monster by one level and may change a few of its other features. Begin with a base creature and then add 1d6 + 2 rolls on **Table 7: Corrupted Monsters**. Make sure to add any corruption the monster is suffering to its description and feel free to get as weird and wonderful as you can imagine.

TABLE 7: CORRUPTED MONSTERS

1d20	Mutation	Appearance	Effect
1	Eyes	The creature has a lot of eyes: eyes on its face, its chest, its limbs, just so many eyes.	The creature has truesight 40 feet.
2	Tentacles	The creature has a pair of tentacles, either (roll d4) 1–2 in place of a pair of limbs or 3–4 sprouting from its torso.	When the creature takes the attack action, it may make an additional attack per pair of tentacles. This attack is Strength based and inflicts 1d8 + Strength modifier bludgeoning damage.
3	Spines	Several sharp spines grow out of the creature's body.	As an action, the creature may fire these spines as an attack. The spines use Dexterity to make the attack and inflict 2d6 + Dexterity modifier piercing damage.
4	Extra Jaw	The creature has a second jaw; it could be on the side of their face, on a limb, or even nestled inside their normal jaw.	As a bonus action, the creature can make a melee attack with the secondary jaw. This attack uses the creature's Dexterity and inflicts 1d4 + Dexterity modifier slashing damage.
5	One Big Tentacle	A single, large, muscular, long tentacle sprouts from the creature's body; perhaps roll 1d4: 1–2 in place of a limb, or 3–4 sprouting from its torso.	As an action, the creature may make a single melee attack with this tentacle. The creature uses its Strength for the attack and inflicts 1d6 + Strength modifier bludgeoning damage. A target hit by the tentacle is grappled by the creature (escape DC 8 + the creature's Strength modifier + the creature's proficiency bonus).
6	Lopsided	One side of the creature's body is much larger and sturdier than the other.	One side (roll 1d4: 1–2 left, 3–4 right) has its Strength increased by +4.
7	Fire Eyes (recharge 6)	The creature's eyes are shut until they need to open up the fiery portals.	The creature is blind but as an action it can open its eyes and shoot a cone of fire 50 feet long from its eyes. All creatures caught in that cone must make a Dexterity saving throw with a DC equal to 8 + the creature's Wisdom modifier + the creature's proficiency bonus. On a failure, the target suffers 17 (5d6) fire damage, while on a success, takes half this damage.
8	Plasmoid Body	The creature's body is spongy and slick.	The creature can move through a space as narrow as one-inch wide without squeezing and gains resistance to bludgeoning damage.

1d20	Mutation	Appearance	Effect
9	<b>Arcane Madness</b>	The creature incoherently mutters to itself, creating a hypnotic effect.	As an action, it can force all creatures within 30 feet that aren't incapacitated to make a Wisdom saving throw with a DC equal to 8 + the creature's Wisdom modifier + the creature's proficiency bonus. On a failed save, the target(s) becomes charmed for the duration. While charmed, the target(s) are incapacitated and have a speed of 0. The effect ends for an affected target if it takes any damage or if someone else uses an action to shake the target out of its stupor.
10	<b>Acidic Fluids</b>	The creature's skin bears a constant rash and is covered in pulsating blisters.	Any creature that hits the creature with a melee attack while within five feet of it must make a Dexterity saving throw with a DC equal to 8 + the creature's Constitution modifier + the creature's proficiency bonus or take 7 (2d6) fire damage.
11	<b>Chameleon Skin</b>	Shifting patterns and colors cover the creature's skin.	As a bonus action, the creature can alter its coloration to blend with its surroundings. This grants the creature advantage on Stealth checks made to hide.
12	<b>Crystal Eyes</b>	The creature's eyes are replaced by scintillating crystals that flash in the light.	As a bonus action, the creature can target one target it can see within five feet of it that has 0 hit points and is still alive. The target must succeed on a Constitution saving throw with a DC equal to 8 + the creature's Charisma modifier + the creature's proficiency bonus or suffer 7 (2d6) psychic damage. If the target dies, the creature regains 5 hit points.
13	<b>Wild Flatulence</b>	The creature has a bloated and slightly embarrassed look.	Creatures who begin their turn within five feet of the creature must succeed on a Constitution saving throw with a DC equal to 8 + the creature's Charisma modifier + the creature's proficiency bonus or be poisoned until the start of their next turn. On a successful saving throw, the victim is immune to the creature's flatulence for 24 hours.
14	<b>Fire Blood</b>	The creature's skin is hot to the touch.	When the creature is reduced to 0 hit points, its body explodes into a fireball that fills a 10-foot area. All creatures caught in this area must succeed at a Dexterity save with a DC equal to 8 + the creature's Constitution modifier + the creature's proficiency bonus or take 7 (2d6) fire damage.
15	<b>Mimicry</b>	A raven-like head.	The creature can mimic any sounds it has heard, including voices. Anyone that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check with a DC equal to 8 + the creature's Charisma modifier + the creature's proficiency bonus.
16	<b>Heads</b>	Yep, it's got two heads where it should have one.	The creature has 1d8 heads. While it has more than one head, the creature has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious. Whenever the creature takes 20 or more damage in a single turn, one of its heads dies. If all of its heads die, it dies.
17	<b>Poison Sacks</b>	Globules of greenish flesh cover the creature's body.	Whenever the creature takes damage, it releases a cloud of spores. Anyone within five feet of the creature when this happens must succeed on a Constitution saving throw with a DC equal to 8 + the creature's Constitution modifier + the creature's proficiency bonus or be poisoned for one minute. A victim can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
18	<b>Regenerative Tissue</b>	The creature's wounds close up in seconds.	The creature can use a bonus action to regain 10 hit points.
19	<b>Slime Ball</b>	The creature's hide is extremely slick and oozes with slime.	Anyone attempting to grapple the creature does so with disadvantage.
20	<b>Elephant Feet</b>	The creature's legs and feet are massive in size and strength.	If the creature moves at least 20 feet straight toward a target and then hits it with a melee attack on the same turn, that target must succeed on a Strength saving throw with a DC equal to 8 + the creature's Strength modifier + the creature's proficiency bonus or be knocked prone. If the target is prone, the creature can make one melee attack against it as a bonus action.



# APPENDIX ONE:

# SEWER DISEASES

A multitude of nasty diseases can be picked up in the sewers; its why hardly anyone with sense and sanity ever goes down there. A character can contract a sewer disease through various mishaps such as consuming tainted food and drink or by being wounded in the sewers. If a character is exposed to a sewer disease, roll on **Table 8: Sewer Diseases** to determine which disease they are at a risk of contracting.

**TABLE 8: SEWER DISEASES**

1d6	Disease
1	Sewer rot
2	Eye mites
3	Gut leeches
4	Choking lung
5	The twitches
6	Arm flukes

## ARM FLUKES

Small invertebrates infest the character's muscle tissue and emerge from the skin to mate and lay eggs. Victims develop red pustules in their large muscles, most commonly in the arms, legs, and back, that erupt to release swarms of wriggling larvae. It is most commonly caused by exposure to tainted water sources such as swamps and sewers. Characters exposed to arm flukes must succeed at a DC 12 Constitution saving throw or contract the disease. They display symptoms 24 hours later. While infected, characters regain only half their hit points during a long rest or when they spend hit dice, suffer a -1 penalty to all Strength and Dexterity checks, as well as attack rolls. At the end of any long rest, the character may attempt another Constitution save, and if successful, they fight off the disease and recover following their next long rest, with any penalties reducing by one per long rest completed. If they fail the save, the penalty to Strength and Dexterity checks as well as attack rolls increases by 1.

## CHOKING LUNG

Brought on by exposure to tainted air and other miasmas, choking lung is the result of small creatures that take up residence in the victim's lungs and breed in the millions, or so the sages say. Within 1d4 hours of a character being exposed to choking lung, they must succeed at a DC 11 Constitution saving throw or gain a level of exhaustion that cannot be removed until they recover from this disease. Following each long rest, the character may attempt the same Constitution save, recovering from the disease if they succeed, but gaining another level of exhaustion if they fail.

## EYE MITES

Contracted by getting tainted water in the eyes, nose, or mouth, eye mites are a horrific disease common to sewer workers and swamp dwellers. Within 2d12 hours of exposure, the character must succeed

at a DC 12 Constitution saving throw or small mites begin breeding in the character's eyes, nose, and mouth. These mites cause painful swellings, making speaking difficult and reducing vision. Infected characters may not speak or cast spells with a verbal component. At the end of every long rest, the character may attempt another Constitution save to recover from the illness.

## GUT LEECHES

This illness is contracted by swallowing tainted meat or water often found in sewers or swamps. Gut leeches are very small invertebrates that infest the intestines and cause severe cramps, vomiting, and diarrhea. Exposed characters must succeed at a DC 11 Constitution saving throw or contract the illness. Infected characters show symptoms within 2d12 hours. While infected, they may not regain hit points save through magic, nor do they recover any levels of exhaustion. Following a long rest, the character may attempt another Constitution save to recover from the disease.

## SEWER ROT

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and ottyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

## THE TWITCHES

This illness causes the muscles to spasm and twitch; it is contracted by exposure to contaminated water and air. A character exposed to the twitches must succeed at a DC 13 Constitution saving throw or contract the disease, which manifests symptoms in 1d12 hours. Those infected must roll a d20 whenever they attempt a physical action during combat or other stressful situations, including spellcasting with somatic components and movement; on a 9 or less, they experience a muscle spasm and are incapacitated until the start of their next turn. Infected characters may attempt another Constitution save following a long rest to recover from the disease.

# APPENDIX TWO: NEW CREATURES

## DOOMBAT

*This creature appears as a giant black bat with glowing yellow eyes.*

The doombat is a nocturnal hunter that desires living flesh to sustain it. The approach of a doombat can be heard long before the creature arrives on the scene; the yipping grows louder as the doombat draws closer. The doombat has a 10-foot wingspan, though specimens with wingspans reaching 25 feet have been reported.

Doombats enter melee with any living thing they encounter, yipping for the duration of the fight while attacking with their vicious bites and tail slashes.

### DOOMBAT

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	2 (–4)	12 (+1)	6 (–2)

**Skills** Perception +3

**Senses** blindsight 60 ft., passive Perception 13

**Languages** —

**Challenge** 3 (700 XP)

**Yip.** Doomabats constantly yip while in combat, and the noise interferes with the concentration of those attempting to cast spells. All creatures within a 30-foot radius that are maintaining concentration on a spell when the doombat yips must succeed on a DC 10 Constitution saving throw or lose concentration on that spell.

### Actions

**Multiattack.** The doombat makes one Bite attack and one Tail attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 13 (2d8 + 4) piercing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 8 (1d8 + 4) bludgeoning damage.

**Shriek (recharge 5–6).** The doombat emits a piercing shriek. All creatures within a 60-foot radius must succeed on a DC 13 Wisdom saving throw or be poisoned for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





# DREAD RAT

Bred from giant rat stock for their size and ferocity, dread rats are the size of large dogs, with teeth to match. The process of breeding dread rats is not well known, and they rarely can be found in naturally occurring nests. Many wererat clans have perfected the process by relying on their own innate tendency to produce odd but useful mutant offspring.

## DREAD RAT

*Small beast, unaligned*

**Armor Class** 12  
**Hit Points** 16 (3d6 + 6)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	2 (−4)	10 (+0)	4 (−3)

**Senses** darkvision 60 ft., passive Perception 10  
**Challenge** 1/2 (100 XP)

**Keen Smell.** Dread rats have advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** Dread rats have advantage on attack rolls against creatures if at least one of the rat’s allies are within five feet of the creature and the ally isn’t incapacitated.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 5 (1d6 + 2) piercing damage.





# GIANT LEECH

*A large, bloated leech floats in the muck and slime.*

These invertebrate, parasitic relatives of the worm lurk in stagnant or slow-moving water, waiting for a suitable host. Giant leeches appear as larger versions of the common leech.

A giant leech attacks any living creature that comes within 30 feet of it. There is a 50% chance that any leech encountered carries filth fever.

## GIANT LEECH

*Medium beast (aquatic), unaligned*

**Armor Class** 11

**Hit Points** 26 (4d8 + 8)

**Speed** 5 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	1 (–5)

**Senses** blindsight 30 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Vulnerability to Salt.** A handful of salt burns a giant leech as if it were a flask of acid, causing 1d6 acid damage per use.

## Actions

**Blood Drain.** *Melee Weapon Attack:* +3 to hit, reach 5 ft. one creature. *Hit:* 4 (1d6 + 1) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss.

The leech can detach itself by spending five feet of its movement. It does so after it drains 25 hit points of blood from the target, or the target dies. A creature, including the target, can use its action to make a DC 10 Strength check to rip the leech off and make it detach.





# LOST LIMB

*This limb is well muscled and vibrant with life. Its goal is to find a host partner. The connecting end, the stump, is a toothy maw that eats the limb it is replacing and fuses itself to the host.*

The lost limb is said to be the remnant of humans who lose a limb while fighting in glorious and victorious battles. The limb seeks further glory and a host suitable to meet those requirements. The toothy maw at the end of the limb's stump is a toothy maw that consumes the limb of the new host.

## LOST LIMB

*Small monstrosity, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 16 (3d6 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	4 (−3)	4 (−3)	4 (−3)

**Skills** Perception +1

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion,

frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450XP)

**Adhesive.** The lost limb adheres to the limb of its victim.

A Huge or smaller creature adhered to the limb is also grappled (escape DC 13). Ability checks made to escape the grapple have disadvantage.

**Compact.** The lost limb may stay in the same space as another creature or character.

**Fuse.** Once the limb consumes the limb it is replacing, the creature that it is attached to slowly begins to heal, regaining 5 hit points at the start of each of its turns. After one minute, the creature finally can control the limb and gains a +2 bonus to Strength as the limb becomes a permanent part of its body.

**Grappler.** The lost limb has advantage on attack rolls against any creature grappled by it.

## Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 5 (1d8 + 1) bludgeoning damage and the target is grappled (escape DC 13) and restrained.

**Consume.** A creature grappled by the lost limb must make a DC 15 Constitution saving throw. On a failed save, the target takes 10 (2d6 + 3) necrotic damage as the lost limb starts to consume the limb of the target. The target takes an additional 10 (2d6) + 3) necrotic damage at the start of each of its turns but can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the limb consumes more than one-quarter of the target's hit points, the target's limb is permanently replaced by the lost limb as it attaches to the joint (shoulder or hip) of the target.



# APPENDIX THREE:

# THE SNARL FANG CLAN

The clan is not led by fools. They know Commissary Vergen will likely send someone to recover the emerald rather than deal with them, plus they also are well aware that others are looking for the jewel. They have patrols out, as well as plenty of rats, in the sewers. Mostly, they watch people moving through the sewers. If alerted by an attack or by the characters being obvious about what they are doing, they set up a series of ambushes where they can get Tiny into the fight and still be able to retreat, making maximum use of the rat tunnels dug throughout the sewers. If cornered on their home turf, they strike and fall back, retreating to **Area R-4** for the final confrontation. The portal is ready; they just need the blood of a sentient surface dweller to activate it. Any injury caused in combat will suffice, and as soon as the opportunity presents itself, one of the Inner Realms-born Snarl Fangs leaps to activate the portal.

## MAD JACK KAIGROVE

After taking control of the clan in a bloody coup 30 years ago, Mad Jack has led them with some success. The clan has committed petty crimes, conducted huge heists, but always small-time affairs. He desperately wants to go home. The lost jewel is just the ticket. As far as the need for blood, if they can get a fresh contribution from some fool intruding in their lair, all the better. If not, well, he has two clan mates that were born on the surface ...

In human form, Mad Jack is a tall man with pale skin and dark hair kept in a pair of long braids. His goatee and mustache are always perfectly groomed, and he wears tight, dark-colored leathers, gray cloak, and high boots. With a bit of swagger, a hand casually on his rapier, and a devil-may-care attitude, Mad Jack strikes a pose of a romantic highwayman and brigand. In truth, he is a murderous butcher who kills at will, but only if it suits his purposes. Cunning, manipulative, and at times charming, Mad Jack is a person to be feared.

Born a wererat, Mad Jack is equally at home in human, hybrid, and giant rat forms. He cares little for the lives of most of his clan, but he loves Sara Vipersmaw after a fashion (not to say he doesn't step out on her from time to time, but he will die for her), and cares for his younger brother Tiny. Mad Jack sees Big Billy as a stupid but useful tool and is well aware that Big Billy wants to take over leadership of the clan.

## MAD JACK KAIGROVE

*Medium humanoid (human, lycanthrope), lawful evil*

**Armor Class** 15 (chain shirt)  
**Hit Points** 110 (20d8 + 20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

**Skills** Perception +5, Stealth +6

**Tools** disguise kit +6, thieves' tools +6

**Damage Immunities** Bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silver  
**Senses**

darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 5 (1,800 XP)

**Clan Tactics.** Mad Jack has advantage on attacks against targets that are within five feet of an ally.

**Low Blow.** If Mad Jack has advantage on an attack and hits, he inflicts an additional 3d6 points of damage.

**Shapechanger.** Mad Jack can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form when he dies.

## Actions

**Multiattack (humanoid or hybrid form only).** Mad Jack makes two attacks, only one of which can be a bite.

**Bite (rat or hybrid form only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed at a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Dagger of Venom (humanoid or hybrid form only).** *Melee Weapon Attack:* +7 to hit, 1 target one target. *Hit:* 6 (1d4 + 4) piercing damage. As an action, Mad Jack can cause the dagger to become envenomed. For the next minute, any creature hit with the *dagger of venom* must succeed at a DC 15 Constitution save or suffer 11 (2d10) poison damage and become poisoned for one minute. The dagger may be envenomed once and regains use of this feature at the next dawn.

**Hand crossbow (humanoid or hybrid form only).** *Ranged Weapon Attack:* +6 to hit, range (30/120), one target. *Hit:* 6 (1d6 + 3) piercing damage.

## Reactions

**Parry.** Mad Jack increases his AC by 3 against one melee attack that would hit him. He must be able to see the attacker and be wielding a weapon.

## SARA VIPERSMAW

Capable of being the clan chieftain on her own, Sara is Mad Jack's mate and confidant. While it often takes Mad Jack's physical power to keep some of the wererats in line, they all fear Sara's mystical powers and sharp tongue. Few cross her save for Big Billy, and Tiny dotes on Sara as if she were his own mother.

When in human form — for Sara greatly prefers the physical advantages of her hybrid form — she is a small woman, slight of build, with brown hair, green eyes, and a pinched face. She often dresses



in whatever is at hand, preferring the world of her own people and their allies than that of the surface dwellers. A host of bangles, beads, bones, feathers, and other accoutrements of possibly arcane meaning adorn her in human and hybrid form, a sign of her magical abilities.

If anything, Sara cares less for the rest of her clan than her mates do. While she is loyal to the rat she loves, she would happily sacrifice even Tiny to save her skin. As far as the rest, they had best keep in line; Sara's role is more often the clan's internal enforcer, harrier, and motivator. She has a special hatred for Big Billy, not just because he is openly vying for leadership of the clan, but also because he openly lusts after Sara and has promised terrible punishments when he takes over.

## SARA VIPERSMAW

*Medium humanoid (human, lycanthrope), lawful evil*

**Armor Class** 12  
**Hit Points** 90 (10d8 + 45)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

**Skills** Perception +5, Stealth +5  
**Damage Immunities** Bludgeoning, piercing, and slashing damage from nonmagical that are not silver  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Clan Tactics.** Sara has advantage on attacks against targets that are within five feet of an ally.

**Innate Spellcasting.** Sara is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spells). She knows the following spells:  
Cantrips (at will): *acid splash, dancing lights, message, prestidigitation, minor illusion*  
1st level (4 slots): *charm person, magic missile*  
2nd level (3 slots): *invisibility, scorching ray*  
3rd level (2 slots): *haste, lightning bolt*

**Shapechanger.** Sara can use her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into her true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form when she dies.

## Actions

**Multiattack (humanoid or hybrid form only).** Sara makes two attacks, only one of which can be a bite.  
**Bite (rat or hybrid form only).** *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed at a DC 14 Constitution saving throw or be cursed with wererat lycanthropy.  
**Dagger (humanoid or hybrid form only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## TINY

Mad Jack's younger brother Tiny is a rare breed of wererat. Sometimes wererats are born with horrid mutations, missing limbs, vestigial organs, or other alterations to their physical form. Often these are fatal, and the ever-practical wererats dispose of these

mutants shortly after birth. Tiny was simply born big, very big, and grew at a prodigious rate. Unfortunately, his mind did not grow as well, and although larger than any other wererat in the clan, Tiny has an undeveloped mind that blends the innocence of a human child with the feral nature of a wild rat.

His human form is equally gigantic, and Tiny could be confused with an ogre in dim light. Feral-minded, Tiny must be reminded that humans go clothed, and thus he is most often found in tattered rags of whatever garb he happened to be wearing when he transformed. Mostly, he remains in his hybrid form out of habit and comfort.

Tiny worships his older brother Mad Jack and adores his brother's mate Sara Vipersmaw. Big Billy often manipulates Tiny into trouble, but Tiny considers the smaller wererat his friend. As far as the rest of the clan, Tiny treats them as close family. Driven by simple yet animalistic urges, Tiny loves nothing more than fighting, drinking, and frolicking.

Tiny swallowed the jewel after Sara brought it back, and when it passes, he swallows it again.

## TINY

*Large humanoid (human, shapechanger), neutral evil*

**Armor Class** 11  
**Hit Points** 190 (20d10 + 80)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	8 (–1)	8 (–1)	8 (–1)

**Skills** Perception +5, Stealth +4  
**Damage Immunities** Bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silver  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Clan Tactics.** Tiny has advantage on attacks against targets that are within five feet of an ally.

**Shapechanger.** Tiny can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form when he dies.

## Actions

**Multiattack (humanoid or hybrid form only).** Tiny makes two attacks, only one of which can be a bite.  
**Bite (rat or hybrid form only).** *Melee Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage. If the target is a humanoid, it must succeed at a DC 15 Constitution saving throw or be cursed with wererat lycanthropy.  
**Claw (rat or hybrid form only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.  
**Bone Club (humanoid or hybrid form only).** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

## BIG BILLY THE BULLY

A fearsome warrior driven largely by pride and bloodlust, Big Billy wants to be the chieftain of the Snarl Fang Clan. He is impulsive, wild, and reckless — traits that have served him well as the clan's

muscle but are poor choices in a leader. Big Billy hates humans, elves, dwarves — basically anyone who is not a wererat — and even then, he really shows respect only toward his own clan. He was not part of the original clan that ventured up from the Inner Realms; he only joined up when he was captured 10 years ago and offered a choice. Becoming a Snarl Fang and declaring allegiance to some semi-mystical, likely fictional order of wererats seemed better than death. He has no desire to go to these “Inner Realms” and doesn’t really believe they exist.

As a human, Big Billy is a large man with well-defined muscles, close-cropped brown hair, and beady black eyes set in a square face. He prefers clothing that shows off his physique. Of all the wererats, he spends most of his time in his human form — at least since Tiny grew to such monstrous size that Big Billy’s wererat form is dwarfed.

A consummate bully, Big Billy lords over the lesser ranks of wererats in the clan and pushes hard against those above him. He often comes to cross terms with Mad Jack, insults Sara Vipersmaw based on her gender (while at the same time making open advances toward her), treats Tiny as alternately a friend and target for his bullying ways, and torments the others. He saves his greatest efforts for Everex of Bridgeport, whom he refers to as not a true wererat, belittles at every opportunity, and more than once physically attacked.

## BIG BILLY

*Medium humanoid (human, shapechanger), chaotic evil*

**Armor Class** 12

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	8 (–1)

**Skills** Perception +2, Stealth +4

**Damage Immunities** Bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silver

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common

**Challenge** 3 (1,800 XP)

**Fury (3x/day).** As an action, Big Billy can enter a rage-filled fury. During this fury, he gains advantage on attack rolls, but attacks targeting him gain advantage, and he inflicts +2 damage with all his melee attacks. A fury lasts for one minute, after which Big Billy gains a level of exhaustion.

**Shapechanger.** Big Billy can use his action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. His statistics, other than his size, are the same in each form. Any equipment he is wearing or carrying isn’t transformed. He reverts to his true form when he dies.

## Actions

**Multiattack (humanoid or hybrid form only).** Big Billy makes two attacks, only one of which can be a bite.

**Bite (rat or hybrid form only).** *Melee Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed at a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

**Greatsword (humanoid or hybrid form only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 5) slashing damage.

# EVEREX OF BRIDGEPORT

Forcibly recruited by the clan, Everex was bitten by Sara Vipersmaw and transformed into a wererat. Once just another sneak thief and second-rate second story burglar, Everex found her new forms and powers a great complement to her modest thieving abilities. In many ways, she is the brains of the clan; Mad Jack and Sara Vipersmaw are cunning, but neither has lived as a human, nor are they skilled thieves.

In human form, Everex is a plain-looking woman with mousy brown hair and a pointed nose. She is slight of build and shy in movements, the better for others not to notice her. Her clothing matches this goal being plain, simple, and unassuming. As a giant rat, she is small, more like a large rat than a deadly brute.

Being a wererat was not a choice for Everex, and although she finds it useful, she is far from pleased with her associates. Mad Jack and Sara are fanatical in their desire to return home and in their devotion to some mythical wererat organization. Tiny is just a simple fool, not much more than a rat in mind despite his huge, bipedal body. Everex has always known people like Big Billy, bullies and cowards all; she tries to avoid his ire and his desires. If called upon to sacrifice someone, she chooses him. If cornered, she surrenders; better to get the chance to escape than to die for fanatics, a fool, or a monster.

## EVEREX OF BRIDGEPORT

*Medium humanoid (human, shapechanger), lawful evil*

**Armor Class** 13

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	14 (+2)

**Skills** Perception +3, Stealth +5

**Damage Immunities** Bludgeoning, piercing, and slashing damage from nonmagical attacks that are not silver

**Senses** darkvision 60 ft. (rat form only), passive Perception 13

**Languages** Common

**Challenge** 2 (450 XP)

**Clan Tactics.** Everex has advantage on attacks against targets that are within five feet of an ally.

**Shapechanger.** Everex can use her action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn’t transformed. She reverts to her true form when she dies.

## Actions

**Multiattack (humanoid or hybrid form only).** Everex makes two attacks, only one of which can be a bite.

**Bite (rat or hybrid form only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed at a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (humanoid or hybrid form only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Hand Crossbow (humanoid or hybrid form only).** *Ranged Weapon Attack:* +5 to hit, range (30/120), one target. *Hit:* 6 (1d6 + 3) piercing damage.



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# RAT KING'S SEWER

**By Ken Spencer**

Rat King's Sewer is a dungeon crawl with a mystery set in the sewers beneath the city of Eastgate in the Borderlands Provinces. Found on the eastern side of the continent of Akados in the world of Frog God Games' Lost Lands, Eastgate is a bustling city at the mouth of the Amrin River. As most of the adventure takes place in the sewers, and nearly all of it in an urban setting, wilderness orientated characters might find themselves at a disadvantage. Then again, the sewers are a maze and filled with all manner of deadly creature, the ability to talk to cockroaches might just prove useful.

Rat King's Sewer is suitable for Tier 2 play.

