

Campaign Elements

Both Foul
and Deep

Daniel J. Bishop



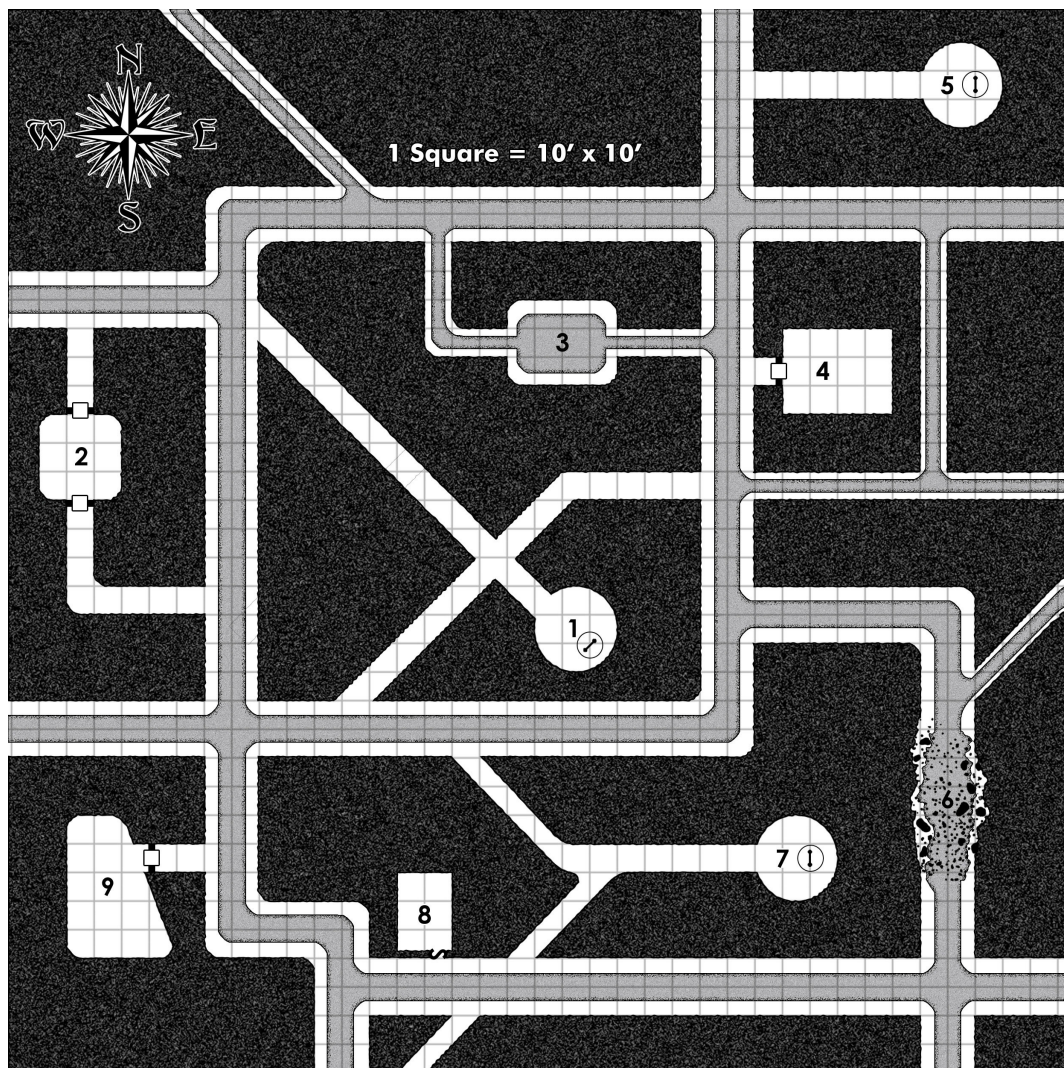
COMPATIBLE WITH

**DCC
RPG**



Judge's Map

Both Foul and Deep



Both Foul and Deep

A campaign element to designed for 4-6 level 1-2 PCs, with the tools to help you create a rich campaign environment for PCs of any level.

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Introduction

Any role-playing game session can take a left turn at Albuquerque, leaving the poor Game Master wondering what to do next. This is even truer for the dedicated *Dungeon Crawl Classics* judge, who discovers that patron quests, divine disapproval, and the requests of gods to pay back divine favor can make the game take incredible new turns with the roll of a few dice.

Add to this the advice urging players to “Quest For It” when they want something unusual for their characters, and you have a potent stew for gaming, but also a situation in which the judge may want a short adventure location with strong DCC elements and a minimum of preparation required.

In addition, for various reasons sometimes only a few players were available for a night’s gaming. Each of these areas is short enough to be played through by most groups in only a single session. That doesn’t mean that the value of the area is limited to a single session – each adventure includes notes on “squeezing it dry” ...effectively getting the maximum re-use from your investment.

Appendix N literature is filled with cities, glorious or decaying. Beneath the streets of these urban centers lies a region dank, foul with the effluvia of countless generations, flowing through crumbling brickwork in the malodorous darkness. If your players are anything like mine, sooner or later they will wish to have their characters delve into these fetid morasses.

This product is intended to ensure that you are ready. To that end, a small area of sewers is described, with several hooks to entice PCs into investigat-

ing. Three appendixes supply added content to expand the original area or to create sewers of your own. The last appendix is an abbreviated patron write-up of Squallas, Mistress of the Night Soil Rivers, whose domain is the sewers.

Hooks

The basic hook for this adventure is based on the “Learning new spells with level advancement” section on page 315 of the *core rulebook*. The party wizard or elf is attempting to learn a new spell, but discovers that there is some knowledge that he needs to learn it, discoverable “from within the lips of a dead man in the sewers of [city of your choice].” This refers to the Blue Toad of Squallas, found in **Area 9** of this adventure.

There are many other ways to get the PCs to enter the sewers. Among them are:

- The need to get from one urban area to another without being seen.
- A secret entrance to a dungeon or a building can be accessed via the sewers.
- Seeking someone hidden in the sewers, either as part of a chase, because rumor claims he is hiding there, or because the NPC always has a tell-tale scent.
- Seeking to recover something dropped down a sewer grate, possibly as a result of a fumbled attack roll.
- The PCs are forced to hide out themselves.
- A Thieves’ Guild, Assassin’s League, cult, or gentleman’s club has an entrance in the sewers. Wizards may also lair in such places, valuing the privacy found below the streets more than they dislike the stench.
- A good old-fashioned monster hunt. Something is in the sewers, and someone is willing to pay to have it removed.

General Conditions

Everything in the sewers is damp, fetid, and slick. Even chambers hidden behind doors are heavy with condensation and odor. Although channels for sewage are shown on the map, the judge should make it very clear that a thin film of reeking water and waste overlays almost every surface. Running, combat, attempts at any form of acrobatics, etc., offer a real chance of falling. In an area without a sewer channel, a DC 5 Reflex save is required to avoid falling. In a wider tunnel with a channel, the DC is 10, and, if failed, a Luck check is needed to avoid falling in the sewage. In a narrower tunnel, this DC

is 15, and falling automatically means falling into sewage.

Large tunnels are quite spacious, vaulted to a height of 15'. Narrower tunnels are vaulted to a height of only 10', which means that they are quite low (no more than 5') where they meet the wall, making it difficult to walk two abreast even when there is no sewage channel. The wet and crumbling brickwork is difficult to climb (DC 15).

Air quality offers a number of difficulties, the overwhelming reek of human waste not being the least. Dwarves cannot scent gold in the sewers unless their noses are almost touching it. All characters must make Fort saves (DC 5) every hour, or suffer a -1d reduction on the dice chain to all activities requiring concentration, including spell casting, during the next hour. Elves, with their heightened senses, have an even harder time (DC 8). Creatures native to these tunnels do not suffer these penalties.

Rotting fecal material gives off flammable gasses. Torch flames are tinged blue, and touching walls or other surfaces may create an ephemeral sheet of flames, giving the characters fair warning of the danger here. Touching the sewage in a channel with an open flame has a 1 in 6 chance of lighting the surface of the sewage aflame, to a distance of $1d6 \times 10'$ in either direction. At the end of this distance, there is a 1 in 6 chance that the next section lights in either direction, until the chance fails. Anything caught in these flames takes 1d6 damage per round until they stop burning – total submersion will do this.

Using fire-based magic (including spells whose mercurial effects are fire-based) is likely to be disastrous. In tunnels without channels, these spells cause an area equal to three times their normal area of effect to catch fire briefly, doing 1d6 damage per spell level to all creatures within. This may cause an effect to extend into a channeled area, which has the same effect as if the spell were cast there.

A fire spell cast in an area with a sewage channel causes a minor explosion, encompassing the area of effect plus $1d3 \times 10'$ in either direction ($1d6 \times 10'$ in a narrow tunnel). All within this area suffer 1d8 damage per spell level (Reflex DC 10 + spell level for half; DC 15 + spell level in a narrow tunnel). This explosion may trigger a minor collapse – roll 1d50 and compare to the spell check result. If the d50 roll is under the spell check result, there is a minor collapse. If you do not have a 50-sided die, roll 1d5-1 for the tens place, and

1d10-1 for the one's place (50-sided dice are marked 00 to 49).

A minor collapse causes 1d6 damage per spell level (Reflex saves to halve damage, as above). It is extremely likely that such an explosion and subsidence is noticed on the surface world. If the total damage from both exceeds 30 points, one of more buildings is seriously affected on the surface. At this point, the caster must make a Luck check. Success means that nothing else occurs; failure indicates a major collapse.

A major collapse causes the sewer tunnel to cave in, sinking or destroying any buildings above. The collapse occurs in an area of 1d6 x 10' in length per spell level, centered on the area of effect where the explosion occurred. All creatures in this area take 5d6 damage (no save) and are pinned beneath rubble. Surviving PCs must succeed in a Luck save or be pinned within the sewer channel, there to drown in raw sewage unless immediate help is forthcoming. Kindly judges will allow such PCs a DC 10 Reflex save to gain a good breath of air (enough to last 1 round per point of Stamina) or a Luck check to be in a pocket of air that will last for 1d5 turns. Drowning characters must succeed in a DC 10 Fort save each round or suffer 1 point of temporary Stamina damage; the DC increases by +1 each round. When Stamina reaches 0, the character is dead. Otherwise, this Stamina damage can be recovered swiftly (1d5 points per round) once the character gains a good breath of air.

The sewage in any channel is 1d3+2 feet deep.

The Disease Factor

No sojourn into the city's underbelly is complete without the chance of contracting some horrible malady. Below are six infections that characters might suffer. Three may be contracted merely by being in the sewers, and three are the result of submersion in sewage (or worse, by consuming the foul miasma floating down here).

Every day, or portion thereof, that a PC spends in the sewers, he must succeed in a Fort save to avoid contracting some form of disease. The DC depends upon what occurred in the sewers. Minimal contact (a quick scouting run with no encounters) is DC 5. Spending more than an hour in the sewers raises this to DC 10. Actually being injured while in the sewers (such as through combat) increases the DC to 15. Finally, characters submerged in the sewer channels face a DC 20 save.

To determine what disease is contracted, roll 1d3 (or 1d6 if the character was submerged).

1d3 (1d6)	Disease	Primary Effect	Secondary Effect	Recovery
1	Brownlung	1 temporary Stamina	1d3 temporary Stamina	Normal healing
2	Skin mites	1 temporary Agility	1 temporary Agility and DC 5 Fort save or 1 additional temporary Agility	Normal healing
3	Sole blight	1 temporary Agility	Fort DC 10 or 1d3 temporary Agility. Any temporary Agility damage over 6 points becomes permanent. Reduced movement.	Special
4	Parasitic worms	None	1 temporary Strength	Magical healing only
5	Scarlet rash	Communicable	1 temporary Agility and 1d3 temporary Personality.	Normal healing
6	Violet fever	None	1d3 temporary Strength, Agility, and Stamina; communicable.	Normal healing

Brownlung: This is a respiratory infection, characterized by difficulty breathing, racking coughs, and brownish sputum. The condition rarely lasts long; the secondary effect occurs only once, and the symptoms clear when all temporary Stamina damage is healed.

Skin Mites: This is a parasitic infection of the skin. Tiny mites burrow in, feeding on the blood and creating patches of scabs and bites. Unless treated, this condition never goes away, and the secondary effects recur each day. It can be treated non-magically by an herbalist (or similar) with a DC 12 Intelligence check. Non-magical treatment takes 1d3 days to be effective, and the skill check is rolled at that time to see if the condition begins healing normally.

Sole Blight: A fungal infection causes the skin of the character’s feet to become sore, and eventually to develop painful cracks in the skin. Secondary effects occur each day until the condition is treated, or until three sequential saves to avoid the secondary effect succeed. For every 3 points of temporary Agility damage taken, the character’s movement is reduced by 5’. There is a chance of lasting damage, as any points of temporary Agility damage above 6 become permanent. Worse, for every 3 points of permanent Agility damage

so taken, there is a permanent reduction in movement by 5'. Permanent damage leaves the character's feet hideously disfigured.

Parasitic Worms: This infection is caused by tiny parasitic worms that move from the digestive tract into the victim's muscles. There is no primary effect, but the character takes 1 point of temporary Strength damage 1d3 days later. This disease is somewhat resistant to even magical healing, as even a few parasites (or their eggs) can cause the infection to recur. A successful clerical Lay on Hands check of 2+ dice can remove the immediate effects. Neutralize poison or disease works normally.

Check Result	Effect
2 Dice	Immediate effects cease, but secondary effects recur in 1d3+1 days.
3 Dice	Immediate effects cease. Fort save DC 10 after 1d5+1 days or secondary effects recur. If this save is successful, the disease is completely cured.
4+ Dice	The disease is cured.

Scarlet Rash: This disease appears as a spreading, itchy scarlet rash. Skin appears splotchy and mottled. It is also a neural disease, causing the victim to feel increasingly more distant from reality. It takes 1d5 days for symptoms to manifest, and during this time the character is highly communicable. Anyone who spends an hour or more in his company, or comes into close physical contact with him, must succeed in a DC 10 Fort save or also contract the disease. Once symptoms manifest, the character is no longer communicable. Once a character has experienced the scarlet rash, he cannot fall victim to this disease again.

Violet Fever: It takes 1d3 hours for violet fever to manifest. Thereafter, every 1d5 hours, the secondary effects occur. Once the secondary effects occur, the fever burns quickly, lasting a mere 1d30 hours. The character suffers a high fever, chills, shakes, pain, and general weakness. The victim's skin develops violet-colored blotches and lesions. Once symptoms manifest, the character is communicable, and any character coming into direct physical contact (including Laying on Hands) with the victim must succeed in a DC 15 Fort save or also become infected. For some reason, halflings and dwarves are completely immune to violet fever.



Random Encounters

Appendix 2 supplies 30 potential creatures that can be encountered in the sewers. The following encounter table lists them in rough order of dangerousness, from the least to the most. To determine random encounters, roll 1d16 for 1st level characters, 1d20 for 2nd to 3rd level characters, 1d24 for 4th to 6th level characters, and 1d30 for 7th level characters and above.

There is a 1 in 10 chance of an encounter every 10 minutes. If an encounter is indicated, there is a 70% chance that it is with humans (see **Appendix 1**) and a 30% chance that it is with a creature.

Die Roll	Creature Encounter
1	Stinkdew (1)
2	Blood slug (1d3)
3	Drain Runner (2d3)
4	Goblin (1d6+2)
5	Clackbeetle (1d7)
6	Cockroach swarm (1d3-1, minimum 1)
7	Septic monkey (3d3)
8	Alien rat (2d5)
9	Sewer troll (80% chance of 1; otherwise 2d6)
10	Lamprey swarm (1)
11	Giant black widow (1)
12	Mordent centipede (1)
13	Darkslime (1)
14	Albino alligator (1d4-2, minimum 1)
15	Guttersnake (1)
16	Cesscaeda swarm (1)
17	Crayfisher (1d3)
18	Night soil catfish (1)
19	Fecal ooze (1)
20	Phantom gentleman (unique)
21	Tiger rat (1d6+2)
22	Carrion moths (2d4)
23	Hellspore fungus (1)

24	Hunter spider (1)
25	Filth elemental (1)
26	Scarlet worm swarm (1)
27	Burrower (1)
28	Crawling worm (1d3)
29	Chaos ooze (1)
30	Loathly One (unique)

Adventure Start

A wizard or elf in the party is attempting to learn a new spell, but discovers that there is some knowledge that he needs to learn it must be learned “from within the lips of a dead man in the sewers of [the PC’s city].” It is assumed that the character has already spent the requisite time in study. The player should be aware that, as soon as the additional information is learned, the character may make an Intelligence check (DC = 10 + spell level) to learn the spell immediately. Mercurial magic results will be based on the caster’s Luck at the moment of learning the spell, as normal – Luck spent during the adventure may have negative consequences on how the spell is cast!

The adventure starts when the PCs open a manhole and descend 30’ into **Area 1**. The PCs are likely to start the adventure very early in the morning or very late at night, to avoid being seen entering the manhole. If the players take no precautions, the judge should feel free to have the PCs’ actions noted, and perhaps opposed, by onlookers, city officials, and/or rivals.

Appendix 2 also supplies a number of people who may be encountered in the sewers, depending upon the time.

Going Off the Map

There are many places where the PCs may “wander off the map” in this adventure area – sewer systems sprawl as far (or almost as far) as the city does. If the players do wander off, the judge has a number of options:

- Expand the region of sewers using the material in this product as a guideline. This is probably the best option in most cases.
- Have the PCs encounter locked grating across the tunnel (Open Locks DC 10 or Strength DC 25). Eventually, they cannot pass a grating and must return.

- Sighting one of the more powerful monsters in **Appendix 2** may drive the PCs back.
- One of the people in **Appendix 1** may encounter the PCs, providing information that gets them back in the main adventure area.
- A patron or god may send an omen pointing to the right direction.

Encounter Areas

1 - Entry: *The ladder leads down 30' to the floor of a round chamber, 30' across, domed to a height of 20'. The scent of raw filth gets stronger as you climb down the wrought iron ladder. The air is moist and humid, and even the ladder rungs are damp from foul condensation. There is a single exit, leading out to the northwest, opposite of the ladder – the slick floor is sloped gently, allowing condensed fluid and runoff from the streets to flow out of the room. The intermittent sound of dripping, and the hollow echoes of every noise you make, break the silence.*

It is difficult or impossible to carry a torch and use the ladder. Elves find the iron content of the ladder painful, and must succeed in a DC 10 Fort save or be at -1d on the dice chain for all attack rolls and spell checks for the next hour. This stacks with any penalty caused by the miasmal reek of the sewers (see page 3). Dropping a torch into the room allows the characters to see a sheen of fire, as described in General Conditions on page 4, whether the torch goes out or not. In any event, the blue tinge to any open flame brought into this region should be obvious to the characters.

If the characters make excessive noise when entering the sewers, check for random encounters (see page 9).

2 - Sewer Workers Supplies: The corridors leading to this room slant downward slightly away from it, to carry away condensation and flooding. Both doors to this chamber are thick wood, reinforced with copper bands (green with verdigris). They are locked (DC 10), but can be broken into with a DC 15 Strength check. Each attempt to break a door creates alarming echoes – check for random encounters (see page 9).

Beyond the door is a 30' square chamber with rounded corners. There are benches set along the walls to the right and left. Hooks set into the walls hold several interesting items: high oiled boots, hip waders, poles capped with copper hooks, and lengths of rough cloth resembling poorly-made sashes. There is a similar door in

the opposite wall.

These items are the property of the Underworker's Guild. The poles are intended to help break up clots of material inhibiting the flow, or to bring interesting-looking items out. The "sashes" can be worn wrapped around nose and mouth to help combat the smell. Boots and hip waders help avoid disease, but are human-sized and do not fit over armor. Those using the sash-masks, boots, and/or hip waders can gain a +1d bonus on the dice chain to avoid penalties from the smell and succumbing to infection.

Damaging the door(s) and/or taking items from this room result in demands for compensation from the Guild, if the characters are discovered. Consequences of this sort are one of the things that differentiate urban (or semi-urban) adventures from those in wilderness or dungeon environments. The nature of these demands will vary based upon how powerful the PCs are. In any event, failure to meet the demands results in unrest, while agreeing to meet them may encourage others to try their luck with similar, even spurious, claims.

3 - Cesspool: *The narrow channel leads downward into a chamber 30' across and 40' deep. The center of the room is dominated by a cesspool, filling the chamber except for a 5' wide ledge around its edges. A similar passage leads into the chamber from the opposite side, both streams feeding into the cesspool. Raw sewage begins 5' below the lip of the pool, so that it is fed by twin falls of reeking material. How deep the cesspool is, or where it empties to, you do not know.*

The cesspool is 50' deep, 45' of which is filled with waste. This sewage filters through cracks in the bottom of the pool to caverns, wherein an underground stream eventually releases the contents to the city harbor, a river, or even deeper caverns (depending upon the city and the needs of the judge).

Cultists dedicated to Nimlurun use this area to sacrifice treasures to the Unclean One (see the **core rulebook**). Characters diving beneath the raw sewage may recover some of these treasures – the chance is equal to the character's Luck score rolled as a percentile. Each dive requires a DC 15 Fort save to avoid contracting a disease (roll 1d6 for what is contracted, see page 6 for details).

A character who recovers treasure must roll a Luck check. On a failure, the character recovers coinage: 1d12-2 cp, 1d10-4 sp, and 1d8-4 gp. If the Luck

check succeeds, the character recovers a gem or a piece of jewelry valued at 1d14 x 5 gp.

4 - Shrine to Nimlurun: *The door to this room is covered with excrement and buzzing with large dung flies. It is unlocked.*

After opening the door.

Beyond the door is a reeking chamber 30' wide and 40' deep, dominated on its far end with an enormous statue, half man and half rat, a beast which reaches almost to the 20' vault of the roof. Its mangy stone fur appears to be covered with a light coating of greenish-grey slime, and its eyes are twin red gemstones – possibly rubies. Three rows of benches face the statue like pews, and there is a stone altar before it which seems like the carved coprolite from some titanic creature lost to the dawn of time. The walls are smeared with feces, and there are four small barrels in the room, two to your right and two to your left.

This chamber is a shrine devoted to Nimlurun, the Chaotic Lord of Filth and Pollution (see the **core rulebook**). His cultists make no attempt to hide their tabernacle from those who walk these squalid paths. Indeed, many who must pass through these tunnels pay at least the devotion of lip service to the Unclean One.

The statue is relatively easy to climb (DC 5); it is coated with a thin but viscous (and non-flammable) slime. The two large garnets (not rubies) that comprise its eyes are worth 50 gp each, but touching them causes the guardian slime to react. The slime will attempt to engulf anything touching the statue. Engulfed creatures take an automatic 1d6 points of damage each round thereafter. Creatures in contact with the slime (including any in contact with the statue) require a DC 15 Strength check to break free, possibly followed by a DC 10 Reflex save to reduce falling damage by half (2d6 at the top of the statue, 1d6 midway up). Stuck characters have a -2 penalty to attack rolls.

Guardian slime: Init (always last); Atk pseudopod +4 melee (1d4) or engulf +0 melee; AC 10; HD 4d8; MV 5' or climb 5'; Act 4d20; SP half damage from slicing and piercing weapons, immune to fire, engulf, sticky; SV Fort +6, Ref -8, Will -6; AL C.

Examining the walls shows that the smeared fecal matter has been finger-painted to show scenes of disease and plague. The barrels contain murky wa-

ter; any so foolish as to drink from them automatically contracts violet fever (no save). See page 7 for details.

Damaging the shrine or statue forces a Will save (DC 20) to avoid the curse of Nimlurun. When a cursed character is in the sewers, the chance for an encounter on any roll goes up to 1 in 3, and the creature encountered is rolled at +1d on the dice chain (see page 9). This curse can be removed by making a sacrifice worth no less than 200 gp in **Area 3**.

5 - Sewer Exit: *The tunnel rises up toward a chamber 30' in diameter, rising up in a dome to a maximum height of 20'. Opposite the passage, a wrought iron ladder leads upward and out of the sewers.*

This room is essentially the same as **Area 1**.

6 - Old Collapse: *Ahead you can see that the tunnel once suffered a minor collapse, rendering the walkways beside the channel impassable, and filling the channel itself with enough rubble to make the flow stagnant. The only way forward is to wade through the sluggish sewage. The collapse extends for at least as far as torchlight will show.*

Passing through this area requires wading in sewage, with the resultant chance of disease indicated on page 5. The rubble makes movement slow (-10' per move) unless the character succeeds in a DC 10 Agility check. It also makes combat difficult (-2 to AC and attack rolls). Moving at all requires paying attention to what is beneath your eye level, so that any character attempting to look up while moving must succeed in a DC 10 Reflex save or fall prone into the sewage, taking 1d3 damage from striking rubble.

These things, combined with the cavities created in the ceiling where the rubble once was, create a perfect hunting ground for filament crickets. These giant albino insects are about 2' long each, but have incredibly thin antennae that stretch 12' in length. These antennae are almost invisible in torchlight, due to their slender and transparent nature, and feel like being brushed by light cobwebs. A DC 15 Intelligence check can note the filaments, but requires a stated intent to look for any but an elf or dwarf. Filament crickets are blind, and use these sensitive organs to locate prey. Once the lead character is 30' into the collapsed section, the filament crickets attack! If the characters have not realized that the threat comes from overhead, surprise is automatic. They avoid PCs carrying torches.

Filament crickets (12): Init +2; Atk bite +0 melee (1); AC 12; HD 1d3; hp 2 each; MV 10' or climb 10' or jump 30'; Act 1d20; SP blind, surprise; SV Fort +3, Ref +5, Will +0; AL N.

7 - Sewer Exit: *The tunnel rises up toward a chamber 30' in diameter, rising up in a dome to a maximum height of 20'. Opposite the passage, a wrought iron ladder leads upward and out of the sewers. A bundle of rags and bones lies in the shadows behind the ladder.*

This area is similar to **Area 1** and **Area 5**, but it is inhabited by a giant wolf spider. The spider has made a web-lined nest of the ladder shaft leading to the surface, and there she lurks with thousands of young spiders riding on her back. The giant wolf spider's bite is venomous – the poison caused 1d5 damage, and, unless a DC 15 Fort save succeeds, also causes 1d3 temporary Stamina damage. If the wolf spider is slain, her young become a spider swarm (see below).

Giant wolf spider: Init +2; Atk bite +2 melee (1d4 plus poison); AC 12; HD 2d8+4; hp 15; MV 40' or climb 40' or jump 10'; Act 1d20; SP infravision 60', poison, jump; SV Fort +2, Ref +3, Will +1; AL N.

Young wolf spider swarm: Init +3; Atk swarming bite +1 melee (1 plus poison); AC 11; HD 2d6; MV 20'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, poison (DC 8 Fort save or 1d3 damage); SV Fort +0, Ref +10, Will -4; AL N.

The bundle of rags and bones are the remains of a thief, who was using the sewers to return from a heist. In addition to picks and tools, which have become rusted in the damp environment of the sewers despite being once wrapped in an oiled cloth, the thief still carries a small pouch with 21 small sapphires worth 12 gp each.

8 - Smuggler's Stash: This room is accessed by a secret door (DC 15 to discover), which is also locked (Open Locks DC 10). The area beyond is 20' wide by 30' deep, vaulted to a height of 12'. To a dwarf (or other professional, such as a miner or a stonemason), the interior stonework is obviously newer than that of the outside sewers, and is only roughly dressed. There is a 20% chance that there is something cached here. This chance decreases by 5% each time that the cache is stolen from, and by 10% if it is



stolen outright. Thereafter, if the cache is left alone, there is a 10% chance per month that the chance of something being there increases by 5%, to a maximum chance of 20%. Judges who do not feel like doing bookkeeping can follow a simple rule of thumb: The more often, and the more, the PCs take from this room, the less likely there is to be anything worth taking. Of course, the smugglers will want to know who learned of their hidey-hole, and will take steps to eliminate them if it seems possible.

If there is something cached here, roll 1d7 to see what it is: (1) 2d6 barrels of wine, with each barrel being worth 3d6 x 10 gp; (2) 5d4 bundles of 5 short swords wrapped in oil cloth, intended for sale to a lizardman king menaced by Deep Ones along the coast; (3) 5d5 sealed urns containing a hallucinogenic oil (30 doses per urn with a street value of 1d5 sp per dose, Fort DC 15 or suffer vivid hallucinations that reduce all die rolls by -3d on the dice chain for 1d5 x 10 minutes); (4) a coin die for forging counterfeit silver pieces, and 4d7 bags of 5d30 silver-plated tin coins each; (5) religious artifacts or relics, such as the bones of saints, prayer wheels, cheap holy symbols, plain water in vials marked with sacred sigils, etc., with 2d4 crates containing 1d20+20 examples each; (6) 2d5 small kegs of whiskey worth 2d6 x 10 gp per keg or brandy worth 2d10 x 10 gp per keg (equal chance of each); or (7) 4d6 bundles of 6 spears each, which are intended for sale to an enemy of the city (or the PCs!).

9 - Lair of the Puppet Beetles: The corridor leading to this room is slanted upward towards the door, to carry away condensation and flooding. The door itself is of thick wood, reinforced with copper bands (green with verdigris). Although the door has a lock (DC 10), it is not currently locked.

This is a large, irregularly-shaped chamber, with the longest wall being about 50' long in front of you. The wall to the left is approximately 40' long; that to the right only 20' long. A half-dozen bodies are scattered throughout the room, as though they still lay where they have fallen. There are a few stone benches and some metal hooks set into the wall, but nothing is upon them. The dead bodies appear to be a mixture of folk – two sewage workers, a watchman, and three beggars or homeless folk.

If the PCs enter the room, five of the bodies twitch and move, rising from the floor. The PCs have one round of free actions...if they decide upon a course of action within 10 seconds! The bodies lurch forward to attack....

These are not un-dead. The bodies are stitched together with fine threads of webbing, which are controlled by large, shiny black beetles hiding within them. These beetles have intelligence (of a sort), and can make the bodies wield weapons. The beetles are located in the abdominal cavity, so a critical hit (or Mighty Deed) that affects this region may destroy them, but the bodies they inhabit are not otherwise harmed by most critical hit results. If a body is destroyed (and the beetle within survives), it attempts to crawl into the mouth of the one inanimate body remaining, taking 2 rounds to do so. During this time it is AC 15 and has 2 hp. No matter how many beetles enter the last body, it does not animate.

Two bodies use clubs for 1d4, two bodies use short swords for 1d6, and the watchman uses a spear for 1d8 damage.

Corpse puppets (5): Init -2; Atk by weapon +0 melee (1d4 or 1d6 or 1d8); AC 8; HD 2d6; hp 8 each; MV 20'; Act 1d20; SP not alive, immune to most critical effects; SV Fort +3, Ref -2, Will +5; AL C.

The final corpse emits a loud, moist belch after the last beetle disappears down its maw. The corpse's mouth begins to distend as something crawls out of the body. First one arm and then another emerge, and then the head of a large blue toad, fully as large as a cat, with a knowing – even cynical – expression twisting its amphibious features. “I thank you for that repast,” it says in a guttural voice. “What service need you in return?”

This is the Blue Toad of Squallas, a servant of the Mistress of Night Soil Rivers (see **Appendix 3**). If PCs are seeking spell knowledge as a hook for this adventure, the Blue Toad holds the wisdom they seek. It knows many strange things pertaining to the sewers and the beings therein. It can grant knowledge, advice, a patron bond (as “Other”) to Squallas, or cast a spell for the PCs. Should the PCs insult it, or seek to harm it, the Blue Toad is more than capable of defending itself!

Any successful bite with a natural 18+ may swallow its victim whole. Swallowed victims take an automatic 2d5 damage per round, but can attack from inside the Blue Toad at a -1d shift on the dice chain to all rolls. The capacity of the Blue Toad's stomach is extradimensional; there is no limit to what it can swallow. The victim is allowed a DC 10 Strength check to avoid this fate.

The Blue Toad is not subject to corruption, patron taint, or misfire, but gains

disapproval like a Cleric when it fails in a spell check.

The Blue Toad of Squallas: Init +4; Atk bite +4 melee (1d5); AC 16; HD 5d8+5; hp 30; MV 20' or jump 10'; Act 2d20; SP infravision 60', jump, swallow whole, spellcasting, disapproval instead of corruption; SV Fort +5, Ref +7, Will +9; AL C.

Spells (spell check +6)

1st level: *Choking cloud, detect magic, invoke patron* (Squallas), *patron bond, sleep*.

2nd level: *Forget, locate object, monster summoning, shatter*.

3rd level: *Consult spirit, planar step*.

Squeezing it Dry: Further Adventures in Filth

More than any of the other *CE Series* offerings to date, *Both Foul and Deep* is a toolkit intended to help the judge populate the areas beneath their *Dungeon Crawl Classics* cities.

The product line started with the author's own DCC campaign. It was soon clear that, if "Quest For It" is the beating heart of the game system, the judge must have materials ready to answer player requests. Similarly, freeform play requires that the judge have materials ready when the PCs head off somewhere unexpected, find a treasure map, want to commit a heist, and so on.

The author commissioned cartographer Tim Hartin (*Paratime Design*) to create a series of maps, each with 5-10 encounter areas, that could be fleshed out as *Campaign Elements*. The sewer map in this product is one such map. Mark Gedak of *Purple Duck Games* offered to pay for the commissioned maps and publish the resulting products. To a large degree, the nature of the maps suggests what any particular *Campaign Element* should be.

Your players are unlikely to want to examine the same area of sewers time and again. Instead, they are going to want to enter new tunnels, possibly even in new cities. The information in the appendixes should help you to populate these areas. It is hoped that you will find this material useful for years to come.

If you want to reuse this material directly, a "treasure map" to Area 8 (assuming it was not found in the initial exploration) may draw PCs back into this section of sewers.

Appendix 1: People of the Sewers

Sewers are sometimes referred to as “Thieves’ Highways” because they can allow a group of housebreakers or other rogues to travel from one location to another in a city, often without attracting notice. Sewers may also allow hidden entrance to a building, if its cellars reach down far enough.

Thieves are far from the only ones who may be found in the sewers, however. All of the following types of people may be found in the noisome dark that lurks beneath cities.

Assassins

Like thieves, assassins use the network of sewer tunnels to get to and from locations without being seen. If encountered in the sewers, assassins will almost always pretend to be a different type of encounter, even if they outnumber those they meet. The goal of the assassin in these encounters is always to refrain from combat, even if encountering a PC target. The art of assassination is built on subtlety, after all.

For assassin statistics, see page 432 of the *core rulebook*.

Barkeeps

PCs are used to visiting all sorts of drinking houses, but it is in the sewers where “low dive” really describes the place best. The same cheap real estate that attracts thrifty merchants also attracts the poorest of barkeeps to ply their trade. Additionally, some surface-level establishments may have “back doors” into the sewage system, ostensibly to allow their patrons to void there directly, but often enough for the use of smugglers.

Because these are the worst of all possible drinking holes, their clientele is likewise among the worst the city has to offer. Outnumbered PCs may find themselves offered violence or a dagger in the back. Pickpockets and the dregs of the city’s prostitutes also ply their trade here. Characters that can come to good terms with these folk may be able to gain unprecedented, and discreet, access to the dark tunnels below the city.

Barkeep: Init +2; Atk club +2 melee (1d4+1); AC 11; HD 2d4; MV 30’; Act 1d20; SV Fort +1, Ref +0, Will +1; AL N.

Dive patron: Init +0; Atk makeshift weapon +0 melee (1d4+1); AC 9; HD 1d4; MV 30’; Act 1d20; SV Fort +2, Ref +1, Will -4; AL C.

Pickpocket: Init +0; Atk makeshift weapon +0 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2; AL N.

Prostitute: Init +0; Atk makeshift weapon +0 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2; AL N.

Beggars

Beggars are among the most pitiable persons in a city environment, and some will make use of the underways in order to gain at least a little shelter from the elements. They are a good food source for creatures lurking below; for a great many beggars may disappear before anyone takes note. Other beggars are confidence artists, who descend into the sewers for the muck needed to lend a reek to their persons, so that others will not look too closely. Whether the boils are real, or applied by a skillful hand, the more destitute a beggar seems, the more pity – and coin – he can draw. Shaking, illness, infirmity, and even missing limbs can be simulated by the greatest at the art.

Beggar: Init -2; Atk makeshift weapon or dagger -2 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -2, Ref -3, Will -4; AL N.

Cultists

Every culture has religions that are supported by the state, and religions that the state finds abhorrent. Cultists of these religions cannot practice openly, and are forced to worship in places where few people go. In addition, there are a few deities who may have temples in the sewers even if they are tolerated by the cityfolk above. Nimlurun, the Lord of Filth and Pollution from the *core rulebook*, is a good example of such a god.

The following statistics are offered as a baseline for cultists. The judge should determine the details of the religious sect these cultists belong to, modifying their statistics if appropriate.

Cult priest: Init +0; Atk wavy dagger +3 melee (1d4+1) or harmful spell (see below); AC 13; HD 3d8; MV 30'; Act 1d20; SP harmful spell 3/day; SV Fort +2, Ref +1, Will +4; AL C.

Cult initiate: Init +0; Atk wavy dagger +1 melee (1d4) or harmful spell (see below); AC 11; HD 1d8; MV 30'; Act 1d20; SP harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL C.

Cultist: Init +0; Atk dagger or club +0 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C.

To determine the harmful spells of cult priests and initiates, select or roll 1d5: (1) A palsy causes 1d3 points of temporary Agility damage at a range of 50' (Will DC 15 negates), (2) a venomous green bolt causes 1d8+2 damage at a range of 100' (Will DC 13 for half damage), (3) target up to 60' away is overcome by a disease (roll 1d5 on the table on page 6; Fort DC 20 negates), (4) a wave of sewage rises up to 30' away, drenching all within 10' of its area of effect, and forcing each affected creature to succeed in a DC 10 Will save or lose its next action, or (5) wracking stomach cramps cause 1d3 temporary damage to Strength, Agility, and Stamina (Fort DC 10 negates). At the judge's discretion, a cult priest may have 1d3 spell types available.

Filthlarks

Also called "toshers" or "grubbers", these are people who scavenge in sewers and drains. This is a filthy job that may entail looting festering corpses (including animal corpses), and filthlarks are not often in the best of health. Many have suffered multiple bouts of disease, and, surviving, developed a level of immunity to the common ailments of sewer delvers. These have, often enough, left telltale pocks and scars or a wheezing breath

The ubiquitous gear of the filthlark is a long hooked pole for dredging items up from the cesspools, and a cheap, filthy satchel for carrying it. Filthlarks are not normally interested in combat, fleeing from any encounter that promises violence. They may be carrying an interesting item (or two) that can be bought on the cheap, however.

Filthlark: Init -2; Atk hooked pole -2 melee (1d4-1); AC 8; HD 1d4; MV 30'; Act 1d20; SP +6 bonus to saves vs. disease; SV Fort -3, Ref -2, Will -4; AL N.

Fugitives

Those who run afoul of the law lose the protection of the law. If there is no easy way to escape beyond a city's walls, those who are hunted by the watch may find refuge in the sewers. Even if wrongfully accused, these are desperate people who want to silence anyone they encounter. Flight is always a possibility, but everyone is a potential enemy, and enemies who live might talk. Fugitives hiding in the sewers are almost always accused of capital crimes, so

avoiding recapture is literally a matter of life and death for them.

The judge should have a name, related crime, and a reward for any fugitive encountered. These encounters can be telegraphed via reward posters seen prior to entering the sewers, gossip, or town criers. It is also possible that the PCs only learn of a potential reward after it has slipped through their fingers. In addition, fugitives can be placed anywhere the judge desires. The focus of an adventure can easily be the collection of one or more bounties.

To determine what crime the fugitive is being sought for, either select an offense or roll 1d12: (1) Extortion, (2) forgery, (3) highway robbery, (4) kidnapping, (5-7) murder, (8) rape, (9) sedition, (10) theft, (11) treason, or (12) roll again twice. For each crime, roll 3d24 to determine the offered reward in gold pieces (round to the nearest unit of 5 gp). For crimes of sedition or treason, multiply the result by 5. To determine if the fugitive is actually guilty, roll 1d5: (1-3) yes, or (4-5) no. Determine guilt or innocence separately if accused of multiple crimes.

Approximately 1 in 7 fugitives encountered have a twist to them. Roll 1d7: Fugitive is (1) a family member of a PC, (2) a friend of the PCs, (3) is accused of something a PC did, (4) is protected by a PC cleric's god or a PC wizard's patron, (5) is really a shape-shifting monster, vampire, werewolf, or similar creature, (6) knows something the PCs want to know (spell knowledge, a password, the location of a treasure, etc.), or (7) offers counter reward for leaving him alone.

The following is offered as a baseline fugitive. The judge should modify these statistics to better reflect the nature of the hunted. The statistics assume the fugitive is wearing leather armor.

Fugitive: Init +2; Atk short sword +2 melee (1d6); AC 14; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C.

Gentlemen Clubbers

As strange as it may sound, "gentlemen's clubs" sometimes make use of hidden passageways beneath the city, and that includes sewer passages. The membership of such clubs may be extremely small, and the theme of the organization may be bizarre. A tall man's club, or a club for the red-haired, are on the normal side of the spectrum. A club worshipping "the perfect woman" (where wigs are placed on mannequin heads, because the perfect woman is silent and



can be put away when not needed) are on the other side. Yet clubs like these did exist, and they did make use of underground vaults and similar spaces for meeting places.

Turnabout is fair play, and the judge may easily devise “ladies’ clubs” which perform a similar function. These are unlikely to use such unsavory locations to get to and from their meetings, however.

Gentlemen clubbers are unlikely to engage in melee, if it can be avoided. The following base statistics should be modified by the judge on a case-by-case basis. For instance, a dueling club might have +1 to initiative and attack rolls, HD 2d8, and be armed with swords.

Gentleman clubber: Init +0; Atk walking stick +1 melee (1d4); AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL L.

Homeless People

Some people wind up using the sewers for shelter because they simply have no other place to go. These folk are not necessarily beggars, either, but may be low-wage laborers who simply have not built up enough to afford rent, spendthrifts, those addicted to gambling, or the unhappy results of robbery and/or persecution. It is appallingly easy for the vast majority of people to lose their place in the world, and appallingly difficult to recover from destitution. Homeless people are not generally looking for a fight, and will usually flee before armed adventurers.

These people may not even be homeless per se. Sometimes they are actually paying low rents for cheap spaces accessed through the sewer systems.

Homeless person: Init +0; Atk makeshift weapon +0 melee (1d4); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -2; AL N.

Merchants

As strange as it sounds, merchants and their buyers may also make use of the sewer system. Space in a city is always at a premium, and storage space for wares is costly. In some cases, this is simply storage. In other cases, what are effectively “showrooms” of samples might be set up. The important thing for the merchant is relative security – a stout door, a good lock, and/or one or two guards who come cheaper than a better space. Especially near ports and

city gates – anywhere where goods are taken into or out of a city – sewers and similar underground vaults can be lively places of business.

The following statistics can be used for baseline merchants, buying agents, and guards. Merchants are not interested in combat, but their guards tend to be professionals. When present, and especially when present with buyers, merchants will have 2d4 guards with them.

Merchant: Init -2; Atk dagger +0 melee (1d4); AC 8; HD 2d4; MV 30'; Act 1d20; SV Fort +0, Ref -2, Will +2; AL L.

Buying agent: Init +0; Atk dagger +0 melee (1d4); AC 10; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

Guard: Init +1; Atk short sword +2 melee (1d6) or spear +1 melee (1d8); AC 13; HD 1d8+1; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL L.

Resurrection Men

Any city that has a medical college will need cadavers for the students to dissect and to practice upon. Natural philosophers and artists studying anatomy may also require bodies for this purpose, but it is the medical colleges – who will often buy a body (regardless of condition) with no questions asked – which are the bread-and-butter of the resurrection men.

Put simply, resurrection men are grave robbers. They keep watch on burial sites by day, and then return at night to dig up the recently interred. The vaults beneath the city offer a safe place to store their goods until they can be delivered – some medical colleges may even have their own entrances to the sewers to facilitate this trade. In societies where proper burial is deemed necessary for reaching some form of paradise or afterlife, iron cages may be erected around graves to make robbing graves more difficult. Such cages may have the added bonus of holding corporeal un-dead in.

Resurrection men are looking for a payout rather than a fight, but PCs who are outnumbered, surrounded and/or taken by surprise should beware – resurrection men have been known to bypass the gravedigger and create their own cadavers!

Resurrection man: Init +2; Atk shovel, dagger, or club +2 melee (1d4+1); AC 12; HD 1d8; MV 30'; Act 1d20; SV Fort +2, Ref +2,

Will +2; AL N.

Sewer Workers

Someone has to repair the bricks that line the sewers, shore up collapsing tunnels, repair those which have already fallen, and shift clogged channels so that the mess within runs freely. Like many occupations, sewer workers tend to organize in guilds for their mutual good. Members of the sewer workers actually engaged in work in the sewers will have high boots, hip waders, gloves, breathing masks (sashes wrapped around the lower face), and long poles topped with copper hooks to help move obstructions. Their helmets, like those of minors, are built with a small cage for a candle, allowing the sewer workers to see while having both hands free.

Sewer workers are never looking for a fight. They are not exterminators, and suggest that any adventurers they may meet consult the Underworkers' Guild for the bounties on any hostile creatures they may encounter. Where goblins have colonized a sewer system, sewer workers are often quite friendly with them, and frown upon any molestation of the gelatinous humanoids. They likewise frown on anyone using equipment stolen from one of the rooms their Guild maintains in the sewers.

Sewer worker: Init +0; Atk pole +0 melee (1d4); AC 10; HD 1d4; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +2; AL L.

Smugglers

Sewers, and similar vaults below the city, can offer discreet ways past the city walls. They can offer places where goods can be concealed, either because they are contraband or because the people moving the merchandise are attempting to avoid import/export taxes and similar fees. Avoiding detection is the key motivation of the smuggler, and smugglers will either engage in combat or not based upon the situation. It is even possible to strong-arm some smugglers into paying for silence, at least for a time.

Smuggler: Init +1; Atk short sword +2 melee (1d6) or dagger +2 ranged (1d4); AC 12; HD 3d4; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL N.

Thieves

Sewers are sometimes referred to as "Thieves' Highways" because they provide a concealed way to move around the city before thefts – and especially after

jobs, when carrying loot they cannot afford to be caught holding. Judges can use the bandit statistics on page 432 of the *core rulebook* for groups of thieves, or use the following statblock:

Thief: Init +1; Atk short sword +1 melee (1d6) or dagger +2 ranged (1d4); AC 11; HD 1d6; MV 30'; Act 1d20; SP thief skills, d3 Luck die (Luck 10), Crit 1d10/II on successful backstab; SV Fort +1, Ref +2, Will +0; AL Varies.

Wizards

Finally, wizards, magicians, sorcerers, and their ilk often seek hidden locations to practice their arts. For the less fastidious members of the profession, sewers offer a perfect opportunity to both be protected by – and insulated from – the civilizing influence of a city. The judge may use the statistics for magicians or witches (pages 433 and 434 of the *core rulebook*, respectively), or develop a complete wizard from the materials in the core rules or the upper-level character generator at puplesorcerer.com.

Appendix 2: Monsters of the Nether Dark

Albino Alligators

Albino alligators lurk below the surface of the sewage channels, waiting for a chance to snatch at prey. Because of their albinism, these alligators are easier to spot than their surface kin, receiving only a +5 bonus (opposed roll vs. Intelligence) to surprise. Once they succeed in biting, though, they hold, and only death, forced retreat, or a Mighty Deed can make them let go. A held victim takes an automatic 1d6 damage each round. The alligator attempts to drag its victim into the sewage (it has a +5 bonus on opposed Strength checks, and can drag at half speed if successful), there to drown and be consumed.

These alligators are afraid of fire, and aggressive use of it forces a Morale check with a -4 penalty to avoid fleeing. Of course, aggressive use of fire in the sewers carries its own hazards (see page 4).

Albino alligator: Init -3; Atk bite +5 melee (2d6); AC 15; HD 2d8; MV 20' or swim 40'; Act 1d20; SP surprise, hold, drag, afraid of fire; SV Fort +3, Ref -2, Will -2; AL N.

Alien Rat

These creatures are dog-sized rats from some other world. Their spade-like teeth jut forward sharply, and they have the wrong number of legs on their hairless bodies. Most have six legs, but some few have only three. Their bite can cause disease — Fort DC 5 or suffer 1d3 Stamina damage each day for 1d5 days. This is in addition to the normal chances of contracting a disease if wounded in the sewers (see page 5).

How these rats reach our world is unknown, but colonies of them can occasionally be found in ruins, catacombs, and sewers.

Alien rat: Init +4; Atk bite +2 melee (1d5 plus disease); AC 9; HD 1d6; MV 30'; Act 1d20; SP disease, infravision 60'; SV Fort +5, Ref +3, Will +0; AL N.

Blood Slug

These translucent slugs are about a foot long. They drop from ceilings or walls, and can survive underwater (or under sewage) indefinitely. When they bite a victim, they hold on. On the next round, they begin draining blood at a rate of 1d3 hp per round, flushing crimson as they do so. It requires a DC 10 Strength check, the death of the slug, or a Mighty Deed to forcibly dislodge one once attached. Otherwise, the slug detaches when it has consumed 6 hp worth of blood, seeking to escape to digest its meal.

Blood slug: Init -7; Atk bite +1 melee (1d4 plus blood drain); AC 16; HD 1d6; MV 10' or climb 10' or swim 10'; Act 1d20; SP attach, blood drain, half damage from bludgeoning, amphibious; SV Fort +3, Ref -8, Will -2; AL N.

Burrower

This is a titanic scaled centipede growing up to 20' long, which is capable of flattening its body to burrow through even small cracks in the sewer walls. Its bite is venomous, causing 1d4 temporary Stamina damage and requiring a DC 15 Fort save to avoid an additional 3d6 damage.

Worse, the creatures attack most often (1-2 on 1d3) by bursting out of a wall, very likely gaining surprise (+10 vs. opposed Intelligence), and spraying a 20' radius area with debris (Ref DC 15 to avoid 1d6 damage). Where a burrower has been active, signs of these attacks may be noted in the walls, potentially warning future victims and creating jobs for sewer works

Burrower: Init +5; Atk bite +7 melee (3d6 plus poison); AC 18; HD 7d8; MV 40' or climb 40' or burrow 20'; Act 1d20; SP poison, burst from wall; SV Fort +8, Ref +5, Will +0; AL N.

Carrion Moth

These coal-dark moths have markings on wings and body that resemble spattered bloodstains. Adults do not eat, but their eggs are laid on rotting flesh, which their black caterpillars consume upon hatching. Adult carrion moths live less than a month after emerging from their brownish cocoons, and do not need to eat during this time. Nonetheless, it is the adult moths which are to be feared.

Carrion moths have two means of securing food for their eggs. The first is a venomous bite, which paralyzes its victims (paralysis lasts 1d5 rounds, DC 14 Fort save or permanent). The dust from their wings is a powerful hallucinogenic which can affect any creature within melee range of the moth. On a successful DC 15 Will save, the victim hallucinates, but has some awareness of the same, causing nothing more than a -1d penalty on the dice chain to all Action Dice. Failure, though, induces a homicidal paranoia that focuses on everything but the moth. The victim gains a +1d bonus to all attack and damage rolls for the next 1d3 turns, and attacks the nearest non-moth creature each round, so long as any creatures are in sight. The victim cannot cast spells during this time. At the end of the homicidal rage, the character takes 1d3 points of temporary Stamina damage for every turn spent affected. Victims who succumb to carrion moth wing dust cannot target the moths with attacks. Nor do the moths attack such victims – instead, they allow their victims to create corpses for them.

An adult carrion moth is about the size of a dinner plate; caterpillars reach about 2' in length before forming cocoons. Cocoons are hidden as well as the insects can devise, often hidden in crevasses, niches, and little-used passages. Carrion moth wing dust remains potent for 3d12 hours if harvested from a dead carrion moth, and 2d4 doses, each filling a 5' diameter sphere, can be gained. This does risk exposure to the dust, and requires that the moth be in good condition (i.e., relatively dry, not burned or frozen, etc.). Some alchemists and assassins can distill 2 doses into a paste that stays good for 2d6 months if unused, and 2d4 rounds when used to coat a weapon. Two doses of this paste can coat a longsword or short sword, two daggers, or four arrows. It should be noted that the poisoner is not a carrion moth, and may well be targeted by his intended victim.

Carriion moth: Init +0; Atk bite +0 melee (1 plus poison); AC 12; HD 1d3; MV 5' or fly 40'; Act 1d16; SP poison (paralysis), wing dust; SV Fort -4, Ref +3, Will -2; AL N.

Cesscaeda Swarm

Once ever 3d3 years, strange noises are heard from the sewers. Some say they sound like distant screams, or song, or even a whining buzz. These are the sounds of a cesscaeda swarm, their adults rising up from larval forms that spent the last several years deep beneath the miasmal streams and pools of the drainage system. They emerge in a cloud of biting, mating insect, each only slightly larger than the cicadas of the sunlit world.

Victims of a cesscaeda swarm can become infected with cessrosy, a disease that causes skin and muscle to rot and slough off. This disease takes 1d5 days to manifest, doing 1 point of temporary Strength, Agility, and Personality damage on the first day. Each day thereafter, the victim may attempt a DC 10 Fort save to avoid taking further temporary stat damage. If the victim succeeds in three saves in a row, the disease has run its course, but if any save result is a natural "1", one of the lost stat points is permanent (roll 1d3 to determine which).

Cesscaeda swarm: Init +3; Atk swarming bite +1 melee (1 plus disease); AC 11; HD 4d8; MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, sting (DC 7 Fort save or contract infection); SV Fort +0, Ref +10, Will -2; AL N.

Chaos Ooze

This protoplasmic scum is an animate mass of swirling but somehow repulsive colors, like those of oil floating on water. It consumes the structure inherent in any living form, and any living thing coming into direct contact with it risks having its structure altered as a result. The being must roll a Fort save, with the save result determining what occurs: (natural "1", 1 or lower): greater corruption and 1d3 permanent damage to Strength, Agility, or Stamina; (2-5) greater corruption; (6-10) major corruption; (11-15) minor corruption; or (16+) no effect.

Many of the chaos ooze's statistics are themselves chaotic, and require rerolls every time they come into play. For instance, the ooze's AC is rolled in opposition to each attack. The base damage from any successful attack made by

the ooze's pseudopodia is determined by rolling 1d5 to determine how many steps up the dice chain the damage die should be (i.e., 1d3, 1d4, 1d5, 1d6, or 1d7). If a chaos ooze scores a critical hit, roll 1d5 to determine the die (as with damage) to apply to Critical Table M.

A chaos ooze has no hit points, and cannot be slain. However, damage done to it can cause it to disappear from this plane, returning to the whirling chaos of Pandemonium from which it was spawned. When the creature is first damaged, roll 1d30. Each time the creature is subsequently damaged, roll another die, going down the dice chain (1d24, 1d20, 1d16, etc.). If the result is a "1", the creature disappears.

Non-magical weapons that strike a chaos ooze may themselves be destroyed by the contact, unless the PC holding them succeeds on a Luck check. It may just be that they are sent somewhere in the ever-changing planes of Pandemonium, but the result is the same.

Chaos ooze: Init -1d7; Atk pseudopod +1d5 melee (special plus corruption); AC 1d20; HD special; MV 1d3 x 5', climb 1d3 x 5'; Act 1d3 d20; SP chaotic damage, chaotic criticals, corruption, destroy non-magical weapons, chaotic statistics, no hit points; SV Fort +1d10, Ref -1d10, Will -1d5; AL C.

Clackbeetle

These beetles are about 2' long, with deep, metallic purple carapaces. Their legs make a clicking-clacking noise as they move, so that they can be heard 100' away under normal circumstances. Clackbeetles eat carrion and waste, but they are not adverse to fresher fare. The noise that they make, caused by the clacking of their joints, and their slow speed, allow most potential prey to avoid the clackbeetles if they so desire, but their carapaces contain a substance that can be made into a valuable purple dye. Dead clackbeetles can be sold to the Dyer's Guild for up to 1d5+5.

Clackbeetle: Init +0; Atk mandibles +1 melee (1d3+1); AC 12; HD 1d6+2; MV 20' or climb 10'; Act 1d20; SV Fort +2, Ref +2, Will -3; AL N.

Cockroach Swarm

This is a swarm of cockroaches. Although their individual bites are negligible,

a swarm these creatures can be dangerous. Any form of bright light (brighter than a torch) forces the swarm to make a Morale check or disperse. Characters attacked by a cockroach swarm may find individual roaches crawling out of their gear (or worse!) for hours, days, or even weeks to come. This has no game effect, but it may be unnerving, and is certainly disgusting.

Cockroach swarm: Init +0; Atk swarming bite -2 melee (1); AC 11; HD 4d8+4; MV 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, fearful of light; SV Fort +4, Ref +10, Will -4; AL N.

Crawling Worm

This is a long, thin worm, about twice the length of a tall man and no more than a foot in diameter. These creatures are a burnt orange color. They crawl along in the sewers seeking prey, and they are more than adequate predators for most creatures they meet.

The rubber skin of a crawling worm makes the creature immune to bludgeoning and electrical damage. Piercing attacks slide off doing only half damage. If the worm manages to bite an opponent, it holds on, wrapping its body around the victim. An opponent so held takes automatic damage each round, and has all die rolls based on physical actions (including damage and most spell checks) at -1d on the dice chain each round, as the worm coils around its victim. Worse, any attack that misses the crawling worm must be re-rolled against the victim it is wrapped around.

Crawling worm: Init -2; Atk bite +5 melee (1d3); AC 18; HD 5d6; MV 30'; Act 1d20; SP latch, wrap around victim, immunities (bludgeoning, electrical), half damage from piercing; SV Fort +8, Ref +5, Will -3; AL N.

Crayfisher

These mutated crayfish are up to 7' long, with stony brown-yellow carapaces and serrated claws. A crayfisher that manages to hit the same victim with both claws can shred for an additional 2d6 damage. Their antennae have mutated into flexible stalks, which the crayfisher can use to entangle creatures up to 20' away. Creatures entangled in a stalk may make a DC 5 Strength check to avoid being pulled 5' closer, or a DC 10 Strength check to break free, each round, but may not attempt both checks unless spending an Action Die to do so.

Although crayfishers can swim, they can only move this way every second round, shooting backwards through the foul waters in much the same way that their smaller kin do.

Crayfisher: Init -2; Atk claw +3 melee (1d6) or antenna +3 ranged (entangle); AC 16; HD 3d8; MV 20' or swim 40'; Act 2d20; SP rend, entangle, pull creatures, limited swimming; SV Fort +5, Ref +0, Will -4; AL N.

Darkslime

This oily black slime shines with metallic midnight blue overtones. It seldom grows more than 5' in diameter. In addition to flesh, it consumes metals and items made from them.

Whenever a character wearing metal armor is struck by the slime, the armor loses 1d3 points of protection. For instance, chainmail (+5 AC) is reduced to an AC bonus of +2 to +4. Armor reduced to an AC bonus of +0 is destroyed. A metal weapon that strikes a darkslime drops 1d on the dice chain for damage, so that a longsword (1d8) drops to 1d7, then 1d6, 1d5, and so on. A weapon dropping below 1d3 damage is destroyed. Magical weapons and armor are not affected.

Copper, including alloys such as brass and bronze, is poisonous to darkslimes. A darkslime will not attack a being wearing copper armor, and copper weapons do +2d damage on the dice chain against a darkslime. A handful of copper coins does 2d6 damage against this creature, although the coins are lost. A handful of copper pieces consists of 2d10 coins.

Darkslime: Init (always last); Atk pseudopod +4 melee (1d4); AC 13; HD 1d8; MV 5', climb 5'; Act 1d20; SP devour metal, half damage from slicing and piercing weapons, vulnerable to copper; SV Fort +6, Ref -8, Will -6; AL N.

Drain Runners

Drain runners are brownish-grey reptiles approximately 3' long, including a fleshy tail used for swimming. They are fast, subsisting on rats and similar vermin, but will bite and then dash away from larger prey (including adventurers). These creatures only make a single bite in a round; the other Action Die is always used to move. Thus a drain runner may move-bite-move, bite-move-move, or move-move-bite. A character with a weapon ready, if not



surprised, may make a free attack at a drain runner as it moves away.

Drain runner: Init +3; Atk bite +0 melee (1d3); AC 12; HD 1d6; MV 20', swim 20'; Act 2d16; SP one Action Die always used to move; SV Fort +2, Ref +5, Will -2; AL N.

Fecal Ooze

This is a huge, pulsating mass of fecal matter and raw sewage, filling an area roughly 20' x 30', although it can squeeze through the narrowest of cracks. A fecal ooze is given life through some unknown process or magic, perhaps the result of alchemical experiments being poured down the drain. Regardless of their origin, they attack using either pseudopods made of concentrated waste, or by spewing a narrow stream of nearly-liquid feces with great force. All of their attacks can cause disease (dung fever, see below); their ranged attack can target foes within 30' and also causes those within 20' to make a DC 10 Strength check to avoid being knocked back 5'. Characters that are knocked back must also succeed in a DC 15 Reflex save or fall prone.

Unlike many oozes and slimes, fecal oozes are actually about as intelligent as a toddler. They approach those in the sewers, hoping to be loved by those who created them. Effectively, they see the city streets above them, with their diverse citizenry, as parents. If communication can somehow be established, a character may find a fecal ooze to be a loyal, affectionate, and repulsive companion. Of course, willing contact with a fecal ooze does not cause damage, but it does create the risk of disease.

Dung fever: Anyone struck by any of a fecal ooze's attacks must succeed in a DC 10 Fort save or contract this disease. 1d3 turns after the disease is contracted, the victim's temperature spikes, causing 1 point of temporary Stamina damage. 1d3 hours later, a DC 15 Fort save must succeed or the victim begins to suffer shakes and general ague, causing 1d3 points of temporary Strength and Agility damage. 1d3 hours later, the fever reaches the brain, so that the character has a hard time focusing, unless a DC 15 Fort save succeeds. This causes 1d3 points of temporary Intelligence and Personality damage. Any successful save halts the progress of the disease, and symptoms pass as the temporary ability damage is healed.

Fecal ooze: Init (always last); Atk pseudopod +4 melee (1d4 plus disease) or shoot fecal matter +3 ranged (knockback plus disease); AC 10; HD 6d8; MV 5', climb 5', or swim 10'; Act 6d20; SP knockback,

knock prone, disease, half damage from slicing and piercing weapons; SV Fort +8, Ref -8, Will +0; AL N.

Filth Elemental

The interstices of the four elemental planes create an infinity of para- and quasi-planes. One such plane is the pseudo-plane of elemental filth. Spellcasters who have learned the secrets of that plane, often gained by traversing some portion of the reeking, squalid depths, may summon filth elementals to act on their behalf, much as other wizards may summon elementals composed of air, fire, water, or earth.

Filth elementals appear as living waves of sewage, their bodies full of unwholesome lumps best left unconsidered. As with water elementals, they attempt to move over opponents, engulfing them and potentially drowning. It can still slam engulfed targets as it buffets them within its waves. An engulfed target attacks at -4 and must make an opposed Strength check (against a +5 bonus) to push its way out. For each round it starts engulfed, the target must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature takes 1d6 points of temporary Stamina damage per round. This damage is recovered at a rate of 1 point per minute once the victim can breathe again, but any creature that begins drowning in a filth elemental must make a Fort save (DC 10 + temporary Stamina damage done) or suffer the effects of a random sewer-based disease (see page 6 for details).

Filth elementals cannot bear heat and fire and take double damage from those attacks. They take normal damage from water-based attacks, so long as the water is clean.

Filth elemental: Init +8; Atk slam +8 melee (2d6); AC 16; HD 8d8, 12d8, or 16d8; MV 30' or swim 40'; Act 1d20 (or more); SP engulf, drown, disease, elemental traits; SV Fort +8, Ref +8, Will +6; AL N.

Giant Black Widow

Although roughly 2' in diameter, this hairless spider can squeeze itself into narrow cracks while awaiting prey. It weaves webs across sewer tunnels and access shafts. These webs are quite sticky, requiring a DC 10 Strength check to pull free if a character becomes caught in one, with a +2 on the DC for each failed attempt. The webs can be cut through with a mere 6 points of damage, but the webs ignore the first 3 points of damage from any attack.

The webs can also be burned, but this may lead to open flames coming into contact with raw sewage, as described on page 4.

These giant black widow spiders have a venomous bite. Victims take 1 point of temporary Strength damage, and must succeed in a Fort save (DC 16) or take 1d4 points of permanent Strength damage.

Giant black widow: Init +1; Atk bite +1 melee (1d3 plus poison); AC 12; HD 1d6; MV 20' or climb 20'; Act 1d20; SP infravision 30', webs, venom; SV Fort +2, Ref +4, Will +0; AL N.

Goblin

These small, genderless, gelatinous humanoids live in tunnels which are often found connected to sewer systems, drainage pipes, and the like. They are only about 3' tall, with translucent yellow-green flesh. Apart from harnesses to carry weapons and equipment, they are generally nude. Goblins reproduce by fission – an adult may split into three pieces, each of which then grows into an adult, and all of which share memories up to the point of fission. Because of this unusual method of reproduction, coupled with retention of memories, goblins have recollections that go back for centuries. Beyond that, new experiences seem to wipe out ancestral knowledge...but such memories can resurface if they become relevant. Likewise, goblin names are long and complicated, with many syllables that describe lineage and division. They are not offended by nicknames, recognizing that other species do not have the breadth of their experience to fall back upon.

Goblins are fungus-eaters, and they mine the sewage systems of other races for fertilizer to grow their food crops. They are not swift to trust others, but those who earn the trust of the goblins may well be remembered forever. Because they cannot work metal themselves, they are willing to trade knowledge for weapons and other goods. Goblins may recall information from distant places and times, allowing the judge to seed whatever adventure hooks he deems fit, as well as enabling players to gain information needed to “Quest For It.”

Goblins are immune to disease. Their flesh is extremely toxic, leaving them with few natural predators. Anything trying to consume a goblin – or which even bites a goblin – must succeed in a DC 15 Fort save or die painfully within 1d4 rounds. Their toxicity is a concentrated byproduct of the fungi they consume.

Goblin: Init +0; Atk by weapon +1 melee; AC 9; HD 1d7; MV 20'; Act 1d20; SP infravision 60', gelatinous, immunity to disease, toxic flesh; SV Fort +2, Ref +1, Will +2; AL L.

Guttersnake

These are narrow, aggressive snakes, which are often found hunting rats and other vermin beneath the city streets. They are quite capable, however, of climbing drains and slipping through gratings, and thus are occasionally found above-ground, most often in lower-placed residence, but they can reach anywhere the plumbing may take them. A guttersnake is generally 1' long per hit point.

Anyone bit by a guttersnake takes 1d3 points of temporary Strength damage, and must succeed in a DC 15 Fort save or also take 2d4 points of temporary Stamina damage. A number of doses of this venom can be milked from a guttersnake equal to its hit points (Handle Poison checks apply), and each dose can be used by alchemists to formulate a potent antivenom. Each dose of antivenom is treated as a *neutralize poison or disease* spell, except that it is ineffective against disease. The spell check is rolled on 1d16+4.

Guttersnake: Init +4; Atk bite +3 melee (1d3 plus poison); AC 12; HD 1d8+2; MV 30' or swim 30'; Act 1d20; SP infravision 60', poison; SV Fort +1, Ref +3, Will +1; AL N.

Hellspore Fungus

These black and red molds grow in piles as large as a crouching man. In fact, when damaged they give off an ichor like thick, coagulated black blood, and the wounds reveal brownish-white material that might be mistaken for decaying bones. These fungi are said to have their origins in hell, and to encase the bodies of the larcenous, consuming their souls as they grow. Those who refer to the sewers as the "Thieves" Highway believe that this is why the hellspore is found in such places.

Hellspore fungi are noticeably hot, and are easily spotted with infravision. They attack by shooting a stream of hot spores up to 30'. Anyone struck by these spores must make a Fort save (DC 15) or be infected by the fungus. Infected characters have their temperatures spike as they suffer 1d3 points of temporary Strength, Stamina, and Agility damage. Moreover, the victim gains an insatiable hunger for gold. Each day thereafter, they must succeed in a DC

20 Fort save or suffer 1d3 points of temporary damage to Stamina and Intelligence. For every 10 gp (or equivalent) consumed during the intervening day, the character gains a +2 bonus to this save. Gold so consumed is lost; it does not pass out of the character's system, but is consumed by the hellspores. This condition lasts until magically removed, or until all temporary damage taken is healed.

Hellspore fungus: Init +0; Atk spore stream +6 ranged (1d5 plus infection); AC 8; HD 5d8+10; MV 0'; Act 1d20; SP infravision 60', infection; SV Fort +10, Ref -8, Will +0; AL C.

Hunter Spider

These intelligent, hairy spiders are the size of a large sheep, and are striped with black, grey, and brown colors. Because they are intelligent, they can cooperate to hunt, and can even open unlocked doors. They understand the common tongue, or the languages of humanoids in the areas where they live, but they speak only the language of spiders. Their prowess and intelligence combine to make them fearsome predators, so when hunter spiders are discovered in the sewers of civilized regions, a bounty is placed to attract those willing to risk their lives to slay the spiders.

The bite of a hunter spider is poisonous. Those bit take 1 point of Strength damage, and must succeed in a DC 15 Fort save or take 2d4 damage as well. If the save succeeds, the Strength damage is temporary. If it fails, the Strength damage is permanent. In addition, a hunter spider can leap 30' in any direction as a move. It can use this ability to withdraw from melee without provoking a free attack.

Hunter spider: Init +4; Atk bite +5 melee (1d6+2 plus poison); AC 14; HD 4d8+8; MV 50' or jump 30'; Act 1d20; SP infravision 60', poison, jump; SV Fort +4, Ref +7, Will +3; AL C.

Lamprey Swarm

Lampreys are loathly eels which latch onto other creatures in order to drink their blood. The mouth of a lamprey is a horrible sphincter lined with teeth. The lampreys found in sewers are much smaller than their sea-going kind, being only 6 inches long, and any player character who wades into sewage may find one of these things attached to them. Singularly, they are relatively harmless. Splashing into a swarm of them is another matter.

A character damaged by a lamprey swarm must make a successful Luck check, or enough lampreys attach themselves to him to cause significant blood drain. The character takes 1 point of temporary Strength, Agility, or Stamina damage each round thereafter (determined by the player), until the lampreys are removed. Removing the lampreys requires first getting out of the sewage where they were encountered, and then 1d3 rounds of effort. The character continues to take damage from blood drain while this occurs.

These lamprey swarms are only encountered in sewage; characters that remain on the walkways are unlikely to even be aware that they passed close to such a danger. Immersion protects them from fire-based assaults....but see page 3 for the potential consequences of attempting such an attack.

Lamprey swarm: Init -2; Atk swarming bite +3 melee (1 plus blood drain); AC 12; HD 4d8; MV swim 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, immune to fire-based attacks, blood drain; SV Fort +4, Ref +10, Will +0; AL N.

Loathly One

Perhaps a scion of the Great Worm that gnaws at the roots of the world, the Loathly One appears as the horrific rotting corpse of a great dragon with bronze scales. Its wings have atrophied to the point of uselessness, but its narrow 60' body easily passes through most sewer tunnels, sloughing flesh as it goes. So terrifying is the Loathly One that all who look upon it must make a Will save (DC 21) or flee in terror for 1d4 turns (or until reaching the surface). Its breath weapon is a cloud of toxic gas (up to 90' distance, 1d3 x 10' radius, Fort DC 21 or die). The Loathly One can cause all water within 100' to become poisonous at will (Fort DC 21 or lose 1d4 hit points per sip). Finally, the Loathly One can cause all natural flames within 60' to be extinguished at will, 3 times per day.

Loathly One (average-sized dragon): Init +9; Atk claw +10 melee (1d8) or bite +10 melee (1d12); AC 19; HD 9d12; hp 60; MV 50'; Act 3d20 + special; SP infravision 100', frightful presence, breath weapon, corrupt water, extinguish fire, spells; SV Fort +9, Ref +9, Will +9; AL C.

The Loathly One can cast six spells. The Action Die used to cast the spell depends upon the spell being cast, as follows, but the Loathly One can never

cast more than a single spell in a round:

Spell check 1d24+4: *Choking cloud, invoke patron* (Squallas, see **Appendix 3**).

Spell check 1d20+4: *Ray of enfeeblement, shatter.*

Spell check 1d16+4: *Consult spirit, gust of wind.*

Mordent Centipede

These green and black streaked centipedes are as long as a human arm. They have a sharp, caustic odor similar to lye, which may be noticed even against the backdrop of the sewers. They make a noise like the staccato repetition of two notes, which may be a form of communication, although nothing else about the centipedes indicates intelligence.

The poison of mordent centipedes is particularly nasty. Victims automatically take 2d3 points of temporary Stamina damage, and must succeed in a DC 17 Fort save or die in 2d3 rounds.

Mordent centipede: Init -2; Atk bite +6 melee (poison); AC 13; HD 1d3; MV 20'; Act 1d16; SP poison; SV Fort -4, Ref +4, Will +0; AL N.

Night Soil Catfish

These enormous piscine creatures subsist well on human excrement, but, like many creatures found in the sewers, are more than willing to supplement their diets with living creatures. Although they grow to 25-30', they are slender enough to remain comfortably within a wide sewage channel, facing upstream to feed. Their mottled purple-brown skin makes them hard to spot in their habitat (+7 to any opposed roll for camouflage), an absolute necessity for a creature which is helpless when attacked from sewer walkways.

A night soil catfish can swallow human-sized prey on a natural roll of 18 or better that hits the target, in addition to any critical results that may apply. Swallowed character with a small weapon (no larger than a dagger) in hand may fight from the inside, at -1d on the dice chain to their attack rolls but +1d to damage. They also take 1d5 damage automatically each round, and must succeed in a DC 10 Fort save or take 1 point of temporary Stamina damage as well. If a swallowed victim takes more than 10 points of Stamina damage, half of any damage over the initial 10 points is permanent, rounded up.

Night soil catfish: Init -4; Atk bite +3 melee or tail slap +5 melee (1d5+3); AC 17; HD 5d12+10; MV swim 20'; Act 1d20; SP swallow whole on 18-20, barbels, hide in sewage; SV Fort +8, Ref -4, Will +0; AL N.

Phantom Gentleman

Perhaps a score of years ago, or even longer, there was a killer of women, the homeless, and the poor, who was never caught. Sometimes those who discovered the victims mentioned seeing a well-dressed gentleman in the area just before (or sometimes after) the body was found. He seemed able to appear and disappear without difficulty. Some said he used the sewers as a conduit for his grisly work, although he was always said to be immaculate by those who claimed to encounter. He was never caught, and his identity remains unknown to this day. After a few years of bloody murder, he simply disappeared. Perhaps he died, for his ghost still haunts the sewers to this day.

The phantom gentleman appears as a well-dressed man with indistinct features and a glittering phantom scalpel. Even seeing the phantom gentleman causes 1d4 damage and forces a DC 12 Will save to avoid fleeing in terror for 1d4 turns. During this time, if the frightened victim is cornered, he fights with a -4 penalty to attack rolls. If the phantom gentleman strikes a character with his scalpel, the character must make a DC 10 Fort save or take 1d4 points of temporary Stamina damage, and must make a DC 10 Will save or be paralyzed for 1d5 rounds.

The phantom gentleman tends to select his victims among women first, and then choosing among the poorest dressed. The phantom gentleman has a cumulative 1 in 3 chance of fading away after slaying a victim (so that the maximum number of victims in any given encounter is 3).

Although the phantom gentleman can be defeated, he will always be restored on the next foggy night. He can only be laid to rest by a character that has learned his identity in life, and confronts the phantom gentleman with his own name. Simply identifying the ghost is enough to destroy it forever.

Phantom gentleman: Init +2; Atk phantom scalpel +6 melee (1d4 temporary Stamina damage and paralysis); AC 10; HD 2d12; hp 15; MV fly 40'; Act 1d20; SP un-dead traits, immune to nonmagical weapons, horrid appearance, paralysis, Stamina damage; SV Fort +2, Ref +4, Will +6; AL C.

Scarlet Worm Swarm

Even mentioning these bright red worms causes alarm among those who frequent the sewers. A successful swarming bite attack means that hundreds of worms burrow beneath the skin and into the flesh of their victim. They do automatic damage for 1d5 rounds and then lay their eggs. Unless a DC 15 Fort save is successful, these eggs implant in the victim, cause 1d3 points of temporary Strength, Agility, or Stamina damage each day. During this period, the victim is voiding thousands of scarlet worms with every bowel movement.

The infection can be healed as though it was a disease, but it resists even magical healing. The infestation gains a Fort save (DC equal to spell check from laying on hands or neutralize poison or disease), which is made at the following dawn. At the time, the disease is either gone (and recovery can begin) or it continues unabated. Scarlet worms make this save with a +4 bonus.

Scarlet worm swarm: Init +3; Atk swarming bite +1 melee (1 plus burrow and infection); AC 11; HD 4d8; MV swim 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, burrow, infection (DC 15 Fort save negates), resistant to healing; SV Fort +0, Ref +10, Will -2; AL C.

Septic Monkey

These monkeys are akin to mangy-looking spider monkeys. They have adapted to living in the sewers. Anyone bitten by a septic monkey must succeed in a DC 5 Fort save or contract violet fever (see page 7). Although they retreat quickly from any form of threat, septic monkeys will bite and run, or even seek to overwhelm smaller parties with sheer numbers.

Septic monkey: Init +2; Atk bite +1 melee (1d3 plus disease); AC 12; HD 1d3; MV 20' or climb 30' or swim 20'; Act 1d20; SP disease; SV Fort -2, Ref +4, Will -4; AL N.

Sewer Troll

Sewer trolls are not related to true trolls, but are rather akin to the creatures of Elfland, if less energetic and more fetid-smelling. Sewer trolls are the size of a halfling, and resemble somewhat misshapen children. Sewer trolls are classic bullies – obsequious in a position of weakness, and overbearing in a position of strength. They enjoy gloating, and that is a weakness that may be used against them easily enough, even when they have the upper hand.



Because sewer trolls are easily cowed, creatures like goblins and wizards often use them to guard critical areas that might lead to their lairs. Those who use them seldom trust them to hold out against real dangers (or, at least, never do so twice). Woe be to he who would order a sewer troll if the tables ever turn, for sewer trolls have no loyalty whatsoever!

Sewer troll: Init +0; Atk short spear +1 melee (1d6); AC 15; HD 1d5; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -6; AL C.

Stinkdew

This fungal plant is similar to a sundew, in that it gives off a scent to attract prey, which it then adheres to and closes around to digest. In this case, the fungus gives off a horrid stench like rotting meat, which gives the thing its name. The fungus otherwise appears like a leather collection of dark rags. It can detach itself from the ground and move along slowly, in the manner of a slime mold. Stinkdews are easily avoided by characters who know what they are, but are hazardous to the uninitiated or those who might encounter them while in flight from something else. For this reason, they subsist mainly on unintelligent prey.

Any creature or object that comes into contact with a stinkdew is caught fast. On the first round, it requires a DC 10 Strength check to pull free. Each round, the DC increases by +2 and the fungus wraps more and more of itself around its victim. On the third round, the stinkdew's digestive enzymes activate, causing 1d3 damage per round. These enzymes can digest wood, bone, paper, leather, and cloth – anything organic – but leave metal items and stone undamaged.

Even after escaping, a victim discovers that the sticky glue of the stinkdew coats him, causing a -1d on the dice chain to all die rolls until 1d3 hours have passed or the goo is washed off with alcohol. Worse, the victim stinks during this time, doubling the chances of a random encounter and making it all but impossible to surprise any creature with a sense of smell.

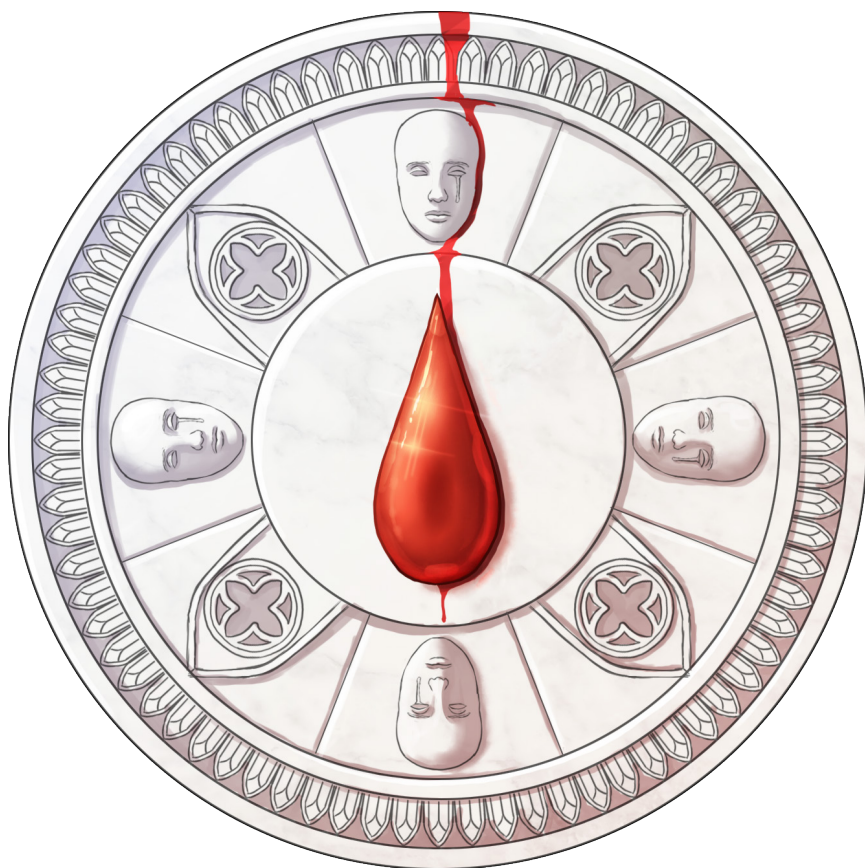
Stinkdews are easily burned, but that can create its own hazard in the sewers (see page 4).

Stinkdew: Init always last; Atk none; AC 12; HD 2d8; MV 1'; Act none; SP glue, wrap, digestive enzymes, vulnerable to fire (x2 damage); SV Fort +5, Ref -10, Will +0; AL N.

Tiger Rats

Tiger rats are rats the size of Bengal tigers. Their fur is brindled with dark streaks somewhat resembling a tiger's stripes. Among underdwellers, the hides of tiger rats may be considered a luxury item.

Tiger rat: Init +3; Atk bite +4 melee (1d8+2 plus disease); AC 15; HD 3d6+6; MV 40' or climb 20'; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +5, Ref +2, Will +2; AL N.



Appendix 3: Squallas

Mistress of the Night Soil Rivers

Squallas, Mistress of the Night Soil Rivers, appears from a distance to be a beautiful dark woman dressed in flowing robes. The closer one approaches her, though, the more apparent her corruption becomes, until she is total revolting from a distance of 60' or less. Her reek is so strong that eyes tear at 50', and even a strong-willed individual is brought gagging to his knees at 25'.

The ceremony to bond with Squallas must occur in a sewer system or cesspit.

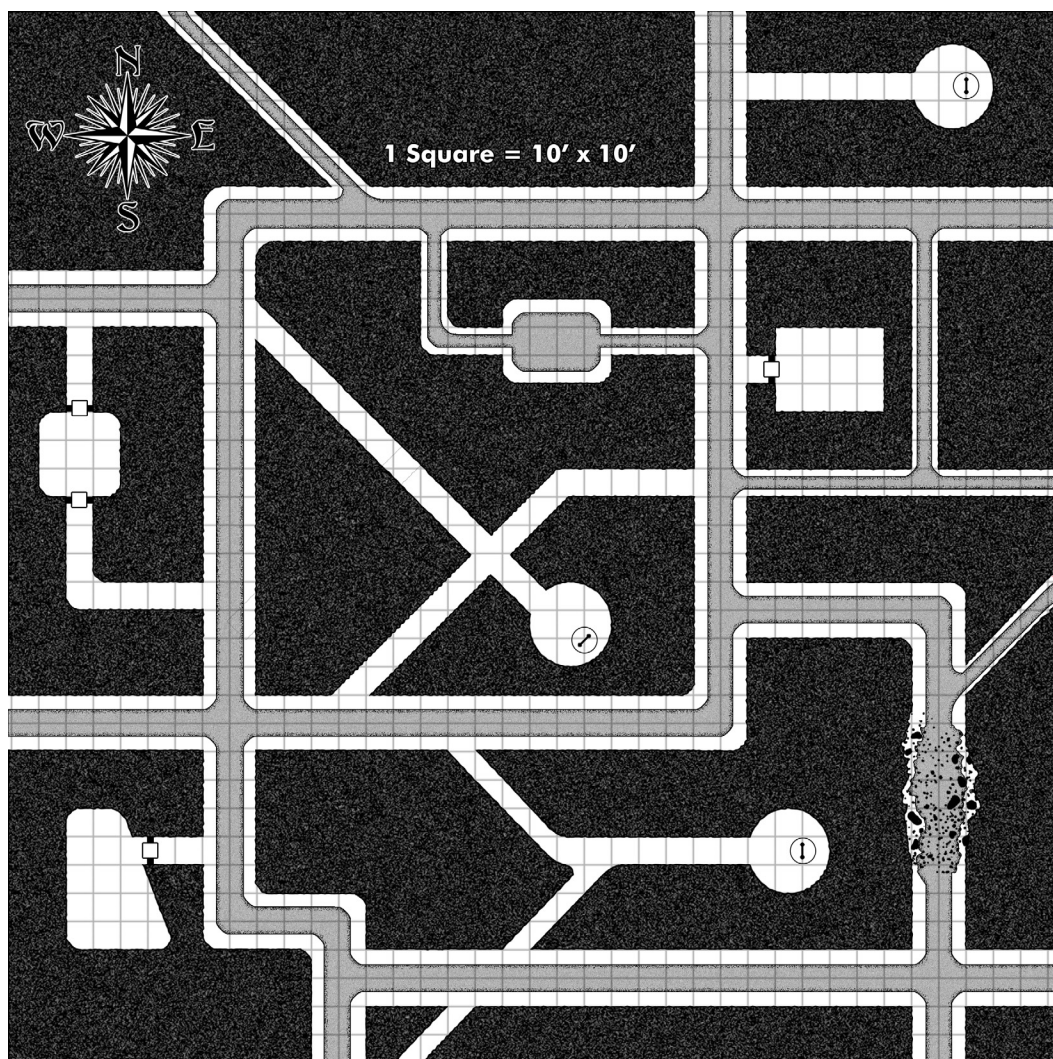
Invoke Patron check results:

12-13	Squallas is preoccupied. She sends a great stench, which rolls across the battlefield. Enemies within 100' of the caster, if they are living and have a sense of smell, must succeed in a DC 15 Will save or lose all actions for the next 1d3 rounds due to retching and nausea. The caster and his allies are immune to this effect.
14-17	A wave of fecal muck erupts from the ground within a 30' radius around the caster. The caster and his allies are unaffected, but all other creatures within this area have their move reduced by 20' as the muck clings to their feet. Those affected have their AC reduced by 2 and their attack rolls reduced by -1d on the dice chain. These effects last for 1d8+CL rounds.
18-19	The Mistress of the Night Soil Rivers hears the caster's plea, and sends a horde of 3d12 septic monkeys to his aid (see page 44 for statistics). These septic monkeys follow the caster's commands, and are immune to morale checks or fear effects, for 2d6+CL rounds.
20-23	The caster may select one creature within 100' per CL. The ground opens up beneath that creature, revealing a stinking cesspool. If the creature fails a DC 20 Reflex save, it falls into the cesspool, up to its neck, and the ground closes around it, holding it fast. Such a creature is helpless, save for speech or using abilities that do not require bodily movement. Creatures are held for 10+CL rounds, and suffer 1d8 damage per round from the depredations of small slimy things within the cesspit. The caster can release any of these creatures sooner, if desired, without any other creature being affected.
24-27	It begins to rain raw sewage in a 100' radius, and does so for the next 2d10 rounds. In addition, the Queen of Sewage causes an 8 HD filth elemental (see page 37 for statistics) to arise before the caster, which will obey his commands for 1d6+CL rounds, or until slain. While the sewage rain falls, all creatures within that radius must succeed in a DC 10 Fort save to take any action, except the caster and his allies. Moreover, any creature caught in this rain (apart from the caster but not his allies) must succeed in a DC 10 Fort save when it stops, or contract a random disease (roll 1d6 and consult the table on page 6).

28-29	<p>A conduit to the quasi-elemental plane of raw sewage opens beneath a target selected by the caster, which may be no farther than 120' away. The target falls into the conduit unless it makes a DC 25 Reflex save, and all creatures within 10' of the target must succeed in a DC 15 Reflex save or fall in as well. The conduit immediately closes. There is no falling damage, although drowning is a distinct possibility. It is possible, but unlikely, for a creature to return from this plane, but this requires magic (such as planar step), the intervention of a patron, or the action of a deity. Flying creatures cannot fall in, and creatures capable of flight save using 1d30.</p>
30-31	<p>As 28-29, above, except the conduit remains open for 1d3+CL rounds, is 20' in diameter (or larger, if opened under a much larger creature), and may be created up to 200' away from the caster, so long as he has line of sight. Any creature passing within 5' of the conduit must succeed in a DC 5 Reflex save to avoid falling in. There is a drop of 1d3 x 10' to the surface of the sewage below, allowing for rescue attempts to be made.</p> <p>So terrible is the stench of the quasi-elemental plane that any creature within 100' of the conduit must succeed in a DC 15 Will save to take any action other than moving away from the conduit at its maximum speed. Creatures failing this save can only make attacks if other creatures attempt to prevent their fleeing the horrible reek. Creatures which are completely unable to smell, or are immune to mind-affecting powers, are immune to this stench.</p> <p>Finally, there is a 1 in 3 chance each round that the conduit is open that 2d5 carrion moths or 1d3 cesscaeda swarms (equal chance of each) fly out of the conduit and attack the nearest creatures. These monsters do not differentiate between the caster, his allies, or any other beings. They attack until killed, or until the portal closes (at which point they fall dead). See pages 30 or 31 for statistics.</p>
32+	<p>The caster may choose up to CL living (or otherwise animate) targets within 500', to which he has line of sight. Those targets must make a DC 30 Fort or Will save, or be immediately transformed into raw fecal matter, collapsing into a steaming and fetid mess. Any creature so transformed has a chance equal to its HD on 1d20 of instead being transformed into a sentient fecal ooze (see page 35). Otherwise the target is instantly slain.</p>

Players's Map

Both Foul and Deep



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