

Treasure

d6	Treasure
1	Sparkly <b>green &amp; purple marble</b> (200p)
2	<b>Mint chewing gum</b> (very sticky)
3	<b>Bath bomb</b> (releases pungent smell)
4	<b>Pez dispenser</b> (500p, 2 slots)
5	<b>Fish bone rapier</b> (Light, d6, enhanced vs fish)
6	<b>Vial of chemicals</b> (effect as Location 10)

Conditions

**Melted**

*Disadvantage on STR Saves. Can pass through narrow gaps.*

**Clear:** Gain three Exhausted Conditions

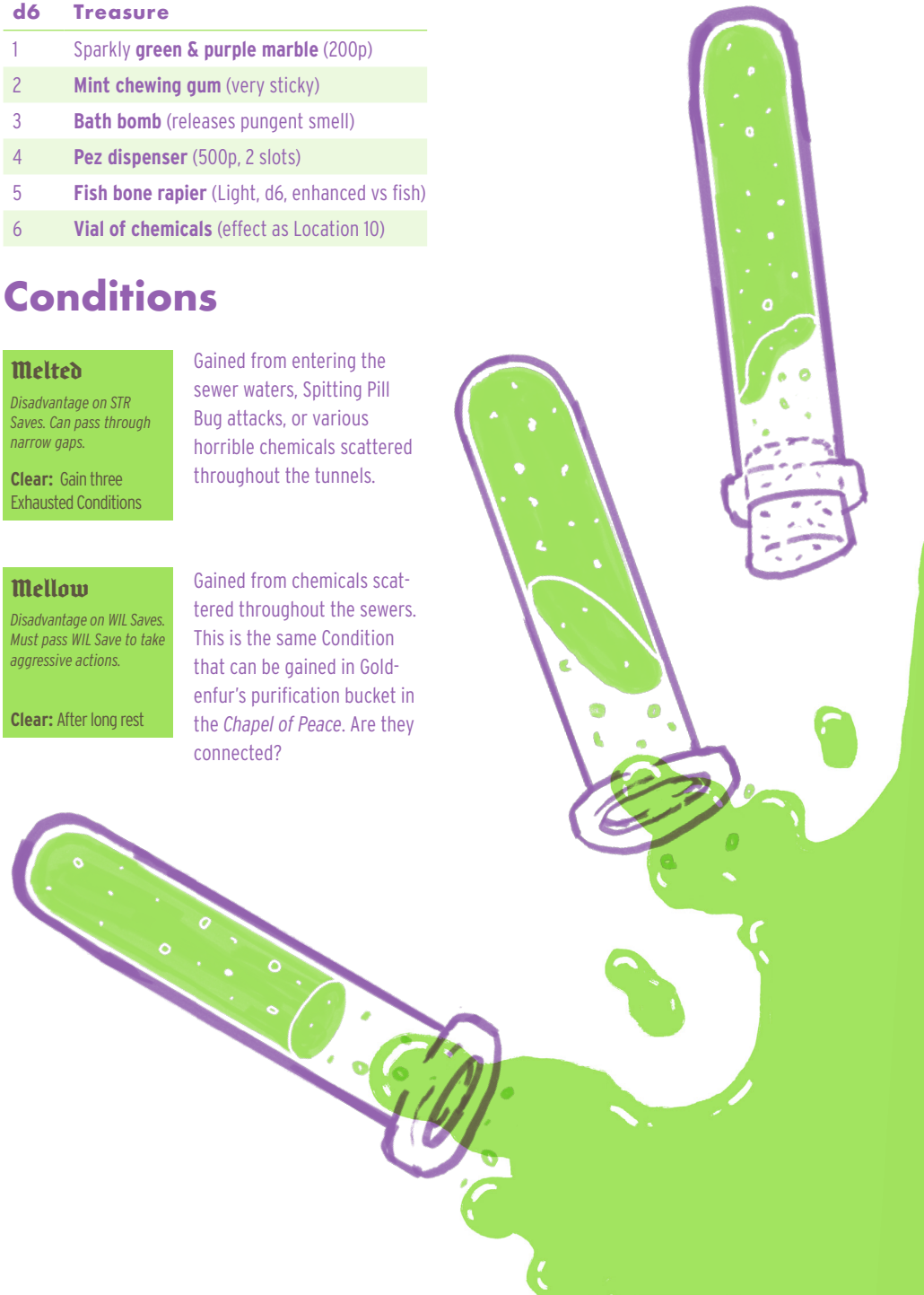
Gained from entering the sewer waters, Spitting Pill Bug attacks, or various horrible chemicals scattered throughout the tunnels.

**Mellow**

*Disadvantage on WIL Saves. Must pass WIL Save to take aggressive actions.*

**Clear:** After long rest

Gained from chemicals scattered throughout the sewers. This is the same Condition that can be gained in Goldenfur's purification bucket in the Chapel of Peace. Are they connected?



A human child once turned the Garden Shed into a lab. Experiments were conducted with soap, bleach, dishwash, green toy slime, and other things best not to speak of. What the human wanted, no-one knows. But from the slime came Two-Skulls, a rat strangely twisted by the chemical brew.

With the lab abandoned, Two-Skulls now lives in a maze of forgotten drainage tunnels under the Shed, followed by his cult of chemically-altered minions. From there, he seeks to carry on his master's research. Do you dare explore the humid waste tunnels, where mysterious fumes fill the air and substances linger?

Adventure hooks

d6	Hook
1	Rats with glowing eyes have been seen prowling around the garden shed.
2	Rumours speak of a two-headed prophet guarding the fountain of eternal life.
3	Old August the Wise wants to retrieve a sacred paper with esoteric symbols.
4	The Bone Gang are hiding in sewer tunnels. Are these the right ones?
5	A friend of the player mice has returned home furless. Needs help.
6	Reverend Goldenfur would like another alchemical tube. Can you get it for him?



Encounters.

d6	Encounter
1	2d4 <b>Cultists</b> , looking for experiment ‘volunteers’
2	2d4 <b>Spitting Pill Bugs</b> , scavenging for food
3	<b>Creeping algae</b> rapidly filling the room. If touched, will smother the victim.
4	Sudden <b>gush of water</b> from the nearest tunnel
5	Large <b>bubbles</b> from the water, if popped release a stinky, choking gas
6	<b>Cyclops Snapping Turtle</b> , searching for dinner

Rat Goopy Slime

Mass of gloopy slime, rat-like face gibbering within.

12hp, STR 5, DEX 4, WIL 14

Attacks: d6 bite

Critical damage: Absorb target into itself

Only harmed by fire or magic

*Wants* to absorb more flesh

Spitting Pill Bugs

Glow faintly green from the light. Is that why they hate it?

12hp, STR 5, DEX 4, WIL 8

Attacks: d6 burning bile spit

Critical damage: Give Melted Condition

*Wants* to escape from the light, hide in darkness

Carnivorous Toad

Hard to tell where the warts end and the eyes begin.

10hp, STR 10, DEX 12, WIL 8, Armour 1

Attacks: d8 sticky tongue

*Wants* to eat a meaty meal

Cyclops Snapping Turtle

Huge, foul-tempered. Single eye glowing in the dark.

Warband scale

10hp, STR 14, DEX 6, WIL 10, Armour 2

Attacks: d8 bite

*Wants* to escape from the tunnels, back to the pond



Two-Skulls, the Lab Leader

Two heads, constantly bickering.

15hp, STR 12, DEX 10, WIL 14

Attacks: 2d6 double-headed bites, or

blue tube (give Melted Condition), or

green tube (give Mellow Condition)

Left head *wants* knowledge, the right *wants* power

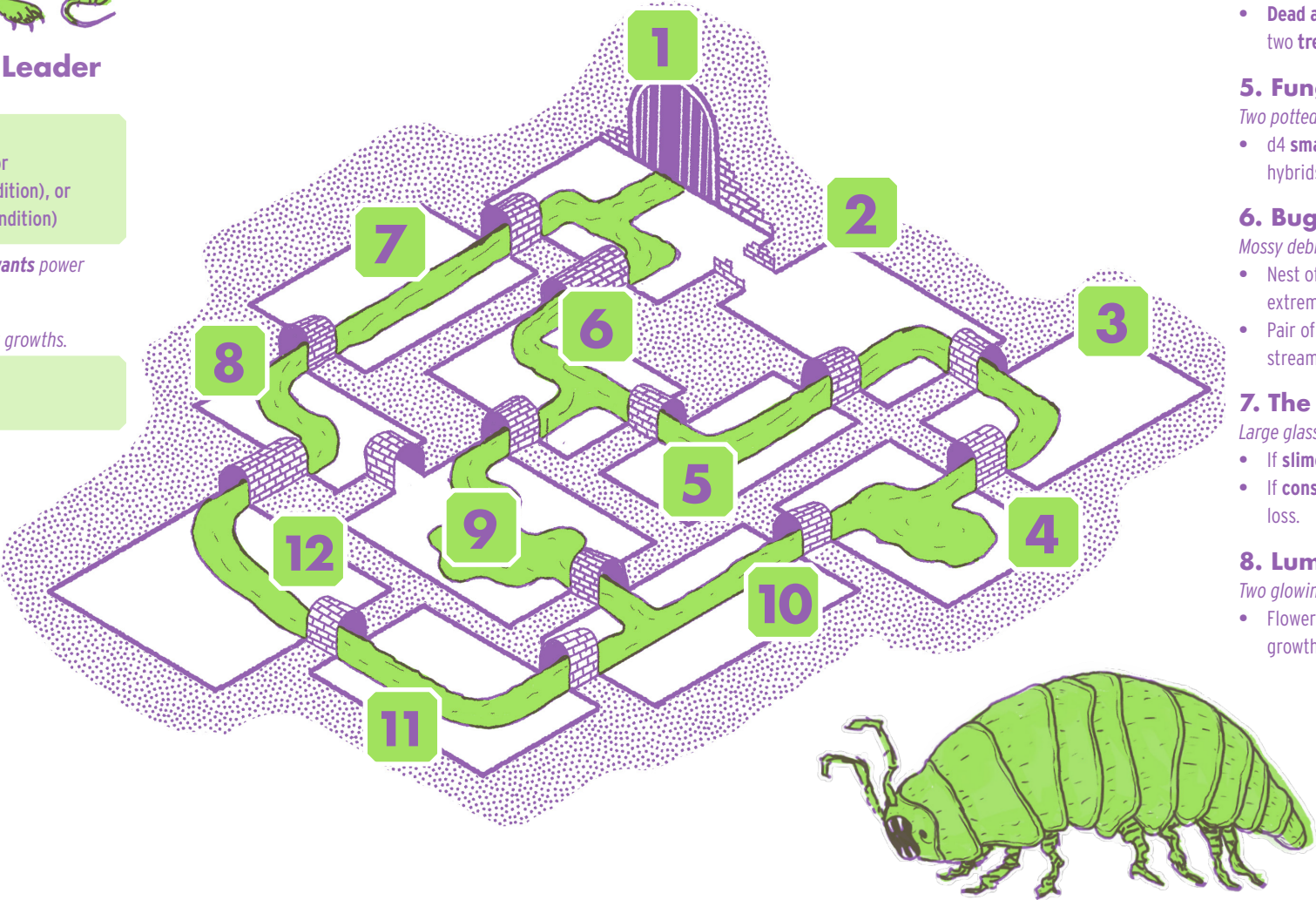
Lab Cultist

Furless rats, covered in strange glowing growths.

4hp, STR 8, DEX 12, WIL 12

Attacks: d6 glass shiv

*Wants* to serve Two-Skulls



1. Entrance

Algae on the wet walls. Sweet chemical fragrances.

- **Fireflies** flit above the water, radiating an **eerie glow**.
- Slippery **algae** blankets the floor.
- If **water is consumed** (intentionally or by accident), gain the **Melted** Condition.

2. The Mural

Something glows in the walls.

- **Crude mural** with two-headed rodent holding a chalice. Glows slightly.
- On the floor, a pouch with sticks of **glowing chalk**.

3. Rat Goopy Slime

Floor is splattered with puddles of putrid yellow liquid.

- **Stuck in a puddle:** Treasure. STR Save to remove.
- Thick liquid drips from the ceiling. If approached, a **hairless rat-like face emerges** from the blob. Another experiment gone wrong. Will try to absorb any mice. Can't fit through the doors.
- Another **treasure** within the goo.

4. Glowing Pearl

A blue light glows at the bottom of a deep pool.

- Resembles a **pearl**, but really the glowing eye of a **Cyclops Snapping Turtle**. If touched, it attacks!
- **Dead adventurers** lie within the pool. 3d20p and two **treasures**.

5. Fungal Tomatoes

Two potted plants lit by glowing fungus.

- d4 **small tomatoes** grow on the strange fungal hybrids. If eaten, increase max HP by 1.

6. Bug Nest

Mossy debris. A clattering from within.

- Nest of 2d6 **Spitting Pill Bugs**. Scared of light and extremely curious. Will sniff out and eat rations.
- Pair of **human-sized spectacles** lay across the stream forming a bridge.

7. The Tube

Large glass tube full of purple slime.

- If **slime is touched**, instantly removes fur.
- If **consumed**, causes permanent body-wide fur loss.

8. Luminous Flowers

Two glowing flowers emerge from the water.

- Flowers are unnervingly still in the water. Actually growths on two **Carnivorous Toads** to lure prey.

9. Heart of the Drain

All streams flow into this pool. Waters steam and bubble.

- **Resting in the bubbling water:** **Two-Skulls**, the two-headed prophet.
- 2d4 **Cultists** kneeling, humming in a collective hallucination due to long exposure to the fumes.
- Intruders are **offered a sip from a chalice** of chemicals. If refused, they are attacked and imprisoned to be experimented upon.
- Two **treasures** in the waters of Two-Skulls' bath.

d6	Chalice Effect
1	Vomiting, followed rapidly by <b>death</b>
2	Gain <b>Melted Condition</b>
3	<b>Telepathic speech</b> (for d4 days)
4	See <b>aura</b> of living things (for d4 days)
5	Fur <b>glows neon green</b>
6	<b>Drunkenness</b>

10. Tube Lab

Glowing tubes with green, pink, and yellow liquids.

- Guarded by d4 **Cultists**.
- **Green:** Gain Mellow Condition.
- **Pink:** 80 proof grain alcohol. Clears all Melted Conditions.
- **Yellow:** Eyes glow. Can see in the dark for d6 days.

11. Rusty Moth Cage

Cage holding a green and yellow caterpillar chrysalis.

- Guarded by d4 **Cultists**.
- Hatches a huge **green-and-grey moth** in 1d4 days. Younger sister of the Moth Queen (*Workers Work, Rulers Rule*).
- Two-Skulls plans to use it in his studies to make his followers grow wings. 50% chance it will work.

12. Giant Book

A giant moldy book lies open on the floor.

- Most pages are **unreadable**. Some show esoteric symbols and diagrams. 2d6 **intact pages** (50p each to academic mice).
- **Ripped out, stuck to the wall:** page showing diagram of tubes being poured into a tub of water where a human figure sits.