

Treasure

d6	Mundane treasure
1	Bag of pips (2d6p)
2	Half-eaten slice of pizza (d6 uses of rations)
3	Rusty cleaver (Medium, d6/d8)
4	Ninja robes (Advantage to sneaking)
5	Lantern (d3 uses remain)
6	Grappling hook (made from bent paperclip)

d6	Unusual treasure
1	Snake fang (Magic sword, cursed)
2	Rusty key (to the Brickport gate)
3	Puzzle piece (Zipporah may want this)
4	Bottle cap armour (Light armour, 6 usage)
5	Faerie's heart, preserved in bottle
6	Map of sewers (Science & Sorrow)

d6	Valuable treasure
1	Old blue cheese (200p)
2	Silver spoon (300p, 2 slots)
3	Ivory chess piece (300p)
4	Filigreed silver ring (400p)
5	Gold brooch (500p)
6	Emerald earrings (800p, 2 slots)

Spell of Undeath

- **Effect:** Raise [SUM] creatures from the dead, then make a WIL Save. On failure, they are mindless wanderers, unable to be controlled.
- **Recharge:** Spill the blood of a cat on the spell.

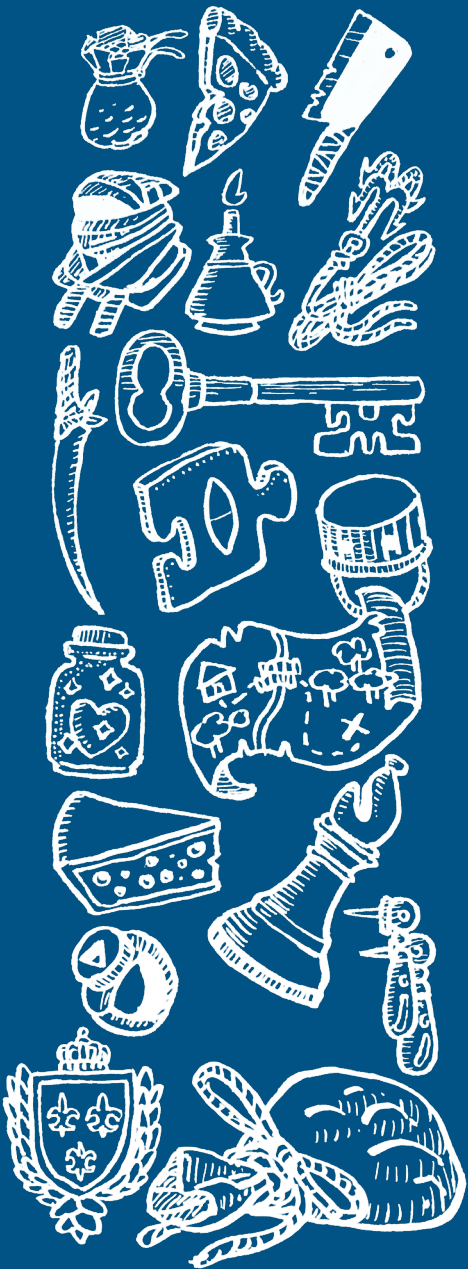
Condition

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

Gain from Roach attacks, or by entering the Sewer waters.



When the Bone Gang rats stole a big pile of loot and hid it in the Sewers, they were unaware of the Giant Snake that lurked within.

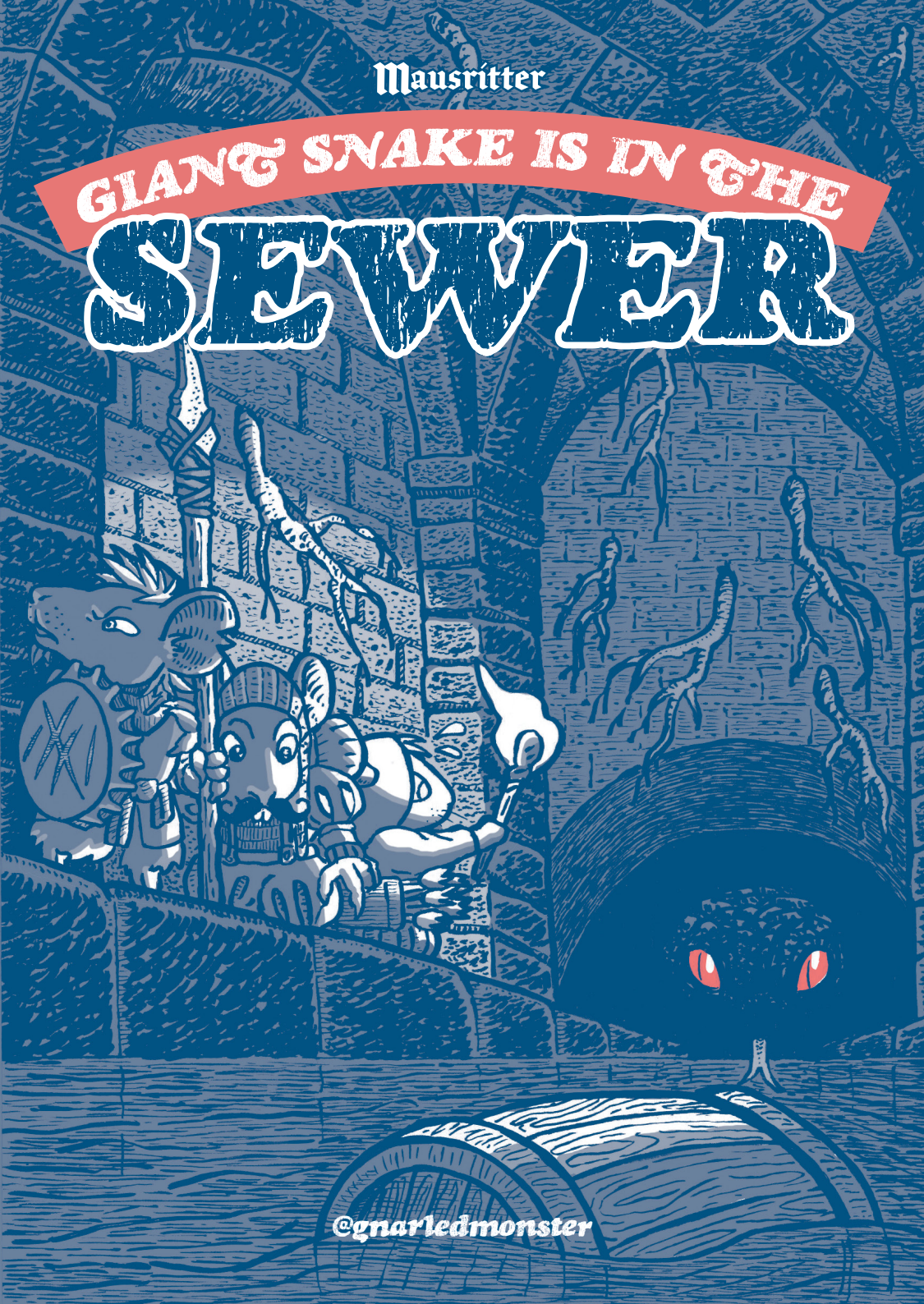
The snake demanded tribute and sent the rats raiding local villages for offerings. They presented a witch as tribute, who cursed the snake with unending hunger. RUN! RUN!

Some of the rats escaped. Many were eaten. Others locked themselves in the warehouse. Months later, the rats returned with the spell of Undeath stolen from the Necrohamster, and raised the fallen in a futile attempt to kill the beast.

It didn't work. The rat skeletons turned against their creators and now wander aimlessly in the sewers. Without tribute to appease its hunger, the snake now terrorizes nearby mice settlements during the night.

Adventure hooks

d6	Hook
1	Bone Gang smugglers are hiring the mice to kill the snake.
2	The mayor offers a 500p reward to anyone who can stop the snake's attacks.
3	The Necrohamster wants their spell of Undeath back.
4	Louie Two Knives talks too loudly of a lost hoard of riches in the sewers.
5	The Witch's daughter Sophia is searching for her mother
6	The Wizard Murrelet will pay well for the spell of Undeath.



Encounters

d6	Encounter
1	Lone Roach , running away
2	Pair of Roaches , fighting over food
3	d6 Roaches , carrying Unusual Treasure
4	Skeleton Rat , wandering and hungry
5	d4 Skeleton Rats dragging a chest of loot
6	Botticelli , the Sewer Ninja, scavenging

Roach

Horrible beast. Skittering in the shadows.

1hp, STR 8, DEX 6, WIL 6

Attacks: d6 bite

Critical damage: Give Diseased Condition

Wants to eat and reproduce

Skeleton Rat

Walking bones. Clattering like a xylophone.

5hp, STR 10, DEX 6, WIL 15

Attacks: d8 bite or bone claws

Slicing and cutting attacks against it are Impaired.

Smashing and crushing attacks are Enhanced.

Wants to be freed from this plane

The Giant Snake

Enormous. Silent. Huge eyes just above the water.

Warband scale

14hp, STR 12, DEX 15, WIL 10, Armour 1

Attacks: d10 bite

Critical damage: Swallow whole

Wants to satiate its eternal hunger.

Botticelli, the Sewer Ninja

While you were adventuring, he was practicing the blade.

7hp, STR 12, DEX 12, WIL 9

Attacks: d8 Sai (two attacks per round)

Wants to avenge his fallen allies (and find a decent meal)

1. Entrance

Warning marks engraved in the tunnel. Strong smell of poop and chemicals.

- **Skiff** stuck in mud. It has a lantern in the helm and enough room for four mice.
- Make a **DEX Save** to **jump** across the main canal.
- If **waters** are entered in any part of the sewers, gain **Diseased Condition**.

2. Docks

Broken paddles and grimy floor.

- Roll two **mundane treasures**.

3. Warehouse

Misty corridors. Smells of rotten food and saltpeter.

- The **corridor** is empty. **Doors broken** from the inside. Scattered **empty bins**.
- Three **barrels of gunpowder** in the corner, one of which is open. A **Skeleton Rat** is hidden inside, and will attack if disturbed.
- **In a side room: Tortoise shell**. Dead rat underneath is holding a nunchaku.



Ursula, the Witch

Lost deep in the belly of the beast.

6hp, STR 8, DEX 8, WIL 14

Attacks: d6 cooking ladle

While holding staff, can commune with and control warband-scale creatures.

Wants to be free of her living prison.

4. Barracks

Smell of blood and rat urine.

- **Unmade beds** (2d10 hidden pips).
- **Secret passage in the wardrobe:** Leads to the lair of the **Botticelli**—hostile unless offered food. Knows the location of the spell of Undeath (in the **Cells**).

5. Floating Barrels

Bobbing cheerily in the water.

- **First barrel:** Roll mundane treasure.
- **Second barrel:** Roll unusual treasure.
- **Third barrel:** Roll valuable treasure. The snake attacks!

6. Roach Nest

Strong odour of oily mold.

- **Ladder** tucked in the corner. Long enough to traverse the canal.
- Swarm of 3d4 **Roaches**, protecting their nest. Will scatter in fear if numbers reduced by half.

7. Roach Eggs

Floor covered in eggs, some empty, some unhatched.

- **Ursula's staff** stands upright in the ground.
- If disturbed, 2d6 **Roaches** hatch from the eggs.

8. Cells

Broken matchbox furniture. Clattering of walking bones.

- d6+1 **Skeleton Rats** wandering about. One is wielding two katanas.
- **In the cell:** Dead rat in red robes and black belt, holding Spell of Undeath.
- Roll two mundane treasures.

9. Fake Walls

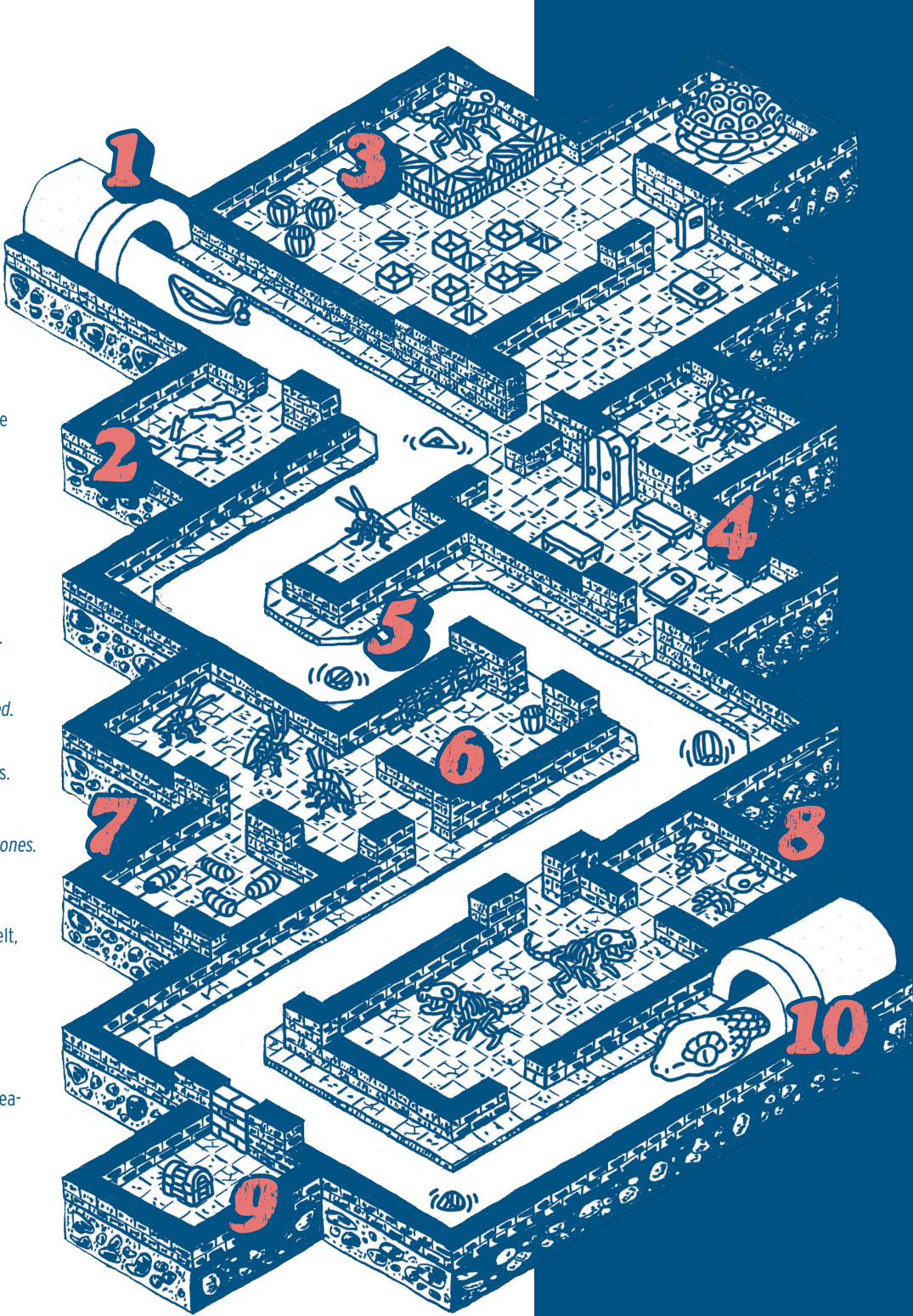
Loose bricks, easy to dismantle.

- Treasure chest with d6 x 100p, two valuable treasures and one unusual treasure.

10. The Snake Lair

A huge form, lurking just below the surface.

- **If eaten:** To the Jaws



11. Jaws

Lashing whip-like tongue. Fangs dripping with venom.

- DEX save to avoid the tongue and fangs, or take d8 damage (damages DEX instead of STR)
- **Dark hole:** To the Gullet

12. Gullet

Long tunnel of meat. A steady pulsing beat in the walls.

- Striking the heart instantly kills the snake, but causes an explosive shower of blood and acid causing d20 damage, STR Save for half.
- **Sphincter:** To the Stomach.

13. Stomach

Acidic stench. Rat bones. A small tent.

- Ursula is here, cooking at a low fire.
- While holding her Staff, Ursula can commune with and control warband-scale creatures.
- **At the rear:** An unpleasant exit.

