

DUNGEONS & DRAGONS®

Rats

Written by Emanuele Betti



Giant rats are spreading around Selenica. Somehow, they grow in the north sector of the sewers. Is somebody breeding them? The mayor is looking for someone to investigate.



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The rules in this handbook are based on D&D rules as described in the original handbooks in Basic, Expert, Companion, Master and Immortal sets, in the official Gazetteer expansions, in some non-official books published in Italy by Master : fantasy publishing company and on the work of Marco Dalmonte, with a special mention on his *Code Immortalis*.

To play with this handbook you must have the original Basic, Expert, Companion and Master set rules for Dungeons & Dragons.

INDICE

INTRODUCTION.....	2
What's wrong with all those rats?.....	2
Maps.....	2
Random encounters.....	2
INTO THE SEWERS.....	4
Prologue.....	4
The sewers.....	5
The drained canals.....	9
END OF THE ADVENTURE.....	11
Expanding the adventure.....	11
NEW MONSTERS.....	12
Mudball.....	12
Striped bluebell.....	13
MAPS.....	14
The sewers - Level 1.....	14
The sewers - Level 2.....	15
PRE-ROLLED CHARACTERS.....	16

INTRODUCTION

This is an introductory adventure for 4 to 7 1st level characters in the world of Mystara. The adventure is set in Selenica, a wealthy city in the republic of Darokin. Characters meet at the local adventurers' guild, where famous adventurers take all of the good missions and the better paid ones. The only thing left for them is a disgusting exploration of the city sewers. Forced by need, they will have to join forces and get underground, to find out why the northern sector of the sewers is so crammed up with rats.

The adventure is designed to give the characters some fights, but mainly to make them think and organize themselves in a group. If they are smart enough, they can get a nice treasure.

The adventure begins in the adventurers' guild, where the characters will meet for the first time, during a short played prologue.

WHAT'S WRONG WITH ALL THOSE RATS?

A wererat named Serbion the White has come to Selenica to spread his disease. He decided to ask the local rats for all the help they can give, but Selenica was quite poor of giant rats. To overcome this problem, he is just feeding them a magically infused grain that's mutating the rats into giant rats. Serbion is biting many of them to pass his disease through and his plan was going well, until someone noticed the invasion of giant rats.

The mayor had the north sector of the sewers shut closed, so that only normal rats can now get in and out, and even Serbion is trapped in. He expects someone to come and try to kill all of his rats, so he's ready to fight. At the same time, he would be ready to run if he was given a chance to.

Serbion is hiding in the northern control room, where is quite hard to get in for humans, and is sending his rats to fight.

THE MAPS

The sewers map shows water, walls and passages. Some stairs go into the water, but characters may want to avoid bathing in sewers water, especially because it's been stagnating for days, since when the sewers have been closed. Another map is showing the empty water canals, and it shows the connections among the water passages. If the characters find the secret mechanism that drains all the water from the sewers, they can just walk into these passages and reach the central drainage, which is otherwise impossible to reach.

RANDOM ENCOUNTERS

There is always a chance that characters may have some random encounters: every two full turns in the sewers, the Dungeon Master will have to check it with 1d6: on a roll of 1 or 2, there is one.

As the characters will find out soon, rats are not the only dwellers of the sewers. The following table can be used to determine random encounters in the sewers by rolling 1d8.

Here is a description of all of the random encounters.

ROBBER FLIES

Robber flies are predators that hide in shadows waiting for preys to come close enough to attack. When they do so, they can attack the enemy gaining the surprise on a roll of 1-4 on 1d6. Robber flies usually eat small rats, insects and disgusting things carried along by the water, in here.

RANDOM ENCOUNTERS TABLE	
1D8	ENCOUNTER
1	1d3 robber flies (AC 6, HD 2, Mov 27 / 9, Flying: 54 / 18, Att 1 bite, D 1d8, ST F1, ML 8, AL N, XP 20 each)
2	1 tiger beetle (AC 3, HD 3+1, Mov 45 / 15, Att 1 bite, D 1d6, ST F2, ML 9, AL N, XP 50)
3	1d4 giant centipedes (AC 9, HD 1/2, Mov 18 / 6, Att 1 bite, D poison, ST NM, ML 7, AL N, XP 6 each)
4	1d6+1 giant rats (AC 7, HD 1/2, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each)
5	1d3 oil beetles (AC 4, HD 2*, Mov 36 / 12, Att 1 bite + special, D 1d6 + special, ST F1, ML 8, AL N, XP 25)
6	1 giant racer snake (AC 5, HD 2, Mov 36 / 12, Att 1 bite, D 1d6, ST F1, ML 7, AL N, XP 20)
7-8	3d10 rats (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each)

If the party is already in distress, robber flies can be flying around, so that the characters can actually try to avoid them or get ready for the fight.

TIGER BEETLE

Tiger beetles eat robber flies. Some of them just sneaked in the sewers to hunt for flies. They are usually quiet and don't attack humans, if they don't feel they are in danger. Better to walk away from these, because they are quite strong.

GIANT CENTIPEDES

Giant centipedes can be quite dangerous for low level characters, for their poison. They are stupid enough to attack even big things like humans, but they only do so if the characters get to less than 6m from their position. They often move on the walls.

INTRODUCTION

GIANT RATS

Giant rats are everywhere in the sewers. Some of them are lesser wererats and can spread lycanthropy. Every time the group meets wererats, there is a chance of 1 on 1d10 that one is actually affected with lycanthropy and can therefore infect the characters. Giant rats are patrolling the sewers for Serbion, so they will attack any intruder.

OIL BEETLES

Oil beetles are not very common in the sewers, but there are some. They are dark and not easy to spot and, if the characters don't get too close (6 m or less), they are not going to fight. If attacked, they react spraying the attacker with a thick oily substance that covers the attacker in painful blisters, giving him a -2 to hit until he gets some kind of healing.

GIANT RACER SNAKE

Some of these snakes sneaked into the sewers where they eat normal rats. They are quite useful, especially for clerics who are able to charm them. Most of the times, characters will only see these snakes swimming in the water and hunting for rats. They will attack the characters only if they are closed in a corner or they are attacked first, and they will run as soon as they can.

RATS

Rat swarms are very common in the sewers. There is 1 chance on 1d6 that a rat swarm will attack the characters for one round, when found. Otherwise, they will just be passing by.

INTO THE SEWERS

PROLOGUE

The adventurers' guild in Selenica is full of people. Someone in a corner is arguing with the guild leaders about how the guild is organized, somebody else just sits on a side alone, some more just look completely out of place, here.

The guild Master, a tall, slender,, blond man with rich clothes and a wonderful sword at his side, walks in with a pile of parchments, and the silence falls. It's the time everyone was waiting for: time to give every group a suitable mission.

Usually, the expert adventurers of the guild achieve a higher rank in it, and have the chance to be the first ones to chose. Today it's not different.

"Guard for a diplomat visiting from Ylaruam" The guild Master calls. Many volunteer for that. A group lead by an armored knight takes it.

"Escort a young lady to Corunglain". Still lots of volunteers. It goes to a group of female adventurers.

"Search the Canolbarth forest for a rare plant with Nisha the Druid." Many volunteers again, goes to a group led by a charming elf woman.

The parting of the missions goes on and on, and all of the nice ones are quickly gone. Then, the very dangerous ones are taken by characters who really want to show up... In the end, you are the ones left in the guild hall with nothing. The guild Master still has some parchments.

"Excuse me, Sir..." One of you asks. "Do you have anything for inexperienced guys?"

The man rolls his eyes and looks at the parchments.

"I have one. But it's for a group. If you don't mind working together, I have this one from the Selenica City Hall..."

"I guess we have no choice." One of you states.

"Don't worry, kids. It's going to be an easy one. If you don't mind getting a little dirty... The mayor requires a group of adventurers to inspection the north sector of Selenica sewers. An unusual growth of giant rats population is threatening the health of the people. That sector of the sewers has been sealed as a precaution. Adventurers will have to enter the sewers, find the reason of the rats' growth and eliminate it. The pay is 300 gp per each adventurer, which, taken out taxes and a 10% commission for the guild, will be 240 gp per head. Please, sign here."

After you finish with the bureaucracy, the guild Master gives one of you the confirmation letter for your task.

"Bring this to the sewers control house, it's just a couple of blocks ahead on this street. Mister Corallon will let you in from there."

The adventure begins.

Players may want to buy some more equipment, if they have any spare gps. Let the characters make their acquaintance on their way to the sewers control house. Whe they finished, read the next part of the prologue.

The sewers control house is a white building with a roughly circular shape. It looks abandoned, but when you knock at the door a tall man, with white hair, a huge nose and small glasses comes to open. He looks at you and asks: "How may I help you?"

It's time for a little role game with the man. He is Mister Corallon. He is a mid-aged employee, and has the responsibility for this office. Unfortunately, due to cuts from the City Hall, he is the last one here, and he struggles to manage everything

properly. Nevertheless, the problem with the rats was big enough for the Mayor to get involved and ask the Adventurers' guild to take care of it. After the characters explain why they are there, the man will be happy to show them around shortly while taking them to the sewers.

"You may want to follow me, please." Mister Corallon says.

"These sewers are quite old. They have been built by a team of dwarf engineers and human architects together and are position under the oldest part of the centre of the town. The water comes from a creek that is forced into pipes and usually runs all around the town and down through the drainage control rooms. There are nine sectors of the sewers: north, north-east, north-west, east, west, south, south-east, south-west and central. Each of them is divided by the others by barriers that can be shut in an emergency, like now. Drainage and barriers are controlled by mechanic means."

The man takes a lantern and guides you to a big gate in the back of the house. Stairs go down just behind, and a terrible smell comes on. He opens it with no effort and guides you down, to a big 8-sided room. All around the room runs a walkway, connected to the center, wher you are, by four small bridges. All around the central part runs a stream of dirty water. Eight arches open on the walls around, one per wall. The only one shut closed with a heavy metal panel is the one heading north. A number of levers can be found in the centre of the room, on a stone console.

"I will open the passage for the north sector." Mister Corallon says. "But I will have to shut it closed immediately after you are in. When you want to come out, use this."

INTO THE SEWERS

The man gives you a small bell with nohammer inside.

"This is a magic bell that will ring in my office when shaken. And you may need these as well..."

And he handles you a small casket containing five glass flasks.

"Some emergency potions, in case you find yourselves in trouble. There's a little of everything. One antidote for poisons, one bug repellent potion (sewers are full of insects, you know...), one potion of levitation and two potions of healing. Of course, I will have to ask you to give me back the unused potions and the bell when you come out."

So said, the man goes to the console, pulls one of the levers and the metal panel in the north arch starts moving with a shrieking noise.

THE SEWERS

In the sewers the characters risk to be stained with sewers' water. If that happens, that character will suffer a -2 malus on Charisma and a -2 malus to all reaction rolls until he gets a chance to wash himself and his clothes properly.

1 - ENTRANCE

The arch leads to a pavement running on one side of the sewers canal. The smell here is disgusting and you can hear noises of rats running around. On the other side of the canal another pavement runs as well. The ceiling is arch-shaped and probably not much taller than 3 meters at its top. The canal itself is about 6 m wide.

When the arch behind you slams closed, the noise echoes far and wide. These tunnels must be very long.

This description fits to most of the corridors in the sewers. This area is empty.

2 - INTERSECTION

This area looks like the previous one. Nothing interesting.

3 - INTERSECTION

This area looks like the previous one. Nothing interesting.

4 - THE DOORS

Two doors, at the ends of this wall, go north. At the centre of this area, a wooden gangway heads south, to the central area.

On the gangway, a group of normal rats is eating a dead animal. There are 27 rats in total (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each). If someone gets closer than 3 m, or attacks them, the rats will swarm away, but doing so they will pass on the characters, attacking them once (a total of 3 attacks).

5 - OLD BARRELS

This area is set with old barrels and broken crates. Four gangways connect it with the aisles and a water canal runs all around.

There is a total of 6 barrels. Two of them are empty and broken. One contains metal scraps the characters cannot identify. They are probably pieces of some mechanism. One contains work tools, like pliers, small hammers, and so. One contains 30 torches, and the last one contains some very old rugs. Among the rugs, if the characters move them, there are 2 oil beetles hiding (AC 4, HD 2*, HP 11, 12 Mov 36 / 12, Att 1 bite + special, D 1d6 + special, ST F1, ML 8, AL N, XP 25). They will attack to protect their lair. If attacked, they react spraying the attacker with a thick oily substance that covers the attacker in painful blisters, giving him a -2 to hit until he gets some kind of healing.

6 - WATER LEVEL MONITORING AREA

Stuck to the north aisle, but coming out of the water, there is a pole painted in black with white numbers and lines on it.

The pole is used to monitor the level of the water in the sewers. It's measuring the water in meters. If the characters check on it, they can understand the water level is around 3,2 meters.

7 - FIRST LEVER

Across a small gangway, in a hidden cavity, there is a lever protruding from the wall. It is in the upper position and can be moved down. On a side of the lever there are three green crystals stuck in the wall.

The lever is one of the three needed to empty the canals from the water. If pulled down, one of the crystals on the side will light up. For every other lever pulled down (see later), one of the crystals will already be lit up. If a lever is put back up, one of the crystals switches off. The crystals are just quartz and their value is about 20 gp each, if taken and sold.

When all the three crystals are lit, and all the levers down, the water in the sewers drains out with a sucking noise, leaving the canals empty and giving the characters the opportunity to explore them.

8 - PASSAGE

A gangway crosses the canal. On the north-east side, a corridor goes on in the dark.

Nothing here.

INTO THE SEWERS

9 - DEAD END

The passage comes to an end in a corner. On the other side, the water opens in a bigger pool, and further on there is another area, like a room, barely visible.

At the very end of the corridor there are two giant centipedes moving on the wall. If the characters move close, check if they see them. If they don't, the centipedes attack by surprise (AC 9, HD 1/2, HP 2, 3, Mov 18 / 6, Att 1 bite, D poison, ST NM, ML 7, AL N, XP 6 each).

10 - FUNGUS

This square room is covered in mould and on a side there is a group of big mushrooms growing. When you get a little closer, the mushrooms start shrieking loud.

This is a pack of shriekers: there is a total of 4 (AC 7, HD 3, HP 8, 11, 15, 16, Mov 3 / 1, Att special, D none, ST F2, ML 12, AL N, XP 35). They will keep on shrieking for 3 rounds, or until the characters don't kill them, or until they don't get away, out of this room. The shriek of the shriekers attracts wondering monsters. Check at every round.

11 - WOODEN PLATFORM

A big wooden platform occupies most of this room. Only some portions are left without, and the water under that can be seen.

This room is empty.

12 - CARRION CRAWLER

On this platform, there is a big worm, about 1,2 m long, with loads of tentacles around its mouth. It looks like your torches disturbed it, and it's coming closer.

The worm is a carrion crawler (AC 7, HD 3+1*, HP 14, Mov 36 / 12, Att 8 tentacles / 1 bite, D paralysis / 1 point, ST F2, ML 9, AL N, XP 75). It just wants characters to leave. If they don't leave, it will attack. If they run, it won't chase them. If killed, it will be possible to find in its stomach a ring with a ruby that it thought was a scarab. The ring is worth 1.500 gp, but to find it the characters must open the crawler's body and search it. This operation takes 1 turn.

13 - THE LAST LEVER

At the end of the north side of this corridor, there is a lever protruding from the wall. It is in the upper position and can be moved down. On a side of the lever there is a pink crystal stuck in the wall.

This lever can only be pulled down when the crystal on its side is lit. It will light up only when the water is drained from the sewers. When pulled down, the gates that isolate the canals under water are lifted.

This lever works with a wood counterweight, so when the water comes back in the sewers, it floats on the water and springs back to its former position, closing the gates again. That's why it's not possible to pull it down when there is still water.

14 - CANAL

This area is empty

15 - DEAD END

This area is empty

16 - WATER LEVEL MONITORING AREA

Stuck to the north aisle, but coming out of the water, there is a pole painted in black with white numbers and lines on it.

The pole is used to monitor the level of the water in the sewers. It's measuring the water in meters. If the characters check on it, they can understand the water level is around 3,2 meters.

17 - CLEANING BASIN

Here there is a pond approx. 9 m wide on top of which some weird objects are floating. A net with a long handle is hooked on the wall.

The net is used to clean the water in the pond. Here the water flows slower, and many floating objects gather here. If the characters spend some time here, they can fish out objects from the mass. In the trash, they can find:

- 1 - One leather boot
- 2 - A half-used torch
- 3 - A sling
- 4 - A broken hat
- 5 - An old parchment with the spell *cure light wounds* and the spell *cure disease*.
- 6 - A ball of hair
- 7 - A dead giant rat
- 8 - A leather ball

To take one object, they need to spend 1d6+1 rounds fishing and use the *fishing* general skill, or half of their dexterity score. If they spend more than 20 rounds fishing out things, they disturb a giant racer snake (AC 5, HD 2, HP 9, Mov 36 / 12, Att 1 bite, D 1d6, ST F1, ML 7, AL N, XP 20) that's hidden in the trash and it slithers out of the water to attack them. Characters may be surprised by the snake with a roll of 1 or 2 on 1d6.

18 - PASSAGE

This area is empty

INTO THE SEWERS

19 - MORE BARRELS

In this area there are some wooden barrels and, around them, three giant rats. One is licking some black and thick liquid that's spilling out of one of the barrels.

The giant rats (AC 7, HD 1/2, HP 1, 4, 4, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each) are aggressive: if the characters get close, they will attack. If the characters attack them with fire, though, they just run.

In the barrels there are some pieces of wood that can be used as clubs, some strips of cloth and a dark oily liquid: pitch. These things can be used to produce torches. There is enough objects to produce 20 of them.

20 - FEEDING AREA 1

In this area there is a lot of rats and giant rats coming and swarming. Probably there is something to eat for them.

If the character spend at least one minute observing the rats, they will notice that the small rats (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each) come here, eat and become giant rats (AC 7, HD 1/2, HP 1, 2, 2, 3, 4, 4, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each) in a few rounds. This is because in the centre of the mass of rats there is a wooden box full of grains which have been enchanted with a permanent animal growth spell. The grains will shine red if examined with *detect magic*. In the area there is a total of 48 normal rats and 6 giant rats. If the characters attack them, the rats swarm on them, make an attack and run, while the giant rats keep on attacking until 2 of them are killed. Then, they run. One

of the giant rats can spread lycanthropy to the ones he bites.

21 - PASSAGE

This area is empty.

22 - PLATFORM

This area's floor is a big wooden platform. There is a lever protruding from the wall. It is in the upper position and can be moved down. On a side of the lever there are three green crystals stuck in the wall.

This is the second lever that controls the water level. See zone 7 for details.

23 - PASSAGE

This area is empty.

24 - ROBBER FLIES

This area is an open platform with 4 possible passages to get out.

At the top of the ceiling there are 2 robber flies hidden (AC 6, HD 2, HP 7, 10 Mov 27 / 9, Flying: 54 / 18, Att 1 bite, D 1d8, ST F1, ML 8, AL N, XP 20 each). They are waiting for some prey and, if the characters don't notice them, they will attack by surprise. Characters must roll a 1 (demi-humans 1 or 2) to detect them on the ceiling, if they don't declare they look up. If they look up, they spot them immediately.

If characters fight here, Serbion the were-rat is alerted and he will wait hidden behind a wall to attack the characters with the surprise on a 1-4 out of 1d6. See zone 30 for details.

25 - DEAD END

This area is empty.

26 - FEEDING AREA 2

In this area there is a lot of rats and giant rats coming and swarming. Probably there is something to eat for them.

If the character spend at least one minute observing the rats, they will notice that the small rats (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each) come here, eat and become giant rats (AC 7, HD 1/2, HP 1, 1, 2, 3, 4, 4, 4, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each) in a few rounds. This is because in the centre of the mass of rats there is a wooden box full of grains which have been enchanted with a permanent animal growth spell. The grains will shine red if examined with *detect magic*. In the area there is a total of 36 normal rats and 7 giant rats. If the characters attack them, the rats swarm on them, make an attack and run, while the giant rats keep on attacking until 4 of them are killed. Then, they run. One of the giant rats can spread lycanthropy to the ones he bites.

27 - EMPTY PIPES

On a wall of this area, two big glass pipes run through the stone. The pipes are mouldy and dirty, but they are empty.

The pipes are the ones used to bring fresh water in the sewers. They are empty, now, because the supply of water has been cut off for the emergency.

28 - PASSAGE

This area is empty.

29 - PASSAGE

This area is empty.

30 - PASSAGE

This area is empty.

INTO THE SEWERS

31 - SERBION'S HIDEOUT

If the characters alerted Serbion the wererat (AC 7, HD 3, HP 17, Mov 36 / 12, Att 1 bite / 1 magic dagger +1, D 1d4 / 1d4+1, ST F3, ML 8, AL C, XP 50) fighting in zone 24, he will be hiding behind a wall to attack them. See area 24 for details. If they didn't make noise, read the following text.

This is a big room swarmed by rats, both big and small. At the north side of the room there is a straw mat among a bunch of rubbish. A full bag is hanging on the wall. A weird creature, human-shaped, but looking like a white man-sized rat, is among the rats. He seems surprised to see you here.

Serbion lives here with his fellow rats. In the room there are 4 giant rats (AC 7, HD 1/2, HP 2, 3, 4, 4, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each) and 26 rats (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each). They will fight until Serbion is dead, if attacked. Serbion wants the intruders to be killed but, if he is severely hurt (namely, if he has less than 5 HP left), he will turn into a giant rat and will try to run, leaving half of his small rats to fight and the other half bringing with him to cover his run. If chased, he is quite easy to spot, because he is the only one white rat around. If he manages to escape, Serbion is going to swim away and hide in area 41, just under the wooden platform. To find him, the pcs must empty the canals and search there. Serbion is a 4th level were-rat. He has a magic dagger +1, but he prefers to bite the enemies. He is very smart and will try to keep the other characters busy with other rats while he will be focusing on one character at a time, usually starting from the weakest.



In his bag on the wall, Serbion has a lot of the magic grain used to feed his rats, 2 potions of healing and a potion of Defense +2. If he is waiting for the characters, he will drink the potion of Defense and get ready for the fight.

In the bag there is even a small treasure, made of 200 gp, 120 sp, a silver bracelet worth 180 gp and 2 golden cufflinks worth 250 gp.

32 - THIRD LEVER

This passage comes to a dead end. There is a lever protruding from the wall. It is in the upper position and can be moved down. On a side of the lever there are three green crystals stuck in the wall.

This is the third lever that controls the water level. See zone 7 for details.

33 - CLOSED ROOM

The door for this room is closed and it's stuck due to moisture. It can only be forced open with strength or magic. If the door is opened, read the following text.

This room has a small canal running around and a stone platform in the middle. There was probably some kind of rugs on the floor, in a crate, but they are now mouldy and dirty.

If the character mess around with the rugs, they wake up a small swarm of wasps hidden in the box (AC 7, HD 2* hp, Mov (flying) 18 / 6, Att 1 per target, D special, ST NM, ML 11, AL N, XP 25). If attacked with fire, the swarm takes 1 damage per round. If hit by a *sleep* spell, the swarm is put back to sleep in its crate.

INTO THE SEWERS

THE DRAINED CANALS

34 - STAIRS

From this area it's possible to descend into the now drained canals. The floor is sticky and muddy, but the water flowing away has cleaned the worst out of them.

This area is empty.

When the characters walk around in the canals, there is a big chance that they may find some small objects in the mud. For every area they visit, the master must roll 1d6: on a 1-3 roll, there is something. If the roll was 1, the mud was washed away by the water and the characters see the objects while walking. If the result was 2-3, the characters will only notice the objects if they declare they are looking around to search hidden objects.

The things that can be found on the floor are mainly coins. Roll 1d6 and check the following table.

OBJECTS ON THE FLOOR	
1	Coins: 1d4 each of copper, silver and electrum
2	Coins: 1d4 each of platinum, silver and copper
3	Coins: 1d6 each of platinum, gold and silver
4	Coins: 1d6 each of copper, silver and gold
5	Coins: 1d6 each of gold and silver and 1 small gem worth 1d6x100 gp
6	Coins: 1d8 each of gold, silver and copper and 1 jewel worth 3d6x100 gp

35 - PASSAGE

This area is empty.

36 - BARRIERS

This passage has two deroutes going south that are blocked by heavy metal bulkheads.

The bulkheads block the water that is flowing in the sewers south of here. They cannot be moved and are controlled by the central control room.

37 - PASSAGE

This area is empty.

38 - GATES

The gates heading north must be opened using the lever in zone 13. If the lever has not been activated, the gates are down and block the passage. To hold the gates open for a character to pass, two or more other characters must sum up their strength to a minimum of 30 points. This will take a whole turn to allow the party to get through. If the players find a way to block the gates open, the Dungeon Master should allow them.

39 - GATES

See zone 38.

40 - SECRET HIDEOUT

This room is filled with rats! It looks like this is some kind of lair for them.

Rats hide here when chased. They hide up to the ceiling, where they can breathe: when water fills this room, there is always a small reserve of air and with the water level floating, some air always comes in. Usually, there are even objects floating on the water that the rats use to rest. Now that the water is gone, all the rats are around the floor.

There is a total of 23 normal rats (AC 9, HD 1 hp each, Mov 18 / 6, Swimming 9 / 3, Att 1 bite per pack, D 1d6 + disease, ST NM, ML 5, AL N, XP 2 each) and 4 giant rats (AC 7, HD 1/2, HP 2, 2, 3, Mov 36 / 12, Swimming 18 / 3, Att 1 bite, D 1d3 + disease, ST NM, ML 8, AL N, XP 5 each), here. They will attack the pcs for one round, and then they will try to run away.

41 - SERBION'S NEW HIDEOUT

If the characters failed to chase Serbion and he ran from the fight, he will be hidden here (see area n.30 for details). He will be hiding and trying to

listen for any noise around, gathering rats. He will be aware of the PCs getting closer if they don't try to walk silently, and if it happens, he will again have the surprise attack on a 1-4 roll on 1d6.

Serbion is here with the rats who followed him running away from the fight, plus 3 giant rats (HP 2, 3, 4).

If Serbion was killed or caught, the area is empty.

42 - THE DAGGER

This area is a little wider. On the floor, from the mud protrudes a silvery object.

The object on the floor is a silver dagger. Pcs may take it and use it against Serbion, if they need.

43 - GATES

See zone 38.

44 - THE MUD POOL

The room at the centre of this area looks full of muddy shit. Its floor is apparently half a meter lower than the passages around.

The floor is actually much lower: if a character walks on the mud, he will be stuck in it up to the waist. In these conditions, a character will suffer a -3 to all ability and skill checks, saving throws, to hit throws and AC.

If the pcs did not defeat the snake in area 17, it will now be here, and it will attack as soon as a character gets stuck in the mud. Check area 17 for details on the snake.

To help one character out of the mud takes 2 persons to help and at least 1 full turn.

INTO THE SEWERS

45 - MAP

On a wall of this room there is an incision that looks like a map.

The dwarves made a map of the canals here. The characters may copy it to orientate here, if they want.

46 - GATES

See zone 38.

47 - PASSAGE

This area is empty.

48 - PASSAGE

This area is empty.

49 - PASSAGE

This area is empty.

50 - CENTRAL DRAINAGE AREA

This room's floor is about 1 m below the rest of the canals. It has a grating on the floor, in the middle, where the water probably was drained to. On the grating, there is a corpse, now not much more than a skeleton, and all around it there is some rubbish. Something yellowish and jelly-like is covering most of the things and half of the corpse.

The jelly like thing is a *yellow mudball* (AC 3, HD 4***, HP 21, Mov 18 / 6, Swimming 9 / 3, Att special, D see table, ST MU8, ML 12, AL N, XP 225). Mudballs are magic creatures who are born by mixing magic potions, dirt and other disgusting things. This one was born in the sewers and is living here in the central drainage room. The mudball takes half damage from skewer and edged weapons and takes no damage from impact weapons. Earth elemental attacks cure it, while air elemental attacks damage it normally. All other elemental damages are halved. Some mudballs can use magic, but this particular one can not.

If the characters get closer than 3 m to the mudball, it attacks by transforming in some monster and using its peculiar attack. See the new monsters section for details.

If the characters defeat the mudball, they can take the treasure hidden among the rubbish and on the corpse.

The corpse has a leather bag containing 1 necklace worth 1.800 gp, four diamonds worth 1.000 gp each and 300 gp. On his belt, there is a sword which is actually a magic sword +1 +2 against werebeasts. He was carrying other things in a backpack, but many are broken or ruined. Some things the characters may save are a parchment of protection from elementals, a mirror and a potion (which is an antidote for poisons), sealed with wax and still whole.

END OF THE ADVENTURE

If the character manage to stop Serbion the wererat, the adventure's goal is achieved. When escaping the sewers, they will get the reward through the guild, as promised, the next day. But if they broke some of the mechanisms in the sewers controls, they will have to pay to refund them, so their reward may be cut of several tens of gps each.

If they kill the wererat, they don't get any extras, but if they manage to catch it and take it to the guards, they will get an extra reward of 100 gp each (already including the taxes and guild's commission).

Give the characters a bonus of 200 XP each for each potion Mister Corallion gave them and they returned unused and another bonus of 200 xp each if they drained the water canals, discovering the hidden level.

At the guild, the guild Master will be pleased for their job and will allow the characters to sleep there for the night and have a bath (they will need it!).

EXPANDING THE ADVENTURE

This adventure is open for continuations, if characters and DM want to expand the events in it. Here are some ideas.

EXPLORE THE SEWERS

Some secrets have been hidden in the sewers by the dwarves who built them. The characters and Mister Corallion will work together to explore the remaining canals of the sewers and discover the secrets.

THE TIP OF THE ICEBERG

So the characters defeated Serbion. But Serbion was not working alone. More wererats, possibly followers of Mrikitat, are upset for his defeat. If Serbion was caught alive, they may want to get rid of him before he gives out a confession to save from a death sentence. Or they may want to make some reprisal against the characters, if the wererat was killed.

DISEASE

Characters may have contracted lycanthropy in the sewers. To cure the diseased ones, they need a lot of money to pay for a high level Cleric, but they don't have. The cleric may ask them to take care of some of his problems for him in exchange for the healing.

THE GUILD

Characters may want to stay in the adventurers' guild for a while and try to get some more adventures sorted out. Their rank in the guild may quickly raise, bringing them to higher level adventures. But fame brings enemies: some of their rivals in the guild may not be happy to have the characters taking good jobs and may plan some revenge.

NEW MONSTERS

MUDBALL

Mudballs are magic jelly-like monsters that resemble a coloured goo. They are often found in closed small places, where they like to hide (chests, drawers, cabinets and cupboards...), but they can be found almost everywhere in dungeons. They are born from rotten potions, merging with corpses, staining water and other disgusting things. Their nature is highly magical and they have a very particular way to attack enemies.

When in combat, mudballs can *shapechange* very fast, from their usual jelly-blob form to a more defined monster-like form (always made of jelly). This transformation happens so fast that the mudball can attack in the same round, using his new form, just to revert to his blob form immediately after the attack.

The table in this page shows the possible transformations and attacks of the mudball: at every round roll 1d10 for non-spellcaster mudballs or 1d12 for spellcaster ones and find the appropriate result. Note that mudballs may mimic the special abilities of other creatures with their attacks.

More or less, 50% of the mudballs are spellcasters, and may use arcane magic or clerical one. The mudball's spellcasting ability and level is as a magic-user or a cleric level 4+1d8. Spells are chosen by the DM or rolled random, but usually mudballs with a particular elemental resistance have spells related to that elemental.

There are many different types of mudballs, that can be recognized for their different colour, with different elemental resistances.

WHITE MUDBALL

It's immune to all clerical magic. The white mudball has a regeneration ability that makes it recover 1 HP per round. White mudballs can only be hit by magic weapons and spells.

BLACK MUDBALL

The black mudball is immune to every arcane magic and, every time it's hit by a magic, its armor class increases of -1 point for the rest of the fight. Black mudballs can only be hit by magic weapons and spells.

RED MUDBALL

Red mudballs are immune to fire and get double damage from attacks based on water and ice.

GREEN MUDBALL

Green mudballs can be initially confused for green slime. It's immune to water and ice magic and gets double damage from fire and lightning magic.

BLUE MUDBALL

This monster is immune to air and lightning magic and gets double damage from earth magic.

YELLOW MUDBALL

It's immune to earth magic and gets double damage from air magic.

GOLDEN MUDBALL

This shiny creature has a metallic colour and reflects on the caster every spell cast on it. Golden mudballs can only be hit by magic weapons and spells (not cast directly onto them).

1d10 1d12	MUDBALL'S SHAPE AND ATTACK
1	Centipede: the mudball shapechanges into a giant centipede and attacks with its poisonous bite.
2	Bluebell: the mudball shapechanges into a <i>striped bluebell</i> and attacks with the choking pollen.
3	Rust monster: the mudball shapechanges into a rust monster and attacks with the rusting antlers.
4	Goblin: the mudball shapechanges into a goblin and attacks with a random melee weapon.
5	Thoul: the mudball shapechanges into a thoul and attacks with the paralyzing touch.
6	Cockatrice: the mudball shapechanges into a cockatrice and attacks with the stone-turning beak.
7	Crab: the mudball shapechanges into a giant crab and attacks with its claws.
8	Elf: the mudball shapechanges into an elvish archer and shoots an arrow.
9	Snake: the mudball shapechanges into a spitting cobra and attacks with the poisonous spit.
10	Wraith: the mudball shapechanges into a jelly wraith and attacks with an energy-draining touch.
11	Magic: the mudball shapechanges into a wizard with a cone-hat and casts a spell against one enemy.
12	Magic: the mudball shapechanges into a wizard with a cone-hat and casts a spell on itself.

NEW MONSTERS

MUDBALLS STATISTICS							
	Red	Green	Blue	Yellow	Black	White	Golden
AC	3	3	3	3	3	3	3
HD	4***	4***	4***	4***	5***	5***	7***
Movement	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)	18 (6)
Attacks	Special						
Initiative	-	-	-1	-	-	+1	+1
Damage	See table						
ST	M8	M8	M8	M8	M10	M10	M14
Morale	12	12	12	12	12	12	12
AM	N	N	N	N	N	N	N
XP	225	225	225	225	550	550	1.650

STRIPED BLUEBELL

The striped bluebell is a vegetable monster which is quite common on the hills and especially around the Broken Lands. It's a plant about 1 m tall with big leaves and one lonely blossom at its top. This monster is a carnivore plant and feeds on animals who get too close, usually. It attacks anything that is getting too close to it, and when the creature dies, the bluebell just sits on

the corpse with its roots, sucking all of its blood and recovering 1d3 HP per HD of the victim, at a 1d3 per round rate.

The bluebell can use a poisonous pollen attack up to three times per day. The pollen is blown from the flower all around and makes a cloud 6 m radius that fades after one round. Whoever is caught in the cloud in that round, must save vs. poison or lose 1d6 HP per

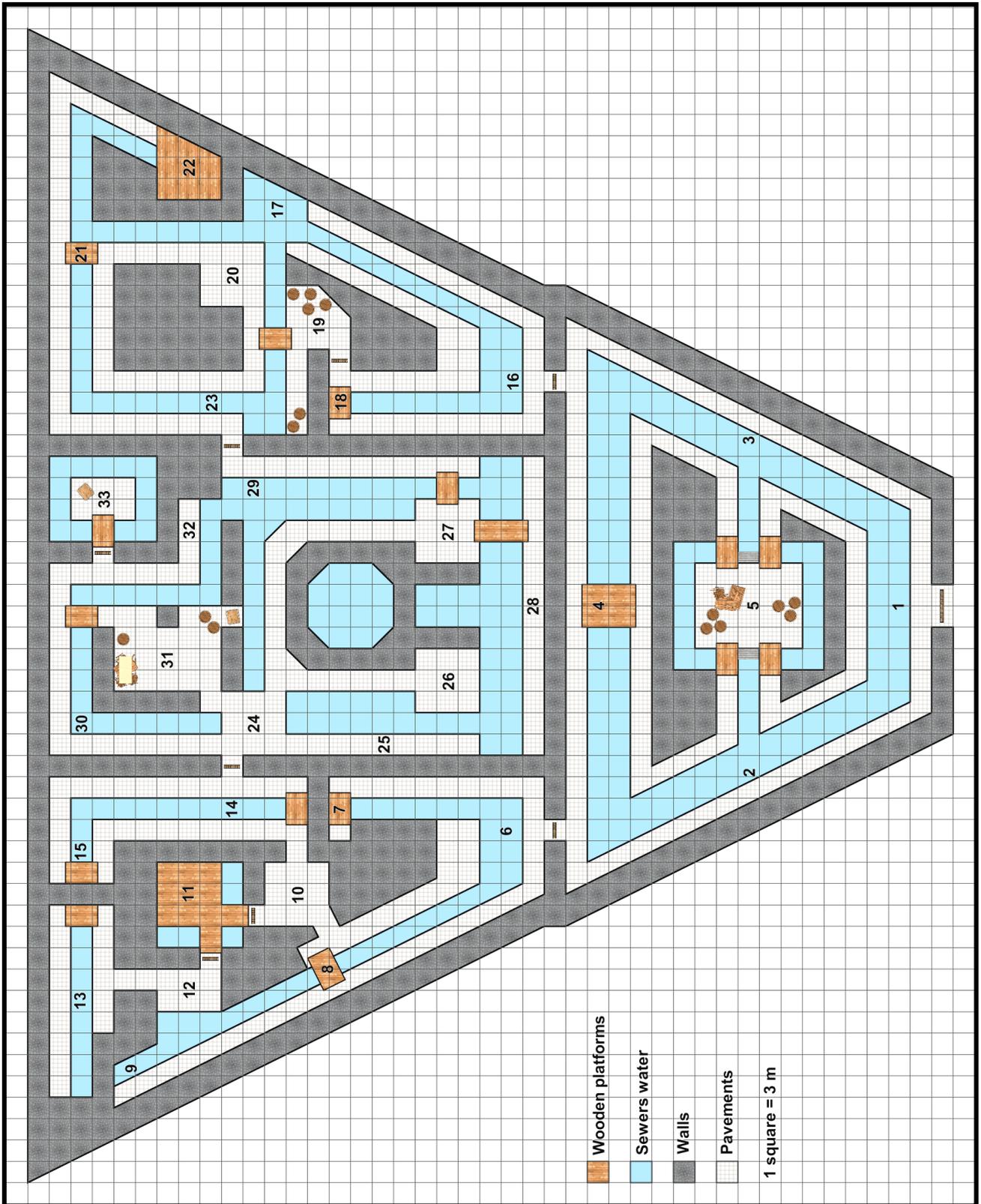
round for 1d4+4 rounds. Striped bluebells may use this attack up to 3 times per day.

The bluebell may even attack the enemies hitting them with her big blossom, using it as a mace and causing 1d6+3 damage.

STRIPED BLUEBELL STATISTICS	
AC	5
HD	4+3*
Movement	3 (1)
Attacks	1
Initiative	-1
Damage	1d6+3
ST	F4
Morale	11
AM	N
XP	200

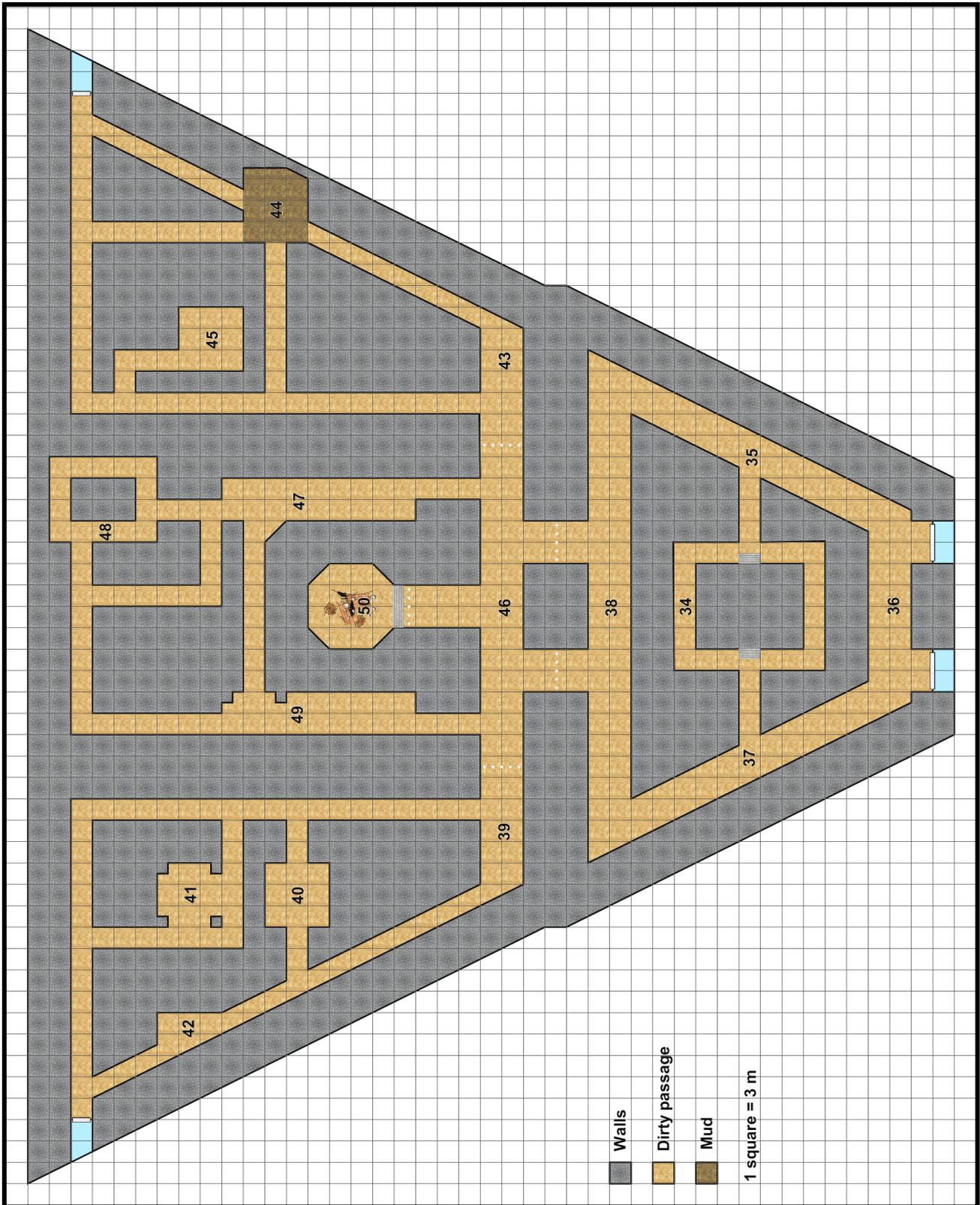
MAPS

THE SEWERS - LEVEL 1



MAPS

THE SEWERS - LEVEL 2



PRE-ROLLED CHARACTERS

If you want to start playing without rolling characters, the following 12 characters may be used in this adventure. Equipment can be picked with the money each character has. All characters are 1st level.

CHARACTER	STR	INT	WIS	DEX	CON	CHA	HP	GP
Fighter	17	13	5	9	17	14	8	80
Fighter	13	8	13	16	11	12	5	130
Magic-user	16	14	8	13	13	9	4	80
Magic-user	8	17	14	11	10	13	3	110
Thief	13	8	13	14	10	18	3	120
Thief	9	15	10	17	13	10	5	100
Cleric	11	8	18	14	11	15	5	120
Cleric	13	12	16	8	14	13	7	100
Elf	14	16	9	13	7	14	4	140
Elf	16	13	8	9	16	11	7	90
Dwarf	14	10	13	9	18	7	11	100
Halfling	14	10	9	16	13	12	6	130

Rats

Is a non-official adventure for

Dungeons & Dragons

This adventure has been developed only for private use
and is not to be commercialized.

Ended on May 5th 2018

Emanuele Betti