

A Secret In The Sewers

Map in use made by @mobralrox, found in OPDC2018, originally entitled "A Secret Beyond The Sewers".
Adventure by Brett Casto for use with Tiny Dungeons 2e [the greatest RPG system ever]

Special Notes:

Sgt Lee Lium is not present for your daily orders, and they are instead being recited to you by Cpl Shanky, the senior (read eldest) jailer. He speaks in an overly nasal voice.

Mission:

With perhaps an overly exaggerated air of authority, the old Cpl informs you, "The Lesser Gubbins portion of the sewer systems has three points where it empties into the river Aver. Its easternmost exit seems to be blocked. With all the rainfall recently, someone needs to go see what is going on. The Guild of Engineers is busy fighting similar conditions elsewhere and none other than the Magistrate has oh-so politely requested that 'Sgt Lee's sewerjacks' --- that's you lot --- be sent to spy out the issue."

Adventure:

6. *The sewers are raging.* It's been raining non stop since your last shift and all that rainfall has swollen The Stew into a tiny, raging river. The fact that it has not escaped its channel is a testament to the engineering skills of the dwarves who constructed it. This has however not assisted with the normal stench of the sewers, and has if anything, only amplified it. The normal temperature of the sewers has dropped somewhat and its dampness has increased. It's also quite loud. Various debris races by: the normal detritus of the world above, but most notably a large head of cabbage bobbing by as a rat perched on top of it like some captain of a ship.

You are currently walking the Back Street, which is an oddity of the district's sewers, as it has a much different layout once it meets the feeds coming in from beneath the merchant and craftsmen districts.

Here the single lane sewer transforms into a twin channel system with a total of 4 walkways. The center divider is only about knee height to a normal man. The room has symmetrically placed doors in the northern two corners, and four causeways that pour into the main channels.

The NW most of them is missing the metal grate that separates this system from its neighbor. A portcullis system of alternating dividers is present in an attempt to keep people out, however this was the one flaw in the dwarven design. It is of little to no hindrance of anyone taller than a dwarf.

3. Party runs into 1 a rat catcher, they let him go.

2. ***A huge pile of debris is blocking the channel.*** This does not look as if it were a random pile of rubble and debris, but more as if this lane was blocked off. Beyond it the channel is dry.

The smell death, old and new, permeates the area. Behind the blockage is a small dug out area, stacked with bodies. One body is fresh. It still has both legs. Other than bodies, bones, and clothing, there is nothing else to be found. [Sgt Lee can point out a few of the most recent ones, all mercs and other men who took pay to do “things” for other people.]

1. Here the area opens to a much wider section of the sewer, one that was designed to allow maintenance crews room to work whenever the final grates before the river become blocked, or tampered with. At the centre of the area is a pool approx 30'x40' where it divides out in three streams, the largest being the center one, with an auxiliary exit to the right and the left.

Most notable of this area is that there is a single human leg in the NE corner. Freshly severed just below the hip, still garbed, armored, with boot on. [Sgt Lee will point out that this is the leg of one of the Royal Guard, arse hats, the lot of them!]

Left: Standard sewer tunnels, as before the Back St split.

Right: SEE 2

BOSS FIGHT: A huge beast rises silently from the center of the pool. It appears at first to be a huge alligator, till you realize the it is standing on its hind legs. It stands at least 9 feet tall. It's eyes are full of hunger and malicious intent, and seem to almost glow an odd greenish color.

GIANT ALLIGATOR

(mutant, bipedal (when needed), crap covered (biohazard), Angry)

(Product of much Chaos and/or residual magic)

HP: 16

24 feet long total

Claws (close zone, short arms)

Bite (near zone)

Tail (almost far zone, knockback/topple possible)

Clamp Bite: once bitten what is in his mouth remains there until it dies, is ripped off, or something causes it to release said bite, thus inflicting 1 DP per round until released.

Fleet of Foot (Turns out he's pretty damn fast!)

Sneaky (It's mastered silent movement in and out of water, and all stages in between.)

Post fight:

Sgt Lee meets you before you leave the retaining pool area. He's rather impressed by 'today's catch' and tells one of you to lop off one of it's giant claws for 'further analysis', and for payment. Without saying much more he leads you to a familiar area, the spot beneath the herbalists basement. Here he knock on one of the walls and says, "Gerwin [Scheck]. [Vangird] Goldhammer. It's Lee, let us in."

After a few long seconds of no answer he sighs and says, "The new recruits are here with me. You're going to meet them eventually."

"If they live long enough."

"Just open the damn door. They've got a present for you!"

Finally a secret door is opened in the wall.

The figure on the other side is wearing the robes of a wizard, red is the theme, trimmed with various colors of insignias. But the most notable thing about him, is that he's a giant walking talking rat. His name is Gerwin Scheck, and he was a wizard on ACME campus, until he was accidently turned into a reverse wererat by an experiment. Now he holes up here, assisting the Watch with their Undercity enquiries. His main job is 'knowledge support', mental evaluations of Watchmen, and sometimes providing bits and pieces that give a helping hand to them. On a loan basis, as in it must be returned.

Also present is a dwarf who acts as historian and financial officer. He pays the bounties for such things as the alligator that was killed.

10 XP for each player (total reward for both sessions)

XP Usage

10 XP = 1 HP added to total allowed HP(perm)

5 XP = 1 gained weapon proficiency (WP) (specific weapon)

15 XP = 1 gained master weapon (MW) (specific weapon, must have been from WP list)

10 XP = 1 new trait (new slot AND choice, max 7 slots (might change later, I dunno))

20 XP = swap one trait (lose current trait for new trait gained)