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**There can be no  
points of light without  
Lands of Darkness.**

# **Lands of Darkness**

**Explore the  
mysteries and  
monsters within the  
dank sewers of Arnac!**

## **CESSPOOLS OF ARNAC**

**An adventure setting for  
5 players levels 3–5**

**Expeditious Retreat Press**





# LANDS OF DARKNESS



## The CESSPOOLS OF ARNAC

An adventure setting for 5 players levels 3–5

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# introduction

**Lands of Darkness #2: The Cesspools of Arnac** is designed for parties Levels 3-5. While this work details 12 encounters, this vast sewage system is quite large. GM's are encouraged to drag and drop this location in their campaign and create more encounters for party exploration or future story arcs. However, a general history and adventure hooks are provided for GM's on the go.

## How to Use Lands of Darkness

Lands of Darkness have encounters within a larger area. They are easily dropped into a pre-existing campaign with plenty of room for GMs to expand more detail specific to their world and story arcs.

Encounters are tailored for each level within range. For example, The Cesspools of Arnac is designed for parties Levels 3-5, so each encounter will have monsters, treasures, quests, and starting position map for a party level 3, party level 4, and party level 5. If a party completes each encounter, they should have acquired enough experience to gain 1 level.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. For example in area 4, the juvenile cesspool crocodile is only present for Party Level 3, while the young cesspool crocodile is only present for Party Level 4. Also note the addition of more monsters of the same type. For example in area 7, Party Level 5 encounter 6 Restless Dead denoted on the maps as R, R<sub>4</sub>, and R<sub>5</sub>.

## History

The city of Arnac is a once-thriving city that has come on hard times. The vast sewers beneath the city are a testament to grander days, when crews of civic workers kept the bad waters flowing out. Times are different now and the cesspools have become home to feral, twisted and diseased creatures that shun the upper world.

## Hooks

If the party needs some incentive to explore the Cesspools of Arnac, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Level 3-150 Experience, 75 gp; Level 4-175 Experience, 85 gp; Level 5-200 Experience, 100gp).

- A merchant's daughter went missing two weeks ago, and last she was seen heading toward the sewers. The merchant hires the party to venture into the cesspools and return his daughter or word of her fate (describing a locket she always wore).

- The local constable has caught wind of a brigand hideout located beneath the city, and has a hunch it may be in the sewers. Severely understaffed and underfunded, he can only offer a modest reward, but the party is welcome to it (and anything they find on the scoundrels) if they bring proof that they have disbanded the brigands.

- A strange old woman seeks out the party's help to acquire a rare ingredient for her unguents and brews. There are rumors of a foul beast living below the city, filthy, bloated and tentacled with a single eyestalk. Should the party retrieve the eye of the beast, the old woman will reward them handsomely.

## Features

**Disease:** Something foul resides in the cesspool besides the excrement: Arnac's Revenge! Said to originate and take refuge in the sewers after the last rightful ruler of Arnac was usurped and his body beheaded, drawn, quartered, and tossed into the waste water. Creatures of the cesspools are generally immune to its effects, and some are even carriers, spreading Arnac's Revenge to others.

### Arnac's Revenge

Level 5 Disease

*Found lurking in the sewer waters and bites of the creatures that make the cesspools their home, this disease attacks its victims' virility, leaving the body drained and dazed.*

**Attack:** + 7 vs. Fortitude.

**Endurance:** improve DC 22, maintain DC 17, worse DC 16 or lower

The target is cured.

◆ **Initial Effect:** Target loses 1 healing surge.

◆ The target takes a -4 penalty to AC and Fortitude defense.

**Final State:** The target takes a -4 penalty to AC and Fortitude defense. Target is dazed.

**Entrance:** At the entrance of the cesspools is a locked grate. Small creatures can squeeze through the grate with little difficulty, but Medium creatures must make a Dexterity Check DC 15 to squeeze through the bars. Alternately, a Thievery Check DC 18 will unlock the grate. No one is quite sure whether the locks are there to keep people out of the sewers or keep something inside.

**Lighting:** While much of the sewers are dark, there are occasional pockets (noted in features of the area) of Arnac's Lantern, a phosphorescent mushroom that thrives in rich organic material. When present, it provides enough light for low-light vision to see. However, those foolish enough to ingest the budding fruit in the sewers are exposed to Arnac's Revenge.

**Natural Caves:** While most of the cesspools are manmade, the engineers used a natural cave system as part of the sewer network when possible to cut costs. Some of the detailed areas in Cesspools of Arnac are natural caves, but GMs are encouraged to add more to their liking.

**Spillways:** Throughout the sewers are spillways, rooms where pipes from all over the city converge and empty the waste which eventually make its way to a main water channel. The floors have recessed areas to direct the flow, but in times of great use, the filth exceeds the channels, covering the floors and making them slippery and hard to maneuver (Acrobatics Check DC 15 to keep your balance unless noted otherwise in the area's features). Some of the detailed areas in Cesspools of Arnac are spillways, but GMs are encouraged to add more to their liking.

**Storage Rooms:** Through the cesspools are storage rooms, areas where supplies were tucked away for workers. However, these areas make ideal nesting sites, surreptitious meeting rooms, and hide outs. Some of the detailed areas in Cesspools of Arnac are storage rooms, but GMs are encouraged to add more to their liking.

**Water Channel:** The main water channels are manmade with walkways on either side of the water and occasional bridges spanning the water. The water channel is generally 10 feet deep (unless otherwise noted).

## Random Encounters

The party may encounter monsters while wandering the Cesspools of Arnac. Roll randomly on the table every 4 hours while in the cesspools.

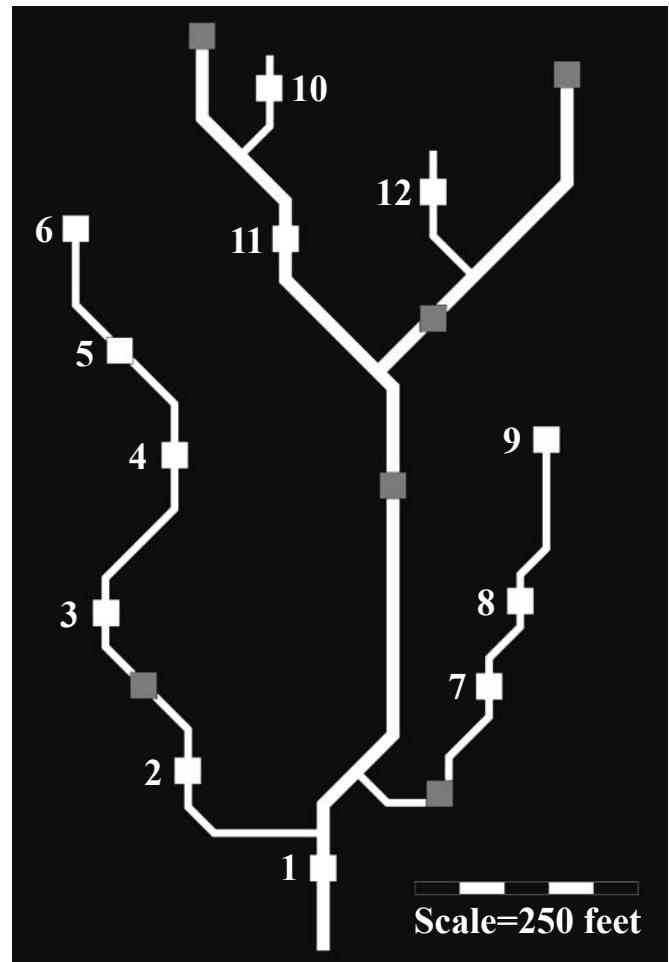
### Random Encounters (1d6)

- |   |                       |
|---|-----------------------|
| 1 | 4 Dire Cesspool Rats  |
| 2 | 2 Cesspool Crocodiles |
| 3 | 3 Restless Dead       |
| 4 | 2 Footpads            |
| 5 | No Encounters         |
| 6 | No Encounters         |

## Using This Map

The cesspools are a branching network of channels leading out to the main flow that exits to the south through a locked grate. The areas that are detailed within Cesspools of Arnac are white and labeled with numbers, while other areas are

# Overview map of the CESSPOOLS OF ARNAC



filled in gray. GM's are encouraged to adapt the map to suit their needs and create more encounters or branches of the sewer to suit their particular campaigns and story arcs.

While the work concentrates on the sewers beneath the city, there are a few detailed areas that delineate the city above.

- Above Area 6 is the butchery.
- Above Area 9 is a cemetery.
- Area 10 leads to the surface via trap door.
- Area 11 leads to the surface via trap door.

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# 1. The grand FLOW

The grand flow is the main waterway where all the smaller branches converge into a one thick slow-moving body of waste. The cesspool rats have carved out a nice home near the entrance of the sewers, having both the advantages of surface life and life underground.

## Monsters

### Party Level 3 (500 XP)

- 7 Cesspool Rats (25 XP each) (C)
- 2 Dire Cesspool Rats (100 XP) (D)
- 1 Cesspool Rat Swarms (125 XP) (S)

### Party Level 4 (625 XP)

- 7 Cesspool Rats (25 XP each) (C)
- 2 Dire Cesspool Rats (100 XP) (D)
- 2 Cesspool Rat Swarms (125 XP) (S) (S<sub>4</sub>)

### Party Level 5 (750 XP)

- 8 Cesspool Rats (25 XP each) (C) (C<sub>5</sub>)
- 3 Dire Cesspool Rats (100 XP) (D) (D<sub>5</sub>)
- 2 Cesspool Rat Swarms (125 XP) (S) (S<sub>4</sub>)

## Features

**Bridge:** The bridge arches across the water and is +5 feet at its center.

**Lighting:** Patches of Arnac's Lanterns line the edge of the waterway, giving a faint phosphorescent glow.

**Rat Nest:** A Perception Check DC 12 spots the small entrance to the rat's nest in the northeast corner. The rat's nest is where the listed treasure is located. Rifling through the rat's nest still exposes a person to Arnac's Revenge.

**Waterway:** The waterway is 10 ft. deep and filled with sludge.

## Tactics

The cesspool rats are feeding and foraging. Their nest is in the northeast corner of the map, and they are fiercely territorial, attacking when anyone other than other cesspool rats that approach.

## Treasure

### Party Level 3

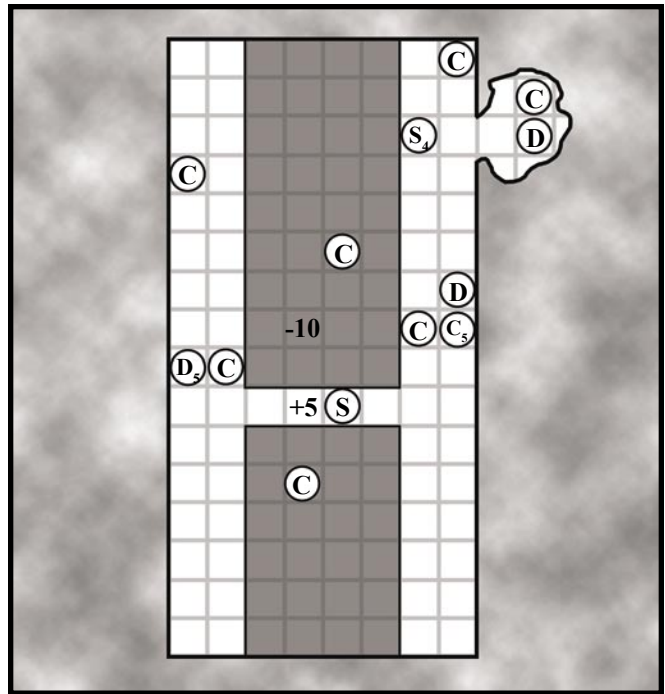
Broken earring (10gp), copper necklace (5gp), copper ring (1gp), gold bracelet (14gp), gold earring (20gp), and silver ring (10gp)

### Party Level 4

Broken earring (10gp), copper necklace (5gp), copper ring (1gp), fine silver ring (20gp), gold bracelet (14gp), and gold earring (30gp)

### Party Level 5

Broken earring (10gp), copper necklace (5gp), copper ring (1gp), flawed amethyst (20gp), fine silver ring (20gp), gold bracelet (14gp), and gold earring (30gp)



**Cesspool Rat** **Level 1 Minion**  
Small natural beast XP 25

**Initiative** +2 **Senses** Perception +4; low-light vision  
**HP** 1; a missed attack never damages a minion.

**AC** 15; **Fortitude** 13, **Reflex** 15, **Will** 12

**Immune** Arnac's Revenge

**Speed** 5, climb 2

⊕ **Bite** (standard; at-will)

+7 vs. AC; 4 damage.

**Alignment** Unaligned **Languages** –

**Skills** Swim +5

**Str** 13 (+1) **Dex** 16 (+3) **Wis** 11 (+0)

**Con** 13 (+1) **Int** 2 (-4) **Cha** 7 (-2)

**Dire Cesspool Rat** **Level 1 Brute**  
Medium natural beast XP 100

**Initiative** +1 **Senses** Perception +4; low-light vision

**HP** 38; **Bloodied** 19

**AC** 15; **Fortitude** 15, **Reflex** 13, **Will** 11

**Immune** Arnac's Revenge

**Speed** 5, climb 2

⊕ **Bite** (standard; at-will) • **Disease**

+5 vs. AC; 1d6 + 1 damage, and the target contracts Arnac's Revenge.

**Alignment** Unaligned **Languages** –

**Skills** Stealth +8, Swim +5

**Str** 15 (+2) **Dex** 14 (+2) **Wis** 11 (+0)

**Con** 19 (+4) **Int** 3 (-4) **Cha** 7 (-2)

**Cesspool Rat Swarm** **Level 2 Skirmisher**  
 Medium natural beast (swarm) XP 125

**Initiative** +5 **Senses** Perception +5; low-light vision

**HP** 36; **Bloodied** 18

**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 11

**Immune** Arnac's Revenge; **Resist** half damage from melee and ranged attacks; **Vulnerable** 4 against close and area attacks

**Speed** 5, climb 2

⊕ **Chittering Devour** (standard; at-will)  
 +7 vs. AC; 1d6 + 2 damage, and ongoing 2 damage (save ends).

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Skills</b> Stealth +8, Swim +5		
<b>Str</b> 13 (+2)	<b>Dex</b> 176(+4)	<b>Wis</b> 11 (+1)
<b>Con</b> 13 (+2)	<b>Int</b> 2 (-3)	<b>Cha</b> 8 (+0)

## 2. The grand FLOW northwest

With walkways on either side of a deep channel of waste, this main channel services the northwest side of the city.

### Monsters

**Party Level 3 (800 XP)**  
 2 Giant Constrictor Snakes (400 XP each) (G)

**Party Level 4 (800 XP)**  
 2 Giant Constrictor Snakes (400 XP each) (G)

**Party Level 5 (1,000 XP)**  
 2 Giant Constrictor Snakes (400 XP each) (G)  
 1 Young Giant Constrictor Snake (200 XP) (Y)

### Features

**Bridges:** The bridges arch across the water and are +5 feet at the center.

**Lighting:** Patches of Arnac's Lanterns dot the area, giving it a faint phosphorescent glow.

**Hole in the Wall:** A Perception Check DC 10 reveals a small hole in the wall, entrance to the giant constrictor snakes' nest. The listed treasure is found among the snake droppings in a corner of the nest.

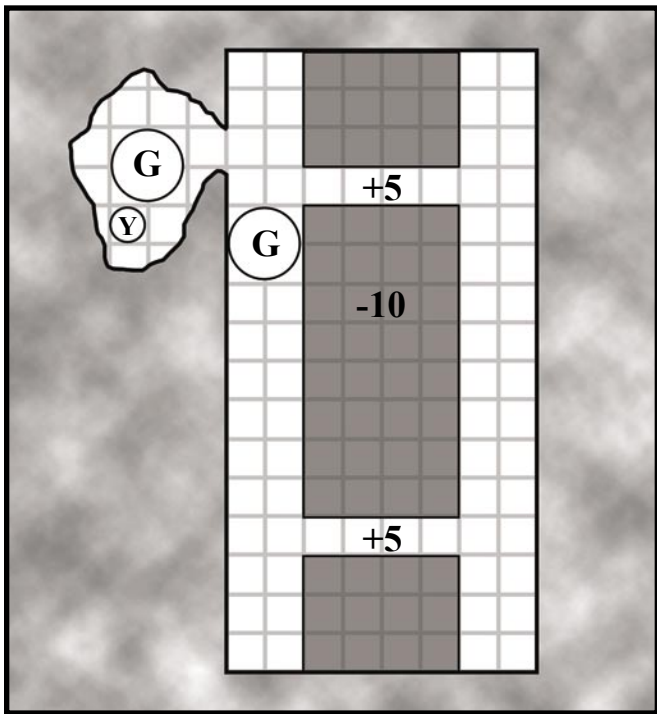
**Waterway:** The waterway is 10 ft. deep and filled with sludge.

### Tactics

The giant constrictor snakes are a mated pair and they have taken refuge in the cesspools to have their young (yet to hatch for Party Levels 3 and 4, and a youngling at Party Level 5). If the young giant constrictor snake is present, the mother will not leave it undefended the nest. Otherwise, it will leave the nest to fight alongside its mate.

### Treasure

- Party Level 3**  
Gold ring (30gp) and silver necklace (30gp)
- Party Level 4**  
Gold earring (20gp), gold ring (30gp) and silver necklace (30gp)
- Party Level 5**  
Gold earring (20gp), gold ring (30gp) and silver necklace (30gp)



**Giant Constrictor Snake** **Level 9 Soldier**  
 Large natural beast (reptile) XP 400

**Initiative** +8 **Senses** Perception +10; low-light vision  
**HP** 96; **Bloodied** 48  
**AC** 25; **Fortitude** 25, **Reflex** 22, **Will** 22  
**Speed** 7, climb 7, swim 7

⊕ **Bite** (standard; at-will)  
 +16 vs. AC; 2d6 + 6 damage, and the target is grabbed until escape.

⊕ **Constrict** (standard; at-will)  
 Affects a target the giant constrictor snake has grabbed; +14 vs. Fortitude; 2d8 + 12 damage, and the target is dazed until the end of the giant constrictor snake's next turn.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Skills</b> Stealth +14		
<b>Str</b> 23 (+13)	<b>Dex</b> 17 (+7)	<b>Wis</b> 16 (+7)
<b>Con</b> 17 (+7)	<b>Int</b> 2 (+0)	<b>Cha</b> 11 (+4)



**Young Giant Constrictor Snake** **Level 5 Soldier**  
 Medium natural beast (reptile) XP 200

**Initiative** +8 **Senses** Perception +6; low-light vision

**HP** 63; **Bloodied** 31

**AC** 21; **Fortitude** 18, **Reflex** 20, **Will** 17

**Speed** 5, climb 5, swim 5

⬇ **Bite** (standard; at-will)

+12 vs. AC; 1d6 + 3 damage, and the target is grabbed until escape.

⬇ **Constrict** (standard; at-will)

Affects a target the young giant constrictor snake has grabbed; +10 vs. Fortitude; 1d8 + 6 damage, and the target is dazed until the end of the young giant constrictor snake's next turn.

**Alignment** Unaligned **Languages** –

**Skills** Stealth +10

**Str** 14 (+4)

**Dex** 19 (+6)

**Wis** 11 (+2)

**Con** 15 (+4)

**Int** 2 (+0)

**Cha** 12 (+3)

### 3. The Foetid Falls

The manmade channel ends abruptly in a waterfall of filth and excrement spilling down from higher up. Behind this waterfall is a cave of the corrupted, once men that fled into the sewer and have become something altogether different. A 15-foot tall cliff of rough stone lines the west side of the walkway where a natural walkway allows the party to progress further in the cesspools.

#### Monsters

**Party Level 3 (750 XP)**

1 Corrupted Mindweaver (350 XP) (M)

1 Corrupted Soldier (400 XP) (S)

**Party Level 4 (875 XP)**

1 Corrupted Mindweaver (350 XP) (M)

1 Corrupted Soldier (400 XP) (S)

1 Cesspool Rat Swarm (125 XP) (R)

**Party Level 5 (1,000 XP)**

1 Corrupted Mindweaver (350 XP) (M)

1 Corrupted Soldier (400 XP) (S)

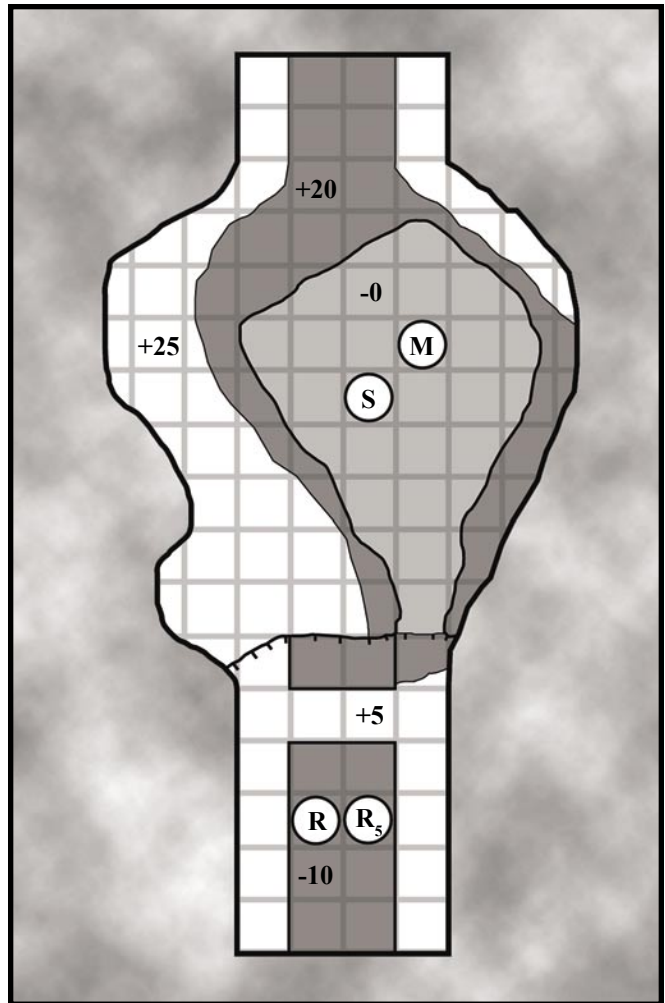
2 Cesspool Rat Swarms (125 XP each) (R) (R<sub>s</sub>)

#### Features

**Cave entrance:** A Perception Check DC 20 reveals a cave entrance behind walls on the eastern side.

**Cliffs:** PCs can scale the cliff with an Athletics Check DC 15.

**Disease:** Anyone in contact with the water here is exposed to Arnac's Revenge.



**Lighting:** Rows of Arnac's Lanterns are budding along the walkway lighting the area in a faint phosphorescent glow.

**Smell:** The odor of rotting and putrid materials is overwhelming as the sewage churns through the falls. PCs must make a Fortitude Check DC 15 or be nauseated and take -2 on all rolls while in the area.

**Wet Bridge:** The bridge is quite slippery as it is misted with moisture as the sewage rolls down. Anyone crossing the bridge must make an Acrobatics Check DC 13 to keep their footing or risk slipping (potentially into the water below).

#### Tactics

The corrupted soldier and corrupted mindweaver reside in the cave, leaving only to hunt for food. If the PCs find and investigate the cave entrance, the corrupted soldier will use the falls as cover and charge the first enemy that comes through while the corrupted mindweaver stands in the back and uses its Psychic ranged attacks to slow and damage opponents as they enter.

If present, the cesspool rat swarms are feeding on the falls and will chitter loudly if anyone approaches, alerting the corrupted soldier and corrupted mindweaver within their cave. Alternately loud noises, such as someone in metal armor slipping on the wet bridge or someone falling from a failed

Athletics Check while attempting to climb the cliff will also alert the corrupted. If the PCs bypass the cave entrance and the corrupted are aware of their presence, they will attack once the PCs start climbing the cliff.

## Treasure

### Party Level 3

Greatsword with copper-warpped handle (60gp)

### Party Level 4

Greatsword with silver-warpped handle (80gp)

### Party Level 5

Greatsword with copper-warpped handle (60gp) and silver necklace (40gp)

### Corrupted Mindweaver Level 8 Controller Small aberrant humanoid XP 350

**Initiative** +7 **Senses** Perception +4; low-light vision

**HP** 87; **Bloodied** 43

**AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 20

**Immune** disease

**Speed** 5, teleport 5

#### ⚔ **Claw** (standard; at-will)

+12 vs. AC; 1d4 + 5 damage, and the target is slowed (save ends). If the target is already slowed, it is dazed instead (save end).

#### ↘ **Wool Mind** (standard; encounter) • **Psychic**

Ranged 10; +11 vs. Will; the target takes -2 penalty to its Will defense and is slowed (save ends both).

#### ↘ **Swaddle Mind** (standard; recharge 2, 3, 4) • **Psychic**

Ranged 6; +10 vs. Will; 3d6 + 2 psychic damage, and the target is slowed (Save ends). If the target is already slowed, it is dazed instead (save ends).

**Alignment** Evil **Languages** Common

**Skills** Stealth +14

**Str** 9 (+3) **Dex** 18 (+8) **Wis** 3 (+0)

**Con** 14 (+6) **Int** 10 (+4) **Cha** 17 (+7)

### Corrupted Soldier Level 9 Soldier Medium aberrant humanoid XP 400

**Initiative** +8 **Senses** Perception +2; low-light vision

**HP** 102; **Bloodied** 51

**AC** 25; **Fortitude** 26, **Reflex** 21, **Will** 21

**Immune** charm, disease, fear, illusion

**Speed** 7

#### ⚔ **Greatword** (standard; at-will) • **Weapon**

+14 vs. AC; 1d10 + 4 damage.

#### **Powerful Charge** (standard; at-will)

The corrupted soldier charges and deals an extra 10 damage when its melee basic attack hits.

#### **Corrupted Mind** • **Psychic**

If the corrupted soldier is attacked by a charm or illusion effect, the attacker takes 5 psychic damage.

**Alignment** Chaotic evil **Languages** Common

**Skills** Acrobatics +10, Athletics +10

**Str** 19 (+8) **Dex** 13 (+5) **Wis** 3 (+0)

**Con** 23 (+10) **Int** 9 (+3) **Cha** 13 (+5)

**Equipment** greatsword

### Cesspool Rat Swarm Level 2 Skirmisher Medium natural beast (swarm) XP 125

**Initiative** +5 **Senses** Perception +5; low-light vision

**HP** 36; **Bloodied** 18

**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 11

**Immune** Arnac's Revenge; **Resist** half damage from melee and ranged attacks; **Vulnerable** 4 against close and area attacks

**Speed** 5, climb 2

#### ⚔ **Chittering Devour** (standard; at-will)

+7 vs. AC; 1d6 + 2 damage, and ongoing 2 damage (save ends).

**Alignment** Unaligned **Languages** –

**Skills** Stealth +8

**Str** 13 (+2) **Dex** 176(+4) **Wis** 11 (+1)

**Con** 13 (+2) **Int** 2 (-3) **Cha** 8 (+0)



## 4. Grickey!

This natural cave is home to a family of the fabled and highly feared cesspool crocodiles. Some naysayers may claim that no such creatures exist, but those who have seen them rarely live to tell the tale.

### Monsters

#### Party Level 3 (625 XP)

3 Cesspool Crocodiles (175 XP each) (C)  
1 Juvenile Cesspool Crocodile (100 XP) (J)

#### Party Level 4 (750 XP)

4 Cesspool Crocodiles (175 XP each) (C) (C<sub>4</sub>)  
2 Young Cesspool Crocodile (50 XP) (Y)

#### Party Level 5 (875 XP)

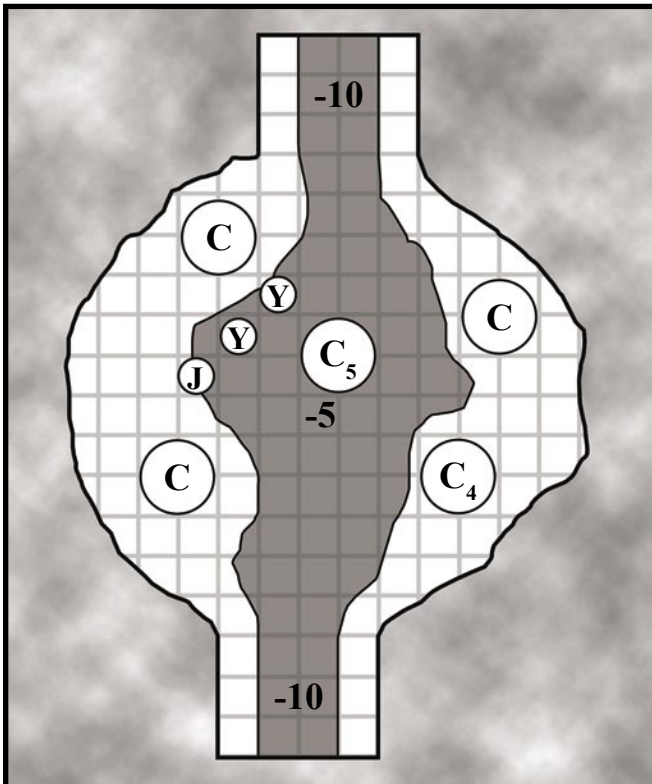
5 Cesspool Crocodiles (175 XP each) (C) (C<sub>4</sub>) (C<sub>5</sub>)

### Features

**Pool:** The water is murky and the center of the pool is relatively shallow due to a build up of debris and filth.

### Tactics

The cesspool crocodiles are fierce and tenacious fighters, particularly in their nest and if there are young present.



### Treasure

None

<b>Cesspool Crocodile</b>	<b>Level 4 Soldier</b>
Large natural beast (reptile)	XP 175

**Initiative** +4    **Senses** Perception +4; darkvision

**HP** 58; **Bloodied** 29

**AC** 20; **Fortitude** 19, **Reflex** 14, **Will** 15

**Immune** Arnac's Revenge

**Speed** 7, swim 9

⊕ **Bite** (standard; at-will)

+11 vs. AC; 1d8 + 3 damage, and the target is grabbed (until escape). The cesspool crocodile cannot make bite attacks while grabbing a creature, but it can use *bite down*.

‡ **Bite Down** (standard; at-will)

If a cesspool crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +15 vs. AC; 2d4 + 6 damage. *Miss*: half damage.

**Alignment** Unaligned    **Languages** –

**Skills** Stealth +10

**Str** 19 (+6)

**Dex** 13 (+3)

**Wis** 12 (+3)

**Con** 19 (+6)

**Int** 2 (-2)

**Cha** 7 (+0)

<b>Juvenile Cesspool Crocodile</b>	<b>Level 1 Soldier</b>
Medium natural beast (reptile)	XP 100

**Initiative** +3    **Senses** Perception +2; darkvision

**HP** 32; **Bloodied** 16

**AC** 16; **Fortitude** 14, **Reflex** 12, **Will** 11

**Immune** Arnac's Revenge

**Speed** 5, swim 7

⊕ **Bite** (standard; at-will)

+8 vs. AC; 1d6 + 2 damage, and the target is grabbed (until escape). The juvenile cesspool crocodile cannot make bite attacks while grabbing a creature, but it can use *bite down*.

‡ **Bite Down** (standard; at-will)

If a juvenile cesspool crocodile begins its turn with a target grabbed in its jaws, it makes an attack against the grabbed creature; +12 vs. AC; 1d8 + 4 damage. *Miss*: half damage.

**Alignment** Unaligned    **Languages** –

**Skills** Stealth +6

**Str** 16 (+3)

**Dex** 12 (+1)

**Wis** 11 (+0)

**Con** 12 (+1)

**Int** 1 (-5)

**Cha** 7 (-2)

**Young Cesspool Crocodile** **Level 1 Minion**  
XP 25  
Small natural beast (reptile)

**Initiative** +2      **Senses** Perception +1; darkvision

**HP** 1; a missed attack never damages a minion.

**AC** 15; **Fortitude** 13, **Reflex** 15, **Will** 12

**Immune** Arnac's Revenge

**Speed** 3, swim 5

⊕ **Bite** (standard; at-will)

+7 vs. AC; 4 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 13 (+1)	<b>Dex</b> 16 (+3)	<b>Wis</b> 11 (+0)
<b>Con</b> 13 (+1)	<b>Int</b> 2 (-4)	<b>Cha</b> 7 (-2)

## 5. The Skittering Larder

The pungent smell of decomposing materials and the ever-present sounds of rustling and the occasional chitter make this sewage spillway more ominous than meets the eye.

### Monsters

**Party Level 3 (750 XP)**

- 3 Dire Cesspool Rats (100 XP each) (D)
- 2 Cesspool Rat Swarms (125 XP each) (S)
- 1 Elite Dire Rat (200 XP) (E)

**Party Level 4 (875 XP)**

- 3 Dire Cesspool Rats (100 XP each) (D)
- 3 Cesspool Rat Swarms (125 XP each) (S) (S<sub>4</sub>)
- 1 Elite Dire Rat (200 XP) (E)

**Party Level 5 (1,000 XP)**

- 3 Dire Cesspool Rats (100 XP each) (D)
- 4 Cesspool Rat Swarms (125 XP each) (S) (S<sub>4</sub>) (S<sub>5</sub>)
- 1 Elite Dire Rat (200 XP) (E)

### Features

**Bars:** Each end of the room has a row of bars. A small creature can squeeze through without a problem but Medium creatures must make a Dexterity Check DC 10 and a full round action to squeeze through the bars.

**Disease:** Arnac's Revenge is deeply entrenched in this area. Just entering the area exposes one to the disease, and a double check is required if the players search through the layers of filth.

**Drain pipes:** Along each wall are 2 drainage pipes that bring down the waste from the surface. When the cesspools were better cared for, the sludge would be swept into the main

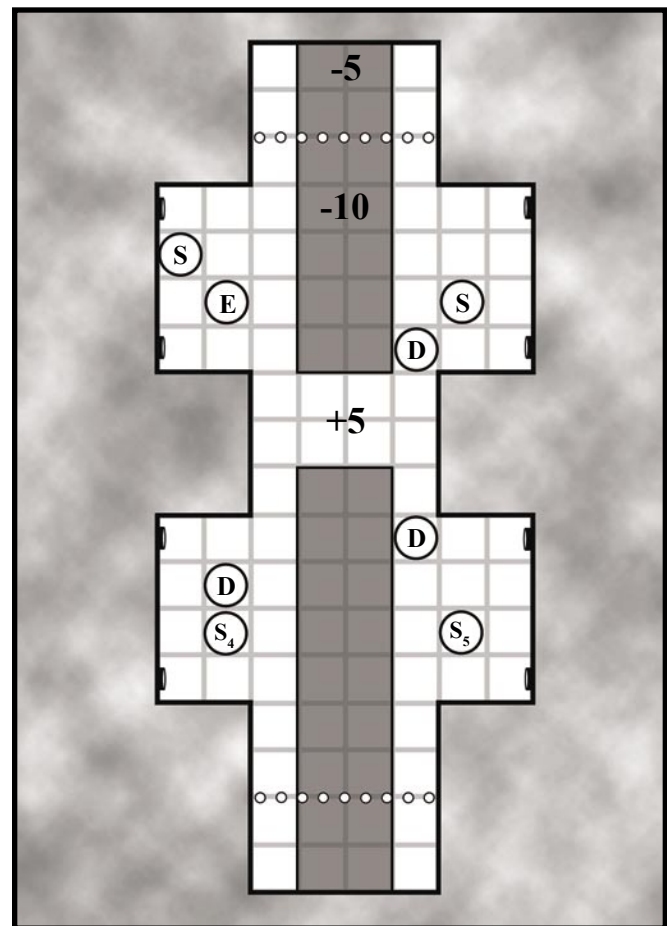
channel regularly, but times have been tough and the floor is covered with a slippery layer of rotting food, excrement, and other foul liquids and solids (Acrobatics Check DC 12 to maintain foot while moving in the area). The listed treasure is found through the layers of accumulated waste.

**Lighting:** Patches of Arnac's Lanterns are scattered through out room.

**Smell:** The mixture of rat droppings with the layers of waste from the city above is overwhelming. PCs must make a Fortitude Check DC 15 or be nauseated and take -2 on all rolls while in the area.

### Tactics

The cesspool rats love this area for all the food to be found amongst the mounds of garbage, however they are ever eager at the prospect of a fresh meal. The cesspool rat swarms are digging underneath the garbage and cannot be seen from the surface, but they will emerge if they hear fighting, or feel pressure from someone walking above. The rats will not pursue the PCs beyond the northern portcullis, but will pursue 100 feet past the southern portcullis before returning to area 5 for an easier meal.



## Treasure

### Party Level 3

*Potion of Healing*, 100gp gem and a broken silver mirror (20gp)

### Party Level 4

*Potion of Healing*, 100gp gem, broken silver mirror (20gp) and gold ring (20gp)

### Party Level 5

*Potion of Healing*, 100gp gem, broken silver mirror (20gp), gold ring (20gp) and gold bracelet (20gp)

<b>Dire Cesspool Rat</b>	<b>Level 1 Brute</b>
Medium natural beast	XP 100

**Initiative** +1      **Senses** Perception +4; low-light vision

**HP** 38; **Bloodied** 19

**AC** 15; **Fortitude** 15, **Reflex** 13, **Will** 11

**Immune** Arnac's Revenge

**Speed** 5, climb 2

⊕ **Bite** (standard; at-will) • **Disease**

+5 vs. AC; 1d6 + 1 damage, and the target contracts Arnac's Revenge.

**Alignment** Unaligned      **Languages** –

**Skills** Stealth +8

**Str** 15 (+2)      **Dex** 14 (+2)      **Wis** 11 (+0)

**Con** 19 (+4)      **Int** 3 (-4)      **Cha** 7 (-2)

<b>Cesspool Rat Swarm</b>	<b>Level 2 Skirmisher</b>
Medium natural beast (swarm)	XP 125

**Initiative** +5      **Senses** Perception +5; low-light vision

**HP** 36; **Bloodied** 18

**AC** 15; **Fortitude** 12, **Reflex** 14, **Will** 11

**Immune** Arnac's Revenge (see below); **Resist** half damage from melee and ranged attacks; **Vulnerable** 4 against close and area attacks

**Speed** 5, climb 2

⊕ **Chittering Devour** (standard; at-will)

+7 vs. AC; 1d6 + 2 damage, and ongoing 2 damage (save ends).

**Alignment** Unaligned      **Languages** –

**Skills** Stealth +8

**Str** 13 (+2)      **Dex** 176(+4)      **Wis** 11 (+1)

**Con** 13 (+2)      **Int** 2 (-3)      **Cha** 8 (+0)

<b>Elite Dire Cesspool Rat</b>	<b>Level 1 Elite Brute</b>
Medium natural beast	XP 200

**Initiative** +1      **Senses** Perception +4; low-light vision

**HP** 76; **Bloodied** 38

**AC** 17; **Fortitude** 17, **Reflex** 15, **Will** 11

**Immune** Arnac's Revenge

**Saving Throws** +2

**Speed** 5, climb 2

**Action Points** 1

⊕ **Bite** (standard; at-will) • **Disease**

+5 vs. AC; 1d6 + 2 damage, and the target contracts Arnac's Revenge.

⊕ **Double Attack** (standard; at-will)

An elite dire cesspool rat makes an additional attack.

**Alignment** Unaligned      **Languages** –

**Skills** Stealth +8

**Str** 15 (+2)      **Dex** 14 (+2)      **Wis** 11 (+0)

**Con** 19 (+4)      **Int** 3 (-4)      **Cha** 7 (-2)

## 6. The Lord of Filth

Just beyond Area 5 is a natural cave that is an end of the sewers with the butchering section of town draining into it through the pipes. Attracted to the steady stream of blood and affal, a young creature of reclusive nature wandered into the cave and fed hardily until it grew to a great size. Unfortunately, it grew so large that this feeding paradise became its prison as the creature can no longer squeeze through the bars in Area 5 to feast on the greater environs of the cesspools.

### Monsters

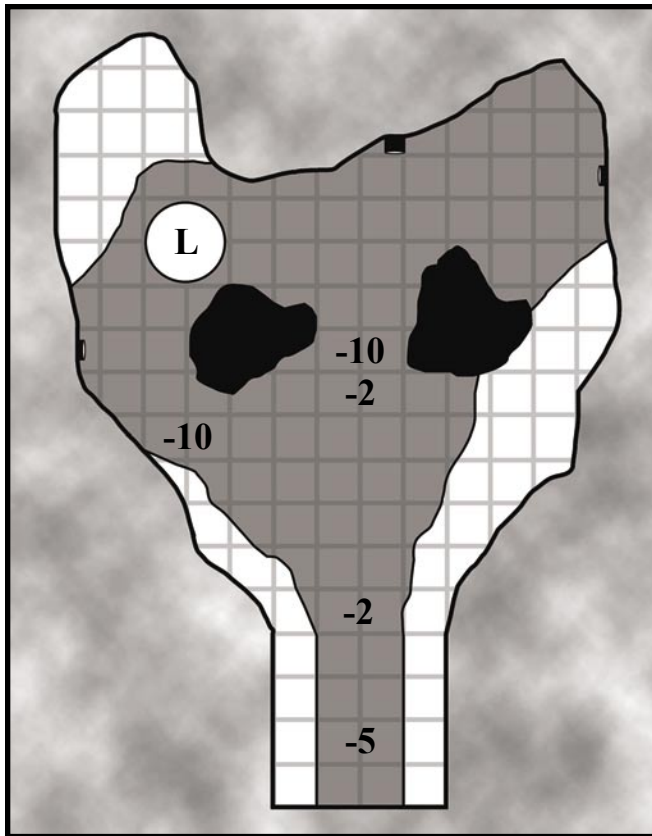
#### Party Level 3-5 (1,500 XP)

1 Lord of Filth (1,500 XP) (L)

### Features

**Disease:** Arnac's Revenge is deeply entrenched in this area. Just entering the area exposes one to the disease, and a double check is required if the players search through the layers of filth.

**Nest:** The Lord of Filth uses the dry spot on the northwestern corner of the cave as a nest. At the nest is the listed treasure, all that remains of Eltherian, a curious troubadour that wandered too deep into the cesspools in search of adventure for which he could recite orations about later. Alas, that was not so. On a successful Perception Check DC 10, the players spot something that reflects the light from the back corner.



**Pool:** While the front portion of the cave is rather shallow, it drops off into a pool by the pillars. The years of sewage have made the water foul and murky and the bottom is quite slick (Acrobatics Check DC 15 to keep ones footing).

**Smell:** PCs must make a Fortitude Check DC 18 or be nauseated and take -2 on all rolls while in the area.

**Stone Columns:** There are natural stone columns present (shaded in black) reaching 20 feet from floor to ceiling.

## Tactics

The Lord of Filth is hiding behind the pillar submerged in the water with his eyestalk out. He prefers to ambush his prey with his tentacle attack and drown them in the deep waters. However, if it appears that they are not interested in checking out the nesting area, the Lord of Filth will reveal himself and attack with his Spew Filth power before closing in with his melee attacks.

## Treasure

### Party Level 3

*Circlet of Authority*

### Party Level 4

*Amulet of Health +2*

### Party Level 5

*Cloak of Survival +2*

## Lord of Filth

Level 7 Solo Solider

Large natural beast

XP 1,500

**Initiative** +4

**Senses** Perception +10; darkvision

**Overwhelming Stench** aura 3; living enemies in the aura take a -2 penalty to attack rolls.

**HP** 328; **Bloodied** 164

**AC** 25; **Fortitude** 24, **Reflex** 16, **Will** 21

**Immune** disease

**Saving Throws** +5

**Speed** 5, swim 5

**Action Points** 2

⚡ **Tentacle** (standard; at-will)

Reach 3; +12 vs. AC; 2d6 + 6 damage, and the target is pulled 2 squares and grabbed (until escape).

⚡ **Double Attack** (standard; at-will)

A lord of filth makes two tentacle attacks.

⚡ **Diseased Bite** (standard; recharge ☐☐ ☐☐ ☐☐) •  
**Disease**

+12 vs. AC; 1d10 + 6 damage, and the target contracts Arnac's Revenge.

⚡ **Spew Filth** (standard; recharge ☐☐ ☐☐)

Close blast 5; +12 vs. Reflex; 1d12 + 4 damage and any target is pushed 2 squares. Miss: Half damage and any target is pushed 1 square.

### Hidden View

A lord of filth can hide beneath murky water or refuse, leaving only its eyestalk exposed. While doing so, it gains a +12 bonus to Stealth checks but is immobilized.

**Alignment** Unaligned

**Languages** –

**Skills** Perception +8, Stealth +8 (+20 while using *hidden view*)

**Str** 23 (+9)

**Dex** 10 (+3)

**Wis** 17 (+6)

**Con** 19 (+7)

**Int** 1 (-2)

**Cha** 4 (+0)



## 7. The Builders

This spillway is home to the builders, a group of once-carpenters in life practicing their trade into undeath. Originally introduced into the cesspools in Area 9, the builders wandered into the spillway and started collecting scraps of wood that found its way into the sewers, mimicking the motions of construction with makeshift tools made from debris. While none of their creations are functional, the builders continue to work, only stopping to feed. The feeble dead sweep the waste into the main waterway, keeping the floors relatively tidy, the restless dead are working on their table, and Spike the undead dog keeps watch in this dark, damp spillway.

### Monsters

#### Party Level 3 (800 XP)

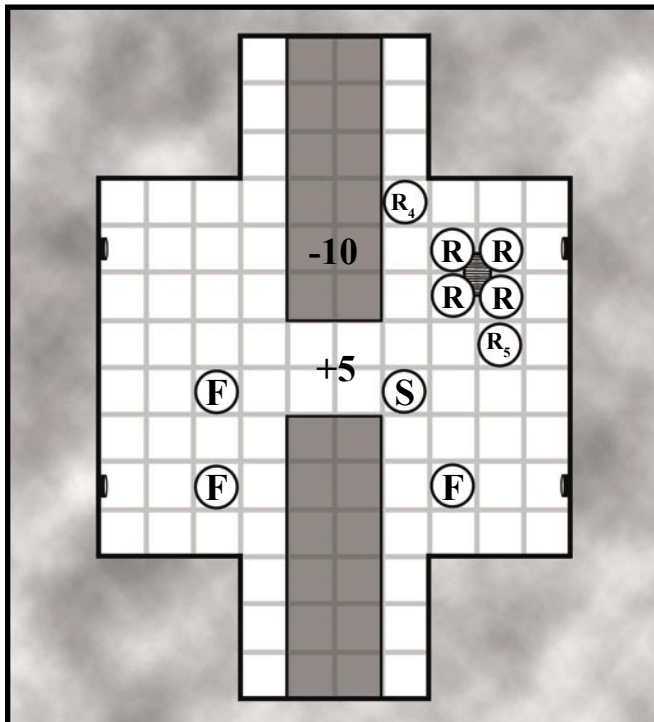
4 Restless Dead (125 XP each) (R)  
Spike (150 XP) (S)  
3 Feeble Dead (50 XP each) (F)

#### Party Level 4 (925 XP)

5 Restless Dead (125 XP each) (R) (R<sub>4</sub>)  
Spike (150 XP) (S)  
3 Feeble Dead (50 XP each) (F)

#### Party Level 5 (1,050 XP)

6 Restless Dead (125 XP each) (R) (R<sub>4</sub>) (R<sub>5</sub>)  
Spike (150 XP) (S)  
3 Feeble Dead (50 XP each) (F)



### Features

**Pile of wood:** In the midst of the restless dead is a pile of wood, the builders attempt to practice their craft and construct a table. Buried in the pile is a *potion of healing* (see listed treasure).

### Tactics

Spike keeps watch over the area, and he will alert the others if he senses a warm meal wandering into the room. At the prospects of food, the restless dead and feeble dead will join the attack.

### Treasure

#### Party Level 3-5

*Potion of Healing* and a brass and silver spiked collar on Spike (50gp)

<b>Restless Dead</b>	<b>Level 2 Brute</b>	
Medium natural animate (undead)	XP 125	
<b>Initiative</b> +1	<b>Senses</b> Perception +2; darkvision	
<b>HP</b> 40; <b>Bloodied</b> 20		
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 9, <b>Will</b> 10		
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic		
<b>Speed</b> 4		
⬇ <b>Slam</b> (standard; at-will)		
+7 vs. AC; 2d8 damage.		
⬇ <b>Restless Hold</b> (standard; at-will)		
+3 vs. Reflex; target is grabbed (until escape). Checks made to escape the restless dead's grab take a -5 penalty.		
<b>Alignment:</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 15 (+3)	<b>Dex</b> 7 (-1)	<b>Wis</b> 9 (+0)
<b>Con</b> 11 (+1)	<b>Int</b> 1 (-4)	<b>Cha</b> 3 (-3)
<b>Feeble Dead</b>	<b>Level 3 Minion</b>	
Medium natural animate (undead)	XP 50	
<b>Initiative</b> +4	<b>Senses</b> Perception -1; darkvision	
<b>HP</b> 1; a missed attack never damages a minion.		
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 9, <b>Will</b> 10		
<b>Immune</b> disease, poison		
<b>Speed</b> 4		
⬇ <b>Slam</b> (standard; at-will)		
+7 vs. AC; 5 damage.		
<b>Alignment:</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 15 (+2)	<b>Dex</b> 7 (-2)	<b>Wis</b> 9 (-1)
<b>Con</b> 11 (+0)	<b>Int</b> 1 (-5)	<b>Cha</b> 3 (-4)

**Spike** **Level 3 Brute**  
 Medium natural animate (undead) XP 150

**Initiative** +1      **Senses** Perception +2; darkvision  
**HP** 54; **Bloodied** 27; see also *retributive bite*  
**AC** 14; **Fortitude** 14, **Reflex** 12, **Will** 11  
**Immune** disease, poison; **Resist** 10 necrotic  
**Speed** 8

⊕ **Bite** (standard; at-will) • **Necrotic**  
 +6 vs. AC; 1d6 + 4 damage and the target takes ongoing 4 necrotic damage (save ends) and is knocked prone if it is Medium size or smaller

⊕ **Retributive Bite** (when reduced to 0 hit points) • **Necrotic**  
 Spike makes a bite attack against a target within its reach.

**Alignment:** Unaligned    **Languages** –  
**Skills** Perception +5  
**Str** 17 (+4)                  **Dex** 12 (+2)                  **Wis** 11 (+1)  
**Con** 15 (+3)                  **Int** 1 (-4)                  **Cha** 3 (-3)

## 8. The Refugees

This spillway is the end cesspools on this branch, and further northward is a natural cave system. Residing in the area are a group of undead, recently displaced from their home in Area 9 where they first clawed their way out of interment, albeit in the wrong direction.

### Monsters

**Party Level 3 (850 XP)**  
 1 Reanimator (175 XP) (R)  
 1 Foetid Dead (175 XP) (F)  
 4 Restless Dead (125 XP each) (L)

**Party Level 4 (975 XP)**  
 1 Reanimator (175 XP) (R)  
 1 Foetid Dead (175 XP) (F)  
 5 Restless Dead (125 XP each) (L) (L<sub>4</sub>)

**Party Level 5 (1,225 XP)**  
 1 Reanimator (175 XP) (R)  
 1 Foetid Dead (175 XP) (F)  
 7 Restless Dead (125 XP each) (L) (L<sub>4</sub>)(L<sub>5</sub>)

### Features

None

### Tactics

Most of the creatures in the area are mindless undead, attacking at the prospect of fresh meat. Generally, the reanimator will use its Reanimate power on the foetid dead before a restless dead unless it is tactically unwise to do so. The armor is on

the reanimator, the *potion of healing* (if any) is on the foetid dead, and the gold locket and archaic key are on one of the restless dead. The inside of the locket bears a lock of hair and engraved inside is the name “Anabel.” The archaic key opens the lock in Area 10.

### Treasure

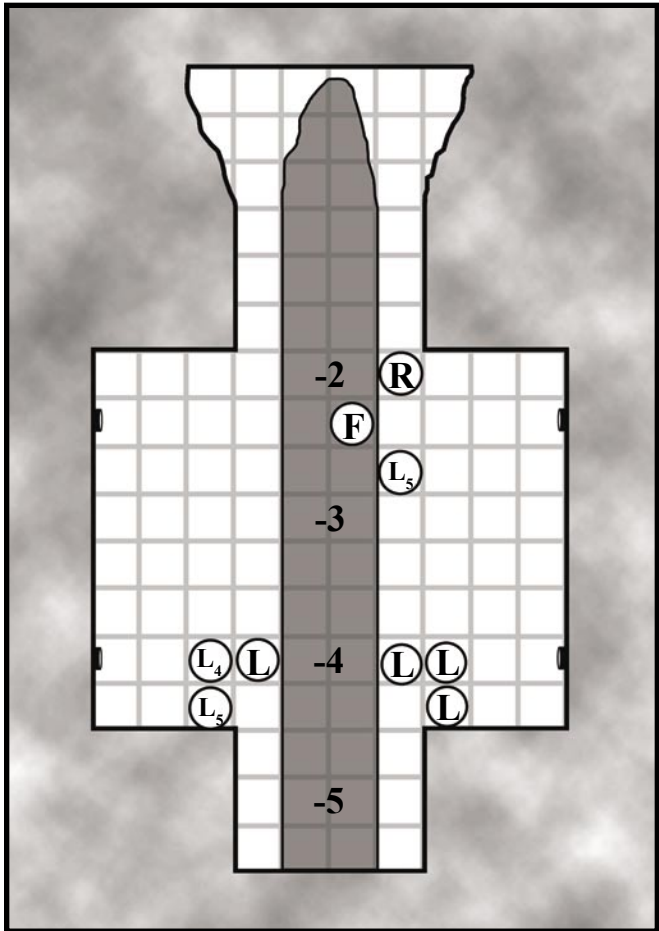
**Party Level 3**  
*Deathcat Leather Armor* +1, gold locket (100gp), archaic key

**Party Level 4**  
*Deathcat Leather Armor* +1, gold locket (100gp), archaic key

**Party Level 5**  
*Deathcat Leather Armor* +1, gold locket (100gp), *potion of healing*, archaic key

### Quest

One of the restless dead (the one wearing the locket) is the lover of the abandoned ghost in area 10. She made her way to the sewers to release her lover from the hidden room, but got hopelessly lost in the maze of tunnels, stumbling into the reanimator’s territory. Slain and reborn in undeath, she no longer remembers her life past, only that she cannot rest even in death. This same woman is the missing merchant’s daughter if the GM used that hook to get the party to venture into the cesspools.



<b>Reanimator</b>	<b>Level 4 Controller</b>
Medium natural humanoid (undead)	XP 175
<b>Initiative</b> +3	<b>Senses</b> Perception +2; darkvision
<b>HP</b> 54; <b>Bloodied</b> 27	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 17	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> 5 radiant	
<b>Speed</b> 6	
⚔ <b>Claw</b> (standard; at-will) • <b>Necrotic</b>	
+8 vs. AC; 1d6 necrotic damage.	
☞ <b>Necrotic Bolt</b> (standard; at-will) • <b>Necrotic</b>	
Ranged 25; +6 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized (save ends).	
☞ <b>Reanimate</b> (standard; recharge ☞ ☞) • <b>Healing, Necrotic</b>	
Ranged 15; affects a destroyed undead creature of a level no higher than the reanimator's +3; the target stands as a free action with a number of hit points equal to its bloodied value. This power does not affect minions.	
↩ <b>Wave of Fear</b> (standard; recharge ☞ ☞ ☞) • <b>Fear</b>	
Close blast 5; +7 vs. Will; 1d3 damage, and the target is pushed 4 squares.	
<b>Alignment</b> Evil	<b>Languages</b> Common
<b>Skills</b> Arcana + 12, Religion +12	
<b>Str</b> 11 (+2)	<b>Dex</b> 15 (+4) <b>Wis</b> 8 (+1)
<b>Con</b> 15 (+4)	<b>Int</b> 17 (+5) <b>Cha</b> 17 (+6)

<b>Restless Dead</b>	<b>Level 2 Brute</b>
Medium natural animate (undead)	XP 125
<b>Initiative</b> +1	<b>Senses</b> Perception +2; darkvision
<b>HP</b> 40; <b>Bloodied</b> 20	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 9, <b>Will</b> 10	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>Speed</b> 4	
⚔ <b>Slam</b> (standard; at-will)	
+7 vs. AC; 2d8 damage.	
⚔ <b>Restless Hold</b> (standard; at-will)	
+3 vs. Reflex; target is grabbed (until escape). Checks made to escape the restless dead's grab take a -5 penalty.	
<b>Alignment:</b> Unaligned	<b>Languages</b> –
<b>Str</b> 15 (+3)	<b>Dex</b> 7 (-1) <b>Wis</b> 9 (+0)
<b>Con</b> 11 (+1)	<b>Int</b> 1 (-4) <b>Cha</b> 3 (-3)

<b>Foetid Dead</b>	<b>Level 4 Artillery</b>
Medium natural animate (undead)	XP 175
<b>Initiative</b> +4	<b>Senses</b> Perception +2; darkvision
<b>Foetid Stench</b> aura 2; living enemies in the aura take a -2 penalty to attack rolls.	
<b>HP</b> 46; <b>Bloodied</b> 23; see also <i>foetid explosion</i>	
<b>Regeneration</b> 3 (if the foetid dead takes radiant damage, regeneration doesn't function on its next turn)	
<b>AC</b> 17; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 14	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic	
<b>Speed</b> 4	
⚔ <b>Slam</b> (standard; at-will)	
+7 vs. AC; 1d6 + 4 damage.	
☞ <b>Fetid Phlegm</b> (standard; at-will) • <b>Necrotic</b>	
The foetid dead hacks up a black glob of necrotic filth. Ranged 12; +8 vs. Reflex; 2d6 + 1 necrotic damage, and the target is weakened (save ends).	
↩ <b>Foetid Explosion</b> (when reduced to 0 hit points) • <b>Necrotic</b>	
The foetid dead explodes. Close burst 1; +6 vs. Fortitude; 2d6 + 1 necrotic damage.	
<b>Alignment:</b> Unaligned	<b>Languages</b> –
<b>Str</b> 17 (+5)	<b>Dex</b> 12 (+3) <b>Wis</b> 13 (+3)
<b>Con</b> 17 (+5)	<b>Int</b> 4 (-1) <b>Cha</b> 3 (-2)

## 9. 12 Feet Under

The natural cave is just under the cemetery, and inadvertently, some of the undead dug down instead of up when they clawed their way through the soil, making the cesspools their new home. Unfortunately, the living have usurped the cave in the form of root ravagers, plant-like creatures that wormed their way into the cave from the surface.

### Monsters

#### Party Level 3 (700 XP)

2 Root Ravagers (200 XP each) (R)  
1 Primordial Root Ravager (300 XP) (P)

#### Party Level 4 (900 XP)

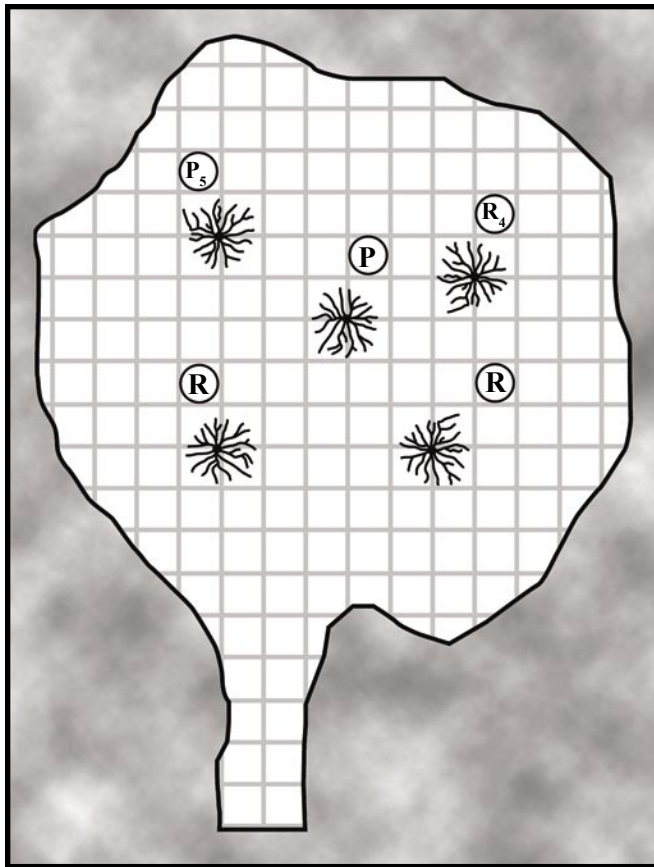
3 Root Ravagers (200 XP each) (R) (R<sub>4</sub>)  
1 Primordial Root Ravager (300 XP) (P)

#### Party Level 5 (1,000 XP)

2 Root Ravagers (200 XP each) (R)  
2 Primordial Root Ravager (300 XP each) (P) (P<sub>5</sub>)

### Features

**Ceiling:** The packed earth ceiling is low, barely taller than 6 feet tall. It is pockmarked with holes and from it hangs dangling vines and roots.



**Remains:** The remains of the undead that did not make it out in time and have yet to be reanimated are scattered all over. The listed treasure is found amongst the remains.

## Tactics

The root ravagers and primordial root ravagers like to blend in with the natural roots and vines and surprise their opponents. Both are intelligent, so they will use their most effective powers to disable (and consume) as many opponents as possible. If they are badly hurt, they may choose to retreat through the ceiling (using their Compression power) to live and fight another day.

## Treasure

### Party Level 3

Gentle Repose Ritual Book (50gp), pouch of 120 gp

### Party Level 4

Gentle Repose Ritual Book (50gp), pouch of 150 gp

### Party Level 5

Gentle Repose Ritual Book (50gp), pouch of 175 gp

### Root Ravager Level 5 Controller Medium natural humanoid (plant) XP 200

**Initiative** +8 **Senses** Perception +8; blindsight 10

**HP** 67; **Bloodied** 33

**AC** 19; **Fortitude** 17, **Reflex** 18, **Will** 15

**Speed** 7 (forest walk, swamp walk), swim 7

⬇️ **Slam** (standard; at-will)

+7 vs. AC; 1d8 + 6 damage.

↩️ **Wrenching Roots** (standard; encounter)

Close burst 6; targets enemies; +8 vs. Reflex; the target is restrained and take ongoing 8 damage (save ends both) as magical roots spring up out of the ground and crush it.

#### Compression

The root ravager can compress its body enough to squeeze through a 6-inch-wide crack. Cracks and other openings that are more than 6 inch wide do not slow the root ravager at all.

**Alignment** Evil **Languages** Common, Elven

**Skills** Stealth +14

**Str** 19 (+6) **Dex** 20 (+7) **Wis** 15 (+4)

**Con** 18 (+6) **Int** 8 (+1) **Cha** 11 (+2)

### Primordial Root Ravager Level 7 Artillery Medium natural humanoid (plant) XP 300

**Initiative** +8 **Senses** Perception +11; blindsight 10

**HP** 65; **Bloodied** 32

**AC** 19; **Fortitude** 18, **Reflex** 17, **Will** 15

**Speed** 7 (forest walk, swamp walk), swim 7

⬇️ **Slam** (standard; at-will)

+11 vs. AC; 1d8 + 4 damage.

⚡ **Discharge** (standard; at-will) • **Lightning**

Ranged 8; +14 vs. Reflex; 1d6 + 2 lightning damage.

⚔️ **Root Hurl** (standard; at-will)

Ranged 5; +8 vs. Reflex; 1d6 + 2 damage, and the target is pushed 5 squares and is knocked prone.

☄️ **Nitre Cloud** (standard; recharge ☄️ ☄️) • **Acid**

Area burst 1 within 8; +8 vs. Fortitude; 1d6 + 1 acid damage, and the target takes ongoing 2 acid damage (save ends) and is blinded until the end of the encounter.

#### Compression

The primordial root ravager can compress its body enough to squeeze through a 6-inch-wide crack. Cracks and other openings that are more than 6 inch wide do not slow the primordial root ravager at all.

**Alignment** Evil **Languages** Common, Elven

**Skills** Stealth +10

**Str** 19 (+7) **Dex** 19 (+7) **Wis** 15 (+5)

**Con** 16 (+6) **Int** 10 (+3) **Cha** 11 (+3)



# 10. The Forgotten Room

Along the eastern corridor is a long-forgotten room whose door blends into the surrounding stone. To the careful listener, soft sobs can be heard amongst the babble of moving water.

## Monsters

### Party Level 3 (700 XP)

1 Abandoned Spirit (700 XP) (A)

### Party Level 4 (875 XP)

1 Abandoned Spirit (700 XP) (A)

1 Shadowy Soldier (175 XP) (S)

### Party Level 5 (1,050 XP)

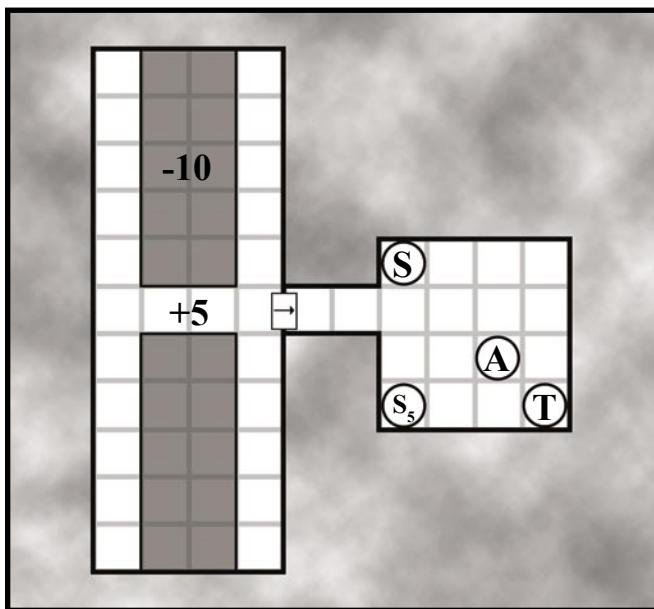
1 Abandoned Spirit (700 XP) (A)

2 Shadowy Soldiers (175 XP each) (S) (S<sub>5</sub>)

## Features

**Door:** A Perception Check DC 15 reveals the door and a key hole. The key to the lock is in Area 8, however a Thievery Check DC 12 picks the lock without the key. Made of solid stone, the door is difficult to bash with brute strength (Strength Check DC 25). The original purpose of the room is unknown, but the door is one way. Once the players are inside the room and the door is closed, they are unable to open from the inside.

**Trapdoor:** There is a trapdoor (T) in the ceiling (7 feet from the ground) leading to the ruins of a burned out building. There is debris atop the trap door, requiring a Strength Check DC 18 to open the door, provided that one could reach the door. Directly under the trapdoor are remains that contain the listed treasure.



## Abandoned Spirit Level 12 Controller

Medium shadow humanoid (undead)

XP 700

**Initiative** +9

**Senses** Perception +12; darkvision

**HP** 91; **Bloodied** 45

**AC** 23; **Fortitude** 23, **Reflex** 23, **Will** 24

**Immune** disease, poison; **Resist** insubstantial

**Speed** fly 6 (hover); phasing

⊕ **Touch of Loss** (standard; at-will) • **Necrotic**

+14 vs. Reflex; 1d10 + 4 necrotic damage.

☹ **Tears of Loss** (standard; at-will) • **Fear, Psychic**

Ranged 4; +14 vs. Will; 2d6 + 1 psychic damage and the target takes a -2 penalty to all defenses (save ends).

↩ **Cries of Loss** (standard; recharge ☞ ☞) • **Fear, Psychic**

Close burst 6; targets enemies; +14 vs. Will; 2d8 + 1 psychic damage, the target is pushed 5 squares and is immobilized (save ends).

**Alignment** Unaligned

**Languages** Common

**Skills** Stealth +12

**Str** 15 (+8)

**Dex** 14 (+8)

**Wis** 15 (+8)

**Con** 12 (+7)

**Int** 11 (+6)

**Cha** 16 (+9)

## Shadowy Soldier

Level 4 Soldier

Medium shadow humanoid (undead)

XP 175

**Initiative** +9

**Senses** Perception +14; darkvision

**HP** 40; **Bloodied** 20

**AC** 18; **Fortitude** 16, **Reflex** 15, **Will** 16

**Immune** disease, poison; **Resist** insubstantial

**Speed** 5, fly 5 (hover); phasing

⊕ **Shadow Sword** (standard; at-will) • **Necrotic**

+10 vs. Reflex; 1d10 + 4 necrotic damage.

### Shadow Tactics

A shadowy soldier has combat advantage against any target that has another shadowy soldier adjacent to it.

**Alignment** Any

**Languages** Common

**Str** 15 (+4)

**Dex** 13 (+3)

**Wis** 10 (+2)

**Con** 13 (+3)

**Int** 11 (+2)

**Cha** 15 (+4)

## Tactics

When the door is opened, the abandoned spirit is moaning and weeping for someone called Anabel. When the abandoned spirit sees that Anabel has not opened the door, he will ask the party where she is, engaging in parley over attacking (see Quest below). If the party attacks, starts looting his body, or fails to placate the abandoned spirit through a successful skill challenge, the abandoned spirit becomes enraged and attacks. He begins by moving to the one-way door and uses his Cries of Loss power. The abandoned spirit will then use his Tears of Loss (ranged) and Touch of Loss (melee) powers, attacking those not subject to his Cries of Loss power first. The abandoned spirit sees the room as his prison and will not go beyond the one-way door.

If present, the shadowy soldiers will come out from the walls (and take their starting positions on the map) and join the attack once the abandoned spirit attacks. However, if the abandoned spirit is placated (see Placating the Abandoned Spirit), they will not attack until after the abandoned spirit is gone. These are the angered souls of those caught in the fire and are free to roam beyond the one-way door.

## Treasure

### Party Level 3

*Black Iron Plate* +1, *potion of healing* and a diamond ring (350gp)

### Party Level 4

*Battleforged Plate* +1, *potion of healing* and a diamond ring (450gp)

### Party Level 5

*Magic Plate* +2, *potion of healing* and a diamond ring (450gp)

## Quest

The abandoned spirit is the tortured soul of Antonio Peris, a rogue who had to make a hasty escape from the city but not without his love Anabel, daughter of a local merchant. Peris, familiar with the cesspools due to his time spent affiliated with a group of bandits, planned to fake his own death and escape with his love to start a new life in a different city. He cornered himself into a building with city muscle outside of the door and set fire to the building, dropping through the trapdoor into the forgotten room.

He entrusted Anabel with the key to the room and instructions where to find the door. Everything would have gone according to plan if only Anabel had not gotten hopelessly lost and frightened in the cesspools, wandering into the domain of the reanimator.

If the party shows the abandoned spirit Anabel's locket and brings news of her demise, the abandoned spirit will finally know the truth of the matter and his soul can be at rest. The party may also placate the abandoned spirit through a successful skill challenge.

## Placating the Abandoned Spirit

**Setup:** Although you don't have a clue what happened to Anabel, you don't wish to anger the abandoned spirit.

**Complexity:** 1 (requires 4 successes before 2 failures)

**Primary Skills:** Bluff, Diplomacy, Insight, and Knowledge

*Bluff (moderate DCs):* You make a Bluff check to convince the abandoned spirit that you know how to get a hold of Anabel, but you have to get to the surface to fetch her. Other characters can aid the PC making this check.

*Diplomacy (easy DCs):* You make a Diplomacy check to convince the abandoned spirit that you'll help him find Anabel, if only he will let you leave the room and start the search. Other characters can aid the PC making this check.

*Insight (moderate DCs):* A successful Insight check does not count as a success, but provides a +2 bonus to a subsequent Bluff, Diplomacy or Knowledge check. A failed Insight check does not count as a failure.

*Knowledge (moderate DCs):* If you succeed on a Knowledge (monster) check, you realize that the abandoned spirit is insubstantial and could have left the room at any time, so he either can't or won't leave the room. You realize that if you leave fast enough, perhaps he won't follow. This course of action requires all party members to leave the same round as the successful skill challenge is finished and does not guarantee that the abandoned spirit will not be hostile should the party return.

**Success:** If the PCs gain 4 successes before 2 failures, they placate the spirit and leave the forgotten room without being attacked.

**Failure:** If the PCs gain 2 failures before 4 successes, the abandoned spirit is enraged and attacks.

**Party Level 3** 150 XP

**Party Level 4** 175 XP

**Party Level 5** 200 XP

# 11. Brigands' Lair

The original purpose of this set of hidden rooms has been lost to time, but they are now the hideout of a criminal group.

## Monsters

### Party Level 3 (900 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 3 Footpads (125 XP each) (F)

### Party Level 4 (1,025 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 4 Footpads (125 XP each) (F) (F<sub>4</sub>)

### Party Level 5 (1,325 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 4 Footpads (125 XP each) (F) (F<sub>4</sub>)
- 2 Sentinels (150 XP each) (S)

## Features

**Secret door:** A Perception Check DC 15 reveals the secret door. It is not trapped or locked.

**Trapdoor:** In the ceiling (7 feet tall) of the southern-most room is a trapdoor (D) leading to a back room of a grist mill on the surface. A rope ladder hangs from the edge.

**Treasure chest:** In the middle room is a chest containing the listed treasure. It is trapped and the appropriate key is on the thaumaturge.

## Tactics

The thugs (and sentinels if present) engage with melee attacks, while the footpads and the thaumaturge prefer to stay back and attack at a range. If defeat looks imminent, the thaumaturge will attempt to escape up the rope ladder and use his Arcane Slap power to buy him more time for escape.

## Treasure

### Party Level 3

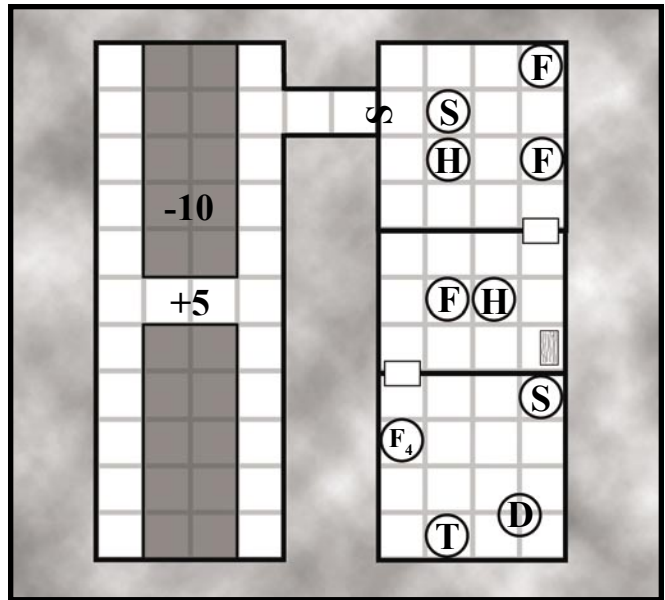
Magic Wand +2, 200gp, 400sp

### Party Level 4

Wand of Shield +2, 300gp, 500gp

### Party Level 5

Wand of Shield +2, 400gp, 650sp



### Venomous Needles

Level 5 Blaster

Trap/Hazard

XP 200

*As you try to pick the lock, you hear a soft mechanical click and a shower of poison-tipped needles shoots out from the keyhole.*

**Trap:** After the trap is triggered, the trap shoots a shower of needles tipped with dangerous venom.

### Perception

- DC 22: The character notices an aperture within the lock that isn't a part of the locking mechanism.
- DC 27: The character notices a tiny tripwire along the aperture.

### Trigger

The trap is triggered when someone tries to pick the lock and has a 25% chance of triggering when bashed open.

### Attack

**Standard Action**

**Close burst 2**

**Targets:** All creatures in burst

**Attack:** +10 vs. AC

**Hit:** 1d4 + 1 plus exposure to Stormclaw Scorpion Venom (see D&D 4TH EDITION DUNGEON MASTER'S GUIDE).

### Countermeasures

- An adjacent character can disable the tripwire with a DC 28 Thievery Check.
- Using the appropriate key will not trigger the trip wire.

**Thaumaturge** **Level 4 Artillery**

Medium natural humanoid XP 175

**Initiative** +4 **Senses Perception** +5**HP** 42; **Bloodied** 21**AC** 17; **Fortitude** 13, **Reflex** 14, **Will** 15**Speed** 6⊕ **Quarterstaff** (standard; at-will) • **Weapon**

+3 vs. AC; 1d8 damage.

⌘ **Energy Blast** (standard; at-will) • **Force**

Ranged 20; +8 vs. Reflex; 2d4 + 4 force damage.

⌘ **Tri-icicle** (standard; encounter) • **Cold**

The thaumaturge makes a separate attack against 3 different targets; ranged 10; +6 vs. Reflex; 1d6 + 4 cold damage.

✱ **Arcane Slap** (standard; encounter) • **Force**

Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 2 force damage, and the target is dazed (save ends).

**Alignment** Evil **Languages** Common**Skills** Arcana +10**Str** 11 (+2) **Dex** 15 (+4) **Wis** 16 (+5)**Con** 13 (+3) **Int** 19 (+6) **Cha** 13 (+3)**Equipment** robes, quarterstaff, wand**Thug** **Level 4 Brute**

Medium natural humanoid XP 175

**Initiative** +2 **Senses Perception** +3**HP** 66; **Bloodied** 33; see also *pissed off***AC** 15; **Fortitude** 15, **Reflex** 14, **Will** 14**Speed** 6⊕ **Greataxe** (standard; at-will) • **Weapon**

+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 12).

⊕ **Pissed Off** (standard; at-will)

The thug makes a melee basic attack with a +5 bonus to the attack roll and deals an extra 1d6 damage on a hit.

⌘ **Handaxe** (standard; at-will) • **Weapon**

Ranged 5/10; +6 vs. AC; 1d6 + 4 damage.

**Alignment** Evil **Languages** Common**Str** 16 (+5) **Dex** 13 (+3) **Wis** 10 (+2)**Con** 17 (+5) **Int** 11 (+2) **Cha** 13 (+3)**Equipment** hide armor, greataxe, 2 handaxes**Footpad** **Level 2 Skirmisher**

Medium natural humanoid XP 125

**Initiative** +7 **Senses Perception** +2**HP** 37; **Bloodied** 18**AC** 16; **Fortitude** 12, **Reflex** 14, **Will** 12**Speed** 6⊕ **Scimitar** (standard; at-will) • **Weapon**

+4 vs. AC; 1d8 + 1 damage, and the footpad shifts 1 square.

⌘ **Dagger** (standard; at-will) • **Weapon**

Ranged 5/10; +5 vs. AC; 1d4 + 3 damage.

⊕ **Dazing Flurry** (standard; encounter) • **Weapon**

Requires scimitar; +5 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the footpad's next turn, and the footpad shifts 1 square.

**Combat Advantage**




The footpad deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

**Alignment** Evil **Languages** Common**Str** 13 (+2) **Dex** 16 (+4) **Wis** 10 (+1)**Con** 12 (+2) **Int** 11 (+1) **Cha** 13 (+2)**Equipment** leather armor, 4 daggers, scimitar**Sentinel** **Level 3 Soldier**

Medium natural humanoid XP 150

**Initiative** +6 **Senses Perception** +6**HP** 47; **Bloodied** 23**AC** 18; **Fortitude** 16, **Reflex** 15, **Will** 14**Speed** 5⊕ **Halbred** (standard; at-will) • **Weapon**

Reach 2; +9 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the sentinel's next turn.

⊕ **Powerful Strike** (standard; recharge   ) • **Weapon**

Requires halbred; reach 2; +9 vs. AC; 1d10 + 8 damage, and the target is knocked prone.

⌘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15/30; +8 vs. AC; 1d8 + 2 damage.

**Alignment** Evil **Languages** Common**Str** 17 (+4) **Dex** 15 (+3) **Wis** 10 (+1)**Con** 14 (+3) **Int** 11 (+1) **Cha** 13 (+2)**Equipment** chainmail, halbred, crossbow with 20 bolts



## 12. The Stagnant Pool

This natural cave shoots off the main waterway. It has an acrid, stale air.

### Monsters

#### Party Level 3 (600 XP)

2 Amoeboids (300 XP each) (A) (A<sub>3</sub>)

#### Party Level 4 (700 XP)

1 Amoeboid (300 XP) (A)

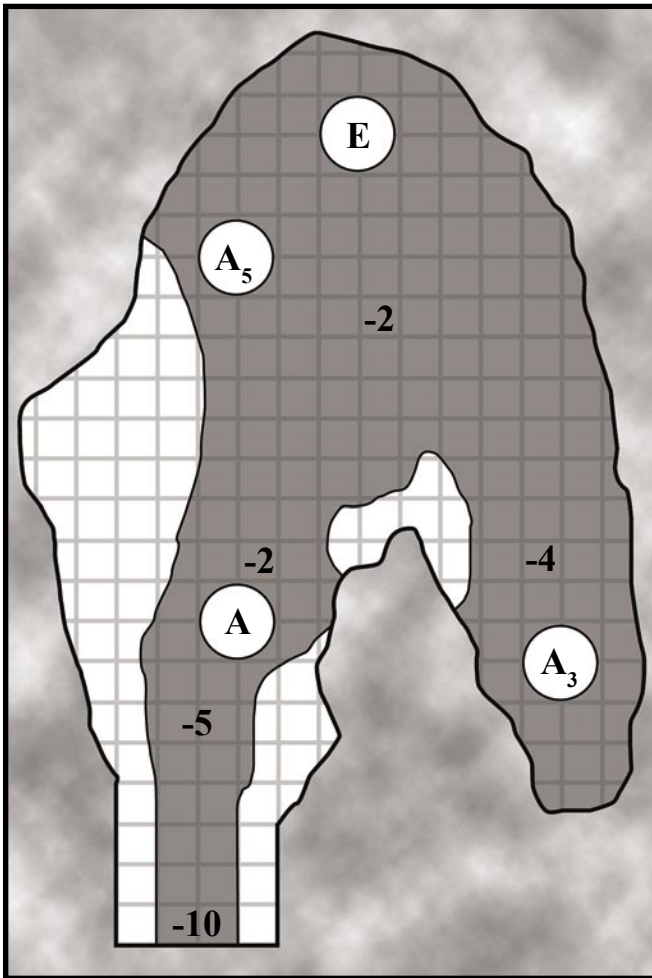
1 Elder Amoeboid (400 XP) (E)

#### Party Level 5 (900 XP)

3 Amoeboids (300 XP each) (A) (A<sub>3</sub>) (A<sub>5</sub>)

### Features

**Corrosive pool:** The water in the pool is highly acidic, dealing 1 point of acid damage per round to any creature touching the water.



### Tactics

The amoeboids and elder amoeboid like to hide in the water and ambush their prey. Amoeboids that have already used their Bud power that are close to dying will retreat around the bend. If present elder amoeboids use their Overflow power and move into the water, so even if creatures escape, they will still take acid damage in the water and the amoeboids may still get a free meal.

### Treasure

None

Amoeboid	Level 3 Elite Brute
Large natural beast (blind, ooze)	XP 300
<b>Initiative</b> +1	<b>Senses</b> Perception +3; blindsight 10, tremorsense 10
<b>HP</b> 102; <b>Bloodied</b> 51; see also <i>bud</i> below	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 14, <b>Will</b> 14	
<b>Resist</b> 5 acid	
<b>Saving Throws</b> +2	
<b>Speed</b> 5	
<b>Action Points</b> 1	
⚡ <b>Slam</b> (standard; at-will) +8 vs. AC; 2d8 + 4 damage.	
<b>Pseudopodic Movement</b> (move; at-will) The amoeboid shifts 5 squares.	
<b>Bud</b> (when first bloodied; encounter) The amoeboid splits into two, each with hit points equal to one-half its current hit points. Effect applied to the original amoeboid do not apply to the second one. An amoeboid can't split if reduced to - hit points by the attack that bloodied it. Left alone, the two halves function as independent entities, each eventually healing into a normal amoeboid.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Skills</b> Stealth +5	
<b>Str</b> 12 (+2)	<b>Dex</b> 9 (+0) <b>Wis</b> 13 (+2)
<b>Con</b> 10 (+1)	<b>Int</b> 1 (-4) <b>Cha</b> 1 (-4)

**Elder Amoeboid** **Level 5 Elite Brute**Large natural beast (blind, ooze) XP 400**Initiative** +4      **Senses** Perception +3; blindsight 10,  
tremorsense 10**HP** 152; **Bloodied** 76**AC** 18; **Fortitude** 18, **Reflex** 16, **Will** 15**Resist** 5 acid**Saving Throws** +2**Speed** 4, see also *overflow***Action Points** 1⊕ **Slam** (standard; at-will)

+10 vs. AC; 2d8 + 6 damage.

**Overflow** (standard; at-will) • **Acid**

The elder amoeboid attacks one or two Medium or smaller targets; +7 vs. Reflex. On a hit, the target is grabbed and pulled into the elder amoeboid's space; the target is dazed and takes ongoing 5 acid damage until it escapes the grab. A creature that escapes the grab shifts to a square of its choosing adjacent to the elder amoeboid. The elder amoeboid can move normally while creatures are engulfed within it.

**Alignment** Unaligned      **Languages** –**Skills** Stealth +9**Str** 15 (+4)**Dex** 15 (+4)**Wis** 12 (+3)**Con** 17 (+5)**Int** 1 (-3)**Cha** 1 (-3)**Area 5: Skittering Larder****Area 4: Crickey!**



Area 6: The Lord of Filth



Area 9: 12 Feet Under



Area 10: The Forgotten Room