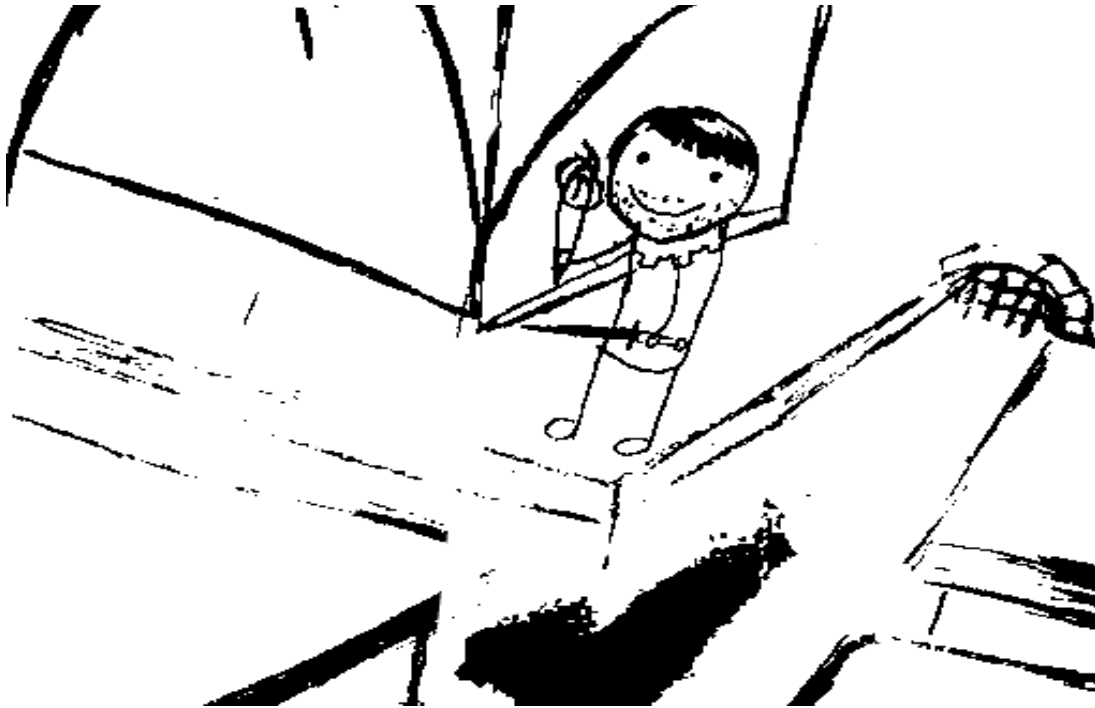


# Dungeon Module C1-2

## Swords & Sewercery

By Jeff Simpson

AN ADVENTURE FOR CHARACTER LEVELS 2-5



Navigate the grime-encrusted skid row of Salo, a city of filth ruled by the iron-grip of the Cabal of Ravens. Then, scour the fetid sewers of their totalitarian dictatorship in search of the treasure of an affluent drunk, but beware the terrible poisons of the arachnohydra!

This module was originally used for the 2021 PrinceOfNothing No-Artpunk Dungeon Contest, and appears in the second volume of the No-Artpunk Dungeon Compilation. It is free of licensing and may be shared, modified, and altered as you wish. The art of the arachnohydra was given to me as a gift an anonymous source.

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# City Module 1 & 2: Streets of Rats & Swords and Sewercery

## Introduction

**Background** For nearly half a century, the city of Salo has been controlled by an enigmatic group of warlocks known as the **Cabal of Ravens**. This totalitarian group stepped in during a power vacuum and quickly used their secret police, **the Ravens**, to crack down on any form of dissidence.

Salo itself is a sprawling metropolis mired in poverty and oppression, with most of the citizens working the over-crowded collective farms that struggle to provide food for the diseased populace. Many of the streets are heavily patrolled by the secret police, but the area around the intersection of Raven Way and Ebony Road has a growing **Resistance** movement as well as a gang, **the Blades**, who have thus far managed to operate under the strict gaze of the Cabal of Ravens.

### Factions

**Cabal of Ravens & Secret Police** No-one knows who leads the secretive group known as the Cabal of Ravens, only that they are powerful mages who use the Ravens, their secret police to crush any opposition to their absolute power. Like their masters, the Ravens all wear raven-beaked masks to hide their identity. If players attempt to contact them, perhaps to turn in contraband or give information regarding the Resistance, they will be suspicious and possibly interrogate the players to figure out where they obtained this information, but will ultimately allow them to leave unmolested, assuming the players do not give them cause for alarm.

**The Resistance** The Resistance is a decentralized movement, and thus has no leader. Rather, they are a loose federation of business owners and freedom fighters whose goal is to inform the populace of the Cabal of Raven's crimes and oppression. They deal primarily in the proliferation of dissident literature, as well as revolutionary acts meant to destabilize the government. They would like to convert the Blades to their cause, but have been unsuccessful so far. Fredo and Runolf are both currently paying protection money to the Blades, a practice which they hope to end.

**The Blades** Led by Kevin Silver (Thief 4), this street gang is concerned with the drug trade, extortion, gambling, and the rare-beast trade. They are unable to control prostitution, which is run by the Church of the Gilted Whore. They oppose the Resistance, seeing them as a wild-card which they can not control, compared to the Ravens who they have become adept at operating under.

Players exploring these streets, their surrounding buildings, and the sewers, may come across any number of rumours or wandering vagabonds and beasts, both given in **Appendix A**.

All maps use a 5-foot scale. The map of the city uses diagonally striped squares to represent streets, while the areas within solid black lines are the interiors of buildings.

Many of the monsters in this book have stats contained in the **D&D Basic Rulebook** as well as the **AD&D First Edition Monster Manual** and **Fiend Folio**. They may require slight adjustment for use in your own home campaigns.

Players who fall into the murky sewage in **Part 2: Swords and Sewercery** must make a Save vs Paralyzation or move at one-half speed, and take a -1 penalty on attack rolls while remaining in the thick streams of refuse.

## Part 1: Streets of Rats

1. This building serves as both a church and a holy brothel, dedicated to the Gilted Whore. Purchases and donations to the church must be given in copper pieces. The sacred prostitutes of the Gilted Whore are unaligned with any of the local factions, and cunning players may be able to pump them for information.
2. This is a Blades ganghouse containing 3 B-type Bandits. The bandits are currently playing a game of dice but will not be surprised unless players take particular care at being stealthy. There is a small coffer with 650 gp, a battleaxe, and a scandalous piece of art; a painting of a blonde mermaid worth 1000gp. This piece of art may be difficult to sell, as it is considered indecent and will be seized by the Ravens.
3. Spider's Bar. This dingy tavern holds spider races for entertainment. Here the players can meet an old storyteller who will tell them about a fist-sized gem he once owned. See C2: Swords and Sewercery for more detail on this. There are spies for the Gang, Resistance, and Secret Police here.
4. Scripture for the Soul. This scroll shop will buy scrolls from the players at a rate of 100 gp per spell level. Alberada, the proprietor, a priestess of Zagyg, does not sell scrolls however; he burns the scrolls he buys as ritual to appease the Cabal of Ravens. Alberada is unaligned to the local factions.
5. This is the Dung-sweeper's headquarters. Oгри Half-Troll is aligned with the Blades. Players can buy a fecal lantern fuel that burns slower, but may alert monsters due to smell. This fuel costs 10 gp but burns twice as long as regular oil. Oгри possesses a magical shovel that he uses for dung-collection detailed in Appendix B.
6. This is a locked Resistance safehouse that is currently unoccupied. If the players befriend the Resistance, they will be given a key to this building so that they may use it as a hideout.
7. Fredo's Greenhouse sells unique fungi; a 5 gp glowshroom that acts as torch, a 15 gp shrieker that works as an alarm, and a 100 gp moss that can eat through 1 lock. Fredo is aligned with the Resistance.
8. Runolf's Pawn Shop; Runolf, one of the leaders of the Resistance, runs this shop alongside his doorguard Garanhon who is disguised as a begging leper. The shop sells most mundane equipment, though at a 125% mark-up in addition to a Sword -1 that is advertised as magical. If the players convince Runolf that they are members of the Resistance, he will sell them an actual Sword +1 for 1500 gp, a Potion of Healing for 500 gp, or an old scroll containing a random first-level spell for 100 gp.
9. The Honeypot Watering Hole is full of what appears to be criminals, but in reality are all undercover Raven Secret Police. Drug deals are common here. The bar is run by Goudreau who is assisted by Adriantus the Dealer, both of whom are Ravens.
10. This shop has a sign labelling it as Agdi's Mining Equipment. Rope, shovels, picks, and other mining related gear are sold here at 25% off normal cost, and bought at 75% normal value. Agdi is unaligned.
11. This leatherworking shop stinks of chemical, which is conveniently used to mask the drug smell from next door. The hides of exotic animals can be worked into +1 leather armour. This shop is aligned with the Blades.
12. This Blades-run drug lab has 9000 gp worth of drugs and drug-manufacturing equipment, though it weighs 500 pounds. Players can try and sell this illegally, or trade the information regarding the drug lab's whereabouts to the Ravens for a 2000 gp reward.
13. There is a chained up rabid street dog (use stats for wolf) eating kitchen scraps from Spider's Bar in this back alley.
14. There are 7 kids playing a game of street hockey; they can be paid for information regarding the area.
15. A cockfighting ring attended to by 2-8 normal humans can be found here. Players can bet at a 1:2 rate on either Askbrand the red chicken or Grigorri the blue chicken. Either has 50/50 chance of winning. A shady character named Chesare will sell a monster egg for 8000gp. This egg can belong to any kind of monster such as a cockatrice, a large snake, or even something of the Dungeon Master's creation.
16. This alley serves as a watchpost for the Blades. There are 2 A-type Bandits and 1 B-type Bandit.
17. This is the Blade's head-quarters where they throw dice, smoke drugs, and hold street fights. There are 3 B-type Bandits, and 1 C-type Bandit, their leader Kevin Silver.

18. The second time the PCs pass by the intersection, a scene unfolds; 2 Blades B-type Bandits start shoving a passerby; a nearby Raven draws his mace and begins a fight. A 'leper' sneaks through the melee and steals an medallion dropped by the Raven. The medallion is a sign of office, not unlike a police-badge, that is likely of value to the different factions in the area.

### Street Locations

**A** Agnar the Trenchcoat Salesman, aligned with the Ravens. He sells maps of nearby dungeons, or forbidden literature. He will ask about revolutionary literary groups if the players show interest. This is, of course, to pass the information on to the Ravens so that they can raid the location.

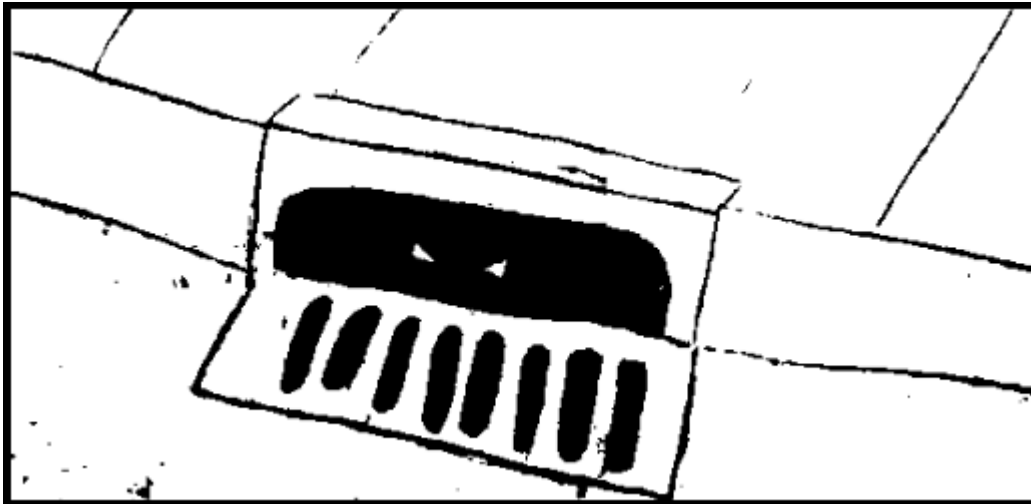
**B** Haki, a merchant, and his broken cart. He will give the players a Dagger +1 if they help load his crates into Building #4. He aligned with the Blades.

**C** Authn the street-meat seller, aligned with the Blades.

**D** Eirik, the other street-meat seller, who is unaligned. He sells sub-par meat which, if eaten, imposes a -2 penalty on attack rolls for 1 hour unless a Save vs Poison is made.

**E** Ambiorix Rumourmongerer, aligned with the Resistance peddles his rumours here. See Appendix A for details.

**F** Garanhon the Beggar; actually a door guard for pawn shop. Aligned with the Resistance.



## Part 2: Swords and Sewercery

The players huddle around a small smouldering peat fire in a mildewy tavern, Spider's Bar. A blind leper asks for a drink in return for a tale. If the players buy him a drink, he will tell them of an amulet with a gemstone the size of a man's fist. It was formally his, until he was attacked by hooligans and dropped it down the sewer. Players can easily find an entrance to the sewers which lead them to Room #1.

1. Entrance to sewers.
2. There are 3 filter hoods hanging on a rack. They are covered in mould spores. Players who wear one will be poisoned unless they save vs Poison.
3. There is an Otyugh eating garbage here.
4. A Door Guard (use stats for a Berserker) is making credit checks here, ensuring that only those with at least 18 sp worth of wealth are allowed to enter the leper's market.
5. This is the Garbage Bazaar. Various pieces of junk and bric-a-brac can be bought here. Merchants will claim that the Cult of the Scaled Eye in the east probably has the gemstone, if asked.
6. 1 Ogre Mage resides within this room, sparsely decorated. He carries with him a pouch containing 770gp.
7. Jail with 1-8 nude mongrelwomen that serve as the Ogre Mage's harem (no XP is awarded for slaying these malnourished mutants).
8. Empty
9. The water here is filthy with sewage; it is the River of Fortune. Above, a high-class restaurant uses gold flake in their meals that is washed down this section of sewer. Lepers pan for gold through the fecal soup. They claim the mer-witch snatched the gem.
10. This space is where Ederik the Mad Sorcerer has built a goop-bottling machine. He will sell the goop for 10gp per bottle. When imbibing, roll d%: 01-25: Save v Death Ray or die. 26-50: Save v Paralysis or slow effect for 1 turn. 51-75: Save v Spells or haste effect for 1 turn. 76-00: Save v Dragon Breath or 2-8 fire damage. Ederik is incurably insane.
11. This is Ederik's bedroom. A Wand of Secret Door Detection is hidden in his sock drawer. The socks themselves are poorly patched and reek of fungus.
12. Gullveig the Sea Hag lives in this cistern. She will trade the blind leper's amulet for the Idol of the Cult of the Scaled Eye. There is 13,000 cp sunken at the bottom of the pool, and the leper's amulet is worth 9000 gp. The Mer-Witch's stats are given in Appendix B.
13. This secret passage has an arachnohydra lurking on the roof, waiting to drop down on unsuspecting travellers. There is a secret door on the south wall leading to a closet with a Helm of Alignment Changing.
14. There are 2 Raven Investigators here reviewing the a crime scene. They carry on them 65 cp, 60 sp, and 2000 ep,
15. This crime scene is full of 3 corpses along with a half-burnt book of poetry critical of the current regime. It is worth 1000 gp.
16. A ceremonial fountain is here for cultists to wash. A water elemental loyal to the cult resides within.
17. A Poison Spear Trap hides behind the door to this empty closet.
18. This locker room has 5 sets of Cultist Robes, which may be used to disguise one's self as a cultist.
19. Praying at the altar of The Church of the Scaled Eye if chaotic gives a bless spell, praying if Lawful gives curse.
20. Praying in this large room are 3 Cultists (use stats for Nomads). They wear jewellery worth 9000 gp.
21. A woman with a fishhead is chained above a pool here. She has constantly been giving birth to hideous mutants. Putting her out of her misery is worth 300xp to whoever delivers the killing blow.
22. There is a Living Rock Statue in the shape of the Idol here. The actual Idol is stored in a cupboard in the statue's pedestal.
23. Skulls are impaled on spikes here. There is an alarm trip wire on the bridge.
24. This is the lair of the nosferatu Roderick St Guillaume. He demands the head of the Ogre Mage. Will

offer half of his treasure; either Chest One, containing a Potion of Swimming, Drums of Panic, Bow +1 (Ignores Cover) or Chest Two containing a Sword +1, and Staff +1

25. The rats here form a sentient rat swarm. They demand that the players brave the Gauntlet of Gunk. For surviving, they will give them the Flail of the Rat-King.

26. 1 Black Pudding.

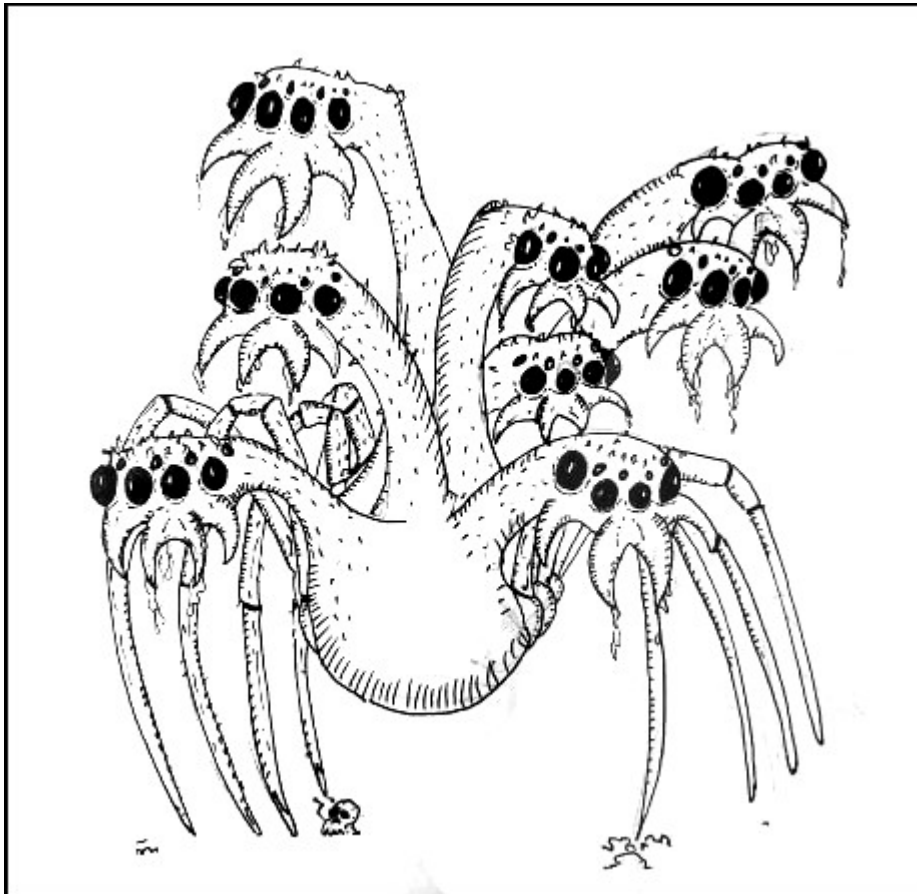
27. 3 Grey Ooze.

28. 1 Green Slime.

29. Empty.

30. 1 Giant Slug, 3 Shriekers.

31. 1 Gelatinous Cube.



## Appendix A Tables & Charts

### Wandering Monsters (Streets)

<b>d8 Monster</b>	<b>No. Appearing</b>	<b>Source</b>
1 A-type Bandits led by B-type Bandit	1-4, 1	Appendix B
2 C-type Bandit	1	Appendix B
3 Raven Secret Police	1-4	Appendix B
4 Giant Rat	2-8	Basic Rules
5 Rabid Street Dog	1	Basic Rules (wolf)
6 Ettercap	1-2	Fiend Folio
7 Gargoyle	1	Basic Rules
8 Wererat	1-6	Basic Rules

### Wandering Monsters (Sewers)

<b>d8 Monster</b>	<b>No. Appearing</b>	<b>Source</b>
1 Lizardmen	2-8	Basic Rules
2 Hook Horror	1	Fiend Folio
3 B-type Bandit	1-6	Appendix B
4 Raven Secret Police	1-6	Appendix B
5 Insect Swarm	1	Basic Rules
6 Otyugh	1	Monster Manual
7 Leper	2-8	Basic Rules (zombie)
8 Grell	1	Fiend Folio

### Rumours

<b>d6 Rumour</b>	<b>Veracity</b>
1 The Ravens are cracking down on the selling of illegal goods.	True
2 Rare creature trade is booming	True
3 The Resistance Movement is at war with the Blades Gang	False
4 The Resistance is hemorrhaging members	True
5 Adiantus at the Watering Hole is with the Resistance	False
6 The old story-teller in the Spider Bar was once a mighty adventurer	True

## Appendix B New Monsters & Items

### New Monsters

#### Arachnohydra

**Armour Class** 5

**Hit Dice** 8\* (64 HP)

**Move** 180' (60')

**Attacks** 8 bites

**Damage** 1-6

**No. Appearing** 1

**Save As** Special

**Morale** 9

**Treasure Type** B

**Alignment** Neutral

Arachnohydras are smaller cousins of the traditional hydra, though just as deadly. They always have 8 heads to match their 8 hairy legs. Arachnohydras are able to walk on any surface like a spider, though they do not spin webs. It has one Hit Die for each head, and always has 8 Hit Points per Hit Die. An arachnohydra will attack with all of its heads each round. For every 8 points of damage an arachnohydra takes, one head will no longer attack. An arachnohydra saves as a fighter of a level equal to its number of remaining heads. With 8 eyes on each of its 8 heads, an arachnohydra can never be surprised. Arachnohydras live exclusively underground, often in large caverns where they can hunt for prey. A favoured tactic is to drop from above doorways, preventing exit, and then attacking with its pincer-like mandibles.

#### Bandit

	<b>A-type</b>	<b>B-type</b>	<b>C-type</b>
<b>Armour Class</b>	6	6	7
<b>Hit Dice</b>	1	2	4
<b>Move</b>	120' (40')	120' (40')	120' (40')
<b>Attacks</b>	1 dagger or 1 crossbow	1 shortsword	1 warhammer
<b>Damage</b>	by weapon	by weapon	by weapon
<b>No. Appearing</b>	1-4	1-2	1
<b>Save As</b>	Thief 1	Thief 2	Thief 4
<b>Morale</b>	8	9	9
<b>Alignment</b>	Chaotic	Chaotic	Chaotic
<b>Gear</b>	Dagger, Crossbow, 10 bolts, Leather Armour, 3-18 cp	Shortsword, Shield, Leather Armour, 3-18 cp	Warhammer, Leather Armour, 4 gp, 2 oil flasks, Thieves Tools, Wineskin, Key to Drug Lab



### **Gullveig the Mer-Witch**

**Armour Class** 2

**Hit Dice** 8

**Move** 60' (20') or 120' (40') swim

**Attacks** 2 claws

**Damage** 1-4

**Save As** Magic-User 8

**Morale** 10

**Alignment** Chaotic

**Spells** Sleep, Ventriloquism, Read Languages, Detect Invisibility, Phantasmal Force, Web, Dispel Magic, Invisibility 10', Confusion, Wall of Fire.

### **Raven Secret Police**

**Armour Class** 4

**Hit Dice** 6

**Move** 120' (40')

**Attacks** 1 mace

**Damage** by weapon

**No. Appearing** 1-4

**Save As** Fighting-Man 6

**Morale** 8

**Treasure Type** U, V

**Alignment** Lawful

**Gear** Chainmail, Shield, Mace, 1-8 gp

### **New Items**

#### **Flail of the Rat-King**

This Flail +3's heads are actually a tangled mass of rats, attached to the handle by their knotted tails. It deals 1-6 damage and allows a second attack every turn, though this attack only deals 1-4 damage and inflicts disease, lest the target makes a Save vs Paralysis.

#### **Idol of the Cult of the Scaled Eye**

This idol is a dark blue statuette of a clawed chicken leg that ends in an eyestalk that exudes a greasy oil. Holders of the idol can, once per day, invoke it to cast Clairaudience/Clairvoyance.

#### **Ogri's Trenching Shovel**

This is Ogri Half-Troll's personal shovel, used in his dung-sweeping business. In combat, it functions as a Hand-Axe +1 but causes the players to make initiative rolls at a -1 penalty.

