

Sewers of Victorian London, by Fabien Deneuve

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Background:

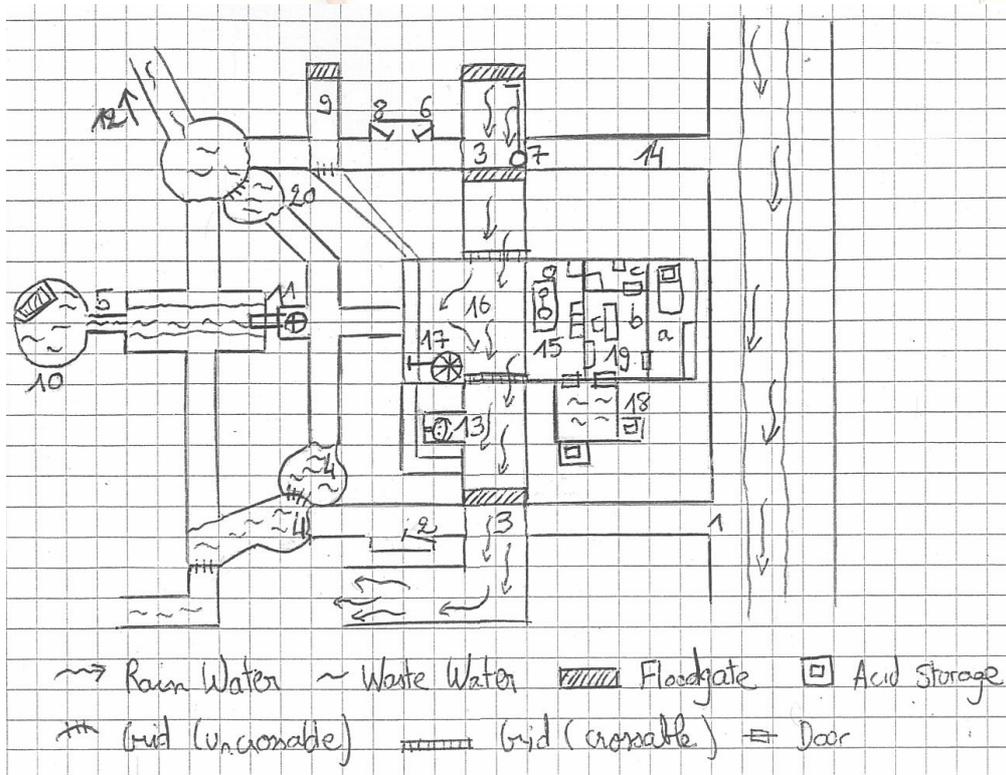
1898, Victorian Era, London. Investigating mysterious murders near the docks of River Thames, the group discovers that the crimes are done by a weird creature, some sort of aquatic hybrid. They chased it all the way up to this area of the sewers near the docklands. As they follow the traces of the monster, they discover an abandoned experimental water treatment lab, which was used for darker experiences...

Wandering monsters:

1d12, every hour	
1-6	Nothing
7-8	Swarm of rats
9-10	Scientist, servitor of the Doc, armed with gadgets and instant mutation serum
11-12	The creature! A horrible form of piranha hybrid

The Story behind the scene:

At the origin of this place is the evil scientist named The Doc. Man of influence, he was close enough from the engineer who designed the sewer system to get installed what he presented as being one of the first "water treatment unit." This was a cover up for the lab where he was carrying experiences to create animal hybrids from human beings. He now left this place to bigger headquarters, but one of his hybrids escaped and set itself up back into its old quarters. The Doc sent one of its minions to catch it; will the PCs ally with him or fight both the monster and the scientist?



Room Key :

1. From the main tunnel, a corridor goes to the west, with a sign on the wall stating "LAB"
2. Floodgate control: this lever is initially maintaining the downstream water gate open. If pulled, it will close the gate. If upstream lever hasn't been manipulated yet, the PCs will hear the n°7 gate shutting, to prevent flooding of the system.
3. If water gate is open, this area is dangerous, due to stronger currents. PCs have to jump, climb over the current or use some rope to help the crossing, otherwise they will be taken by the current.
4. Pool of waste water, full of piranhas fish, remaining from the experiences of the Doc.
5. Access tunnel: if the pump has not been activated, this tunnel is completely under water level. To access the lair of the creature, adventurers have to swim through, while holding their breath. It is quite dangerous, knowing that the creature inside the lair is aquatic!
6. Floodgate control: this lever is initially maintaining the upstream water gate open. If pulled, it will close the gate. To enter the lab, the water needs to be bled, which means having the n°2 floodgate opened and the n°6 closed.
7. Flood control system: in case the downstream water gate is closed while the upstream one is still open, this lever will activate when water reaches a certain level and completely shut the water entrance gate.
8. Floodgate control: this lever control the floodgate feeding the energy generator of the complex. It is initially closed.
9. Initially empty narrow tunnel, if lever 8 is pulled, it fills with water flowing to the energy generator.
10. Lair of the hybrid: if pump has not been activated, this room is half filled with waste water which gives a certain advantage to the monster. If the pump has been activated, PCs can walk through the access tunnel and have water only up until waist level. In a corner, on an elevated step, is a small living place, with a wet straw mattress and some items (childhood pictures, stolen watches...)
11. Pump: this pump can be activated only if the energy generator is working inside the lab. However, it needs to be fixed, using the tools found in the toolbox of the main lab room.
12. To an area of the sewers underneath a butchery. Some meat stinks under the ladder, it is a great feeding place for the hybrid.
13. Mechanical copper golem, created by the Doc to protect the lab. Only starts if the generator is activated. Letters E, M, O, A, U, R are engraved on the body of the golem.
14. Skeleton of killed dust man, who was doing an inspection and was attacked.
15. Main lab room. Everything is under water until water is bled through the floodgate system. Experimental equipments sit on an old table. Drawers contain soaked notebooks full of diagrams and calculations. Only thing usable is a waterproof metal toolbox that contains the equipment to fix the pump.
16. At low level, the water reaches knee level in this part of the main room. A giant mutant water snake lives in the water and will attack whoever stands for too long in it.
17. Energy generator for the complex. A little water mill sits in the channel at ceiling's level fed by the corridor n°9. If water runs through it, it will produce electricity and bring lights to the complex. It will also activate the golem (13) and will allow the PCs to use the pump (11).
18. Trap room! The entrance is 2 yards above the floor of this room; a heavy waterproof gate allows the exit to the living area. There is waste water up until knee level in this room. To be opened it requires the input of a 6 letter code on six wheels allowing the 26 letters of the alphabet. Code is MOREAU, referring to the recently published book of HG Wells, rearranging the letters of the golem in the right order. After 2 wrong attempts, acid starts to fall into the water, after 5 rounds, the PCs start to suffer damage from this acid mixed into the water.
19. Living area of the lab, with bedroom (a), office (b) and storage area (c). The latest contains a ladder leading into a discrete street near the docks.
20. A disgusting mutant body is in the waste water pool, horrifying mentally fragile adventurers.