

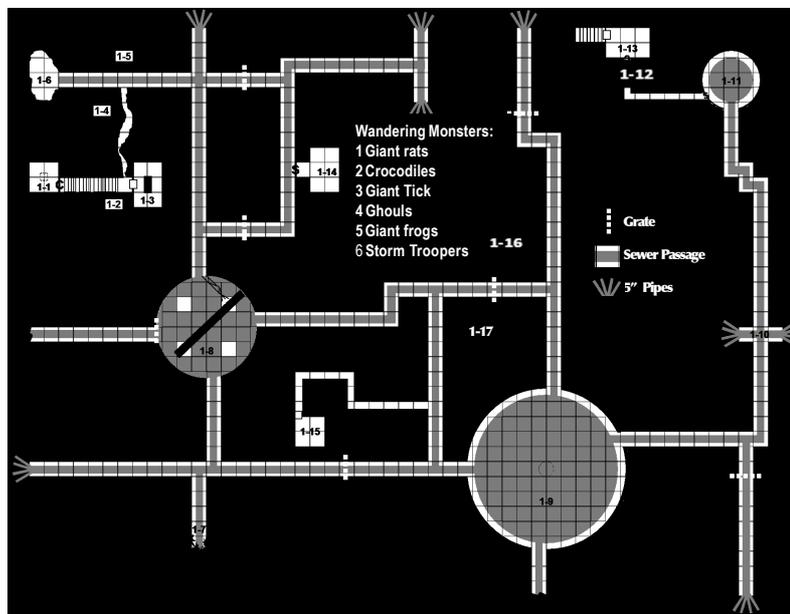
**Background Story:** The PCs have arrived in an oppressed city. It's evil dictator has taken power by assassinating the king and heirs to the throne. Now he rules with an iron hand and the populace struggles under his bitter rule. Unbeknownst to the populous one last heir is still alive, disguised as the male leader of the thieves' guild. She is gathering information and followers, waiting the right time to strike.

**Player Beginning:** You arrived at the city reluctantly, well knowing the reputation of its crazed and brutal ruler, but in need of supplies and rest you entered. Now you are hiding in the cellar of a shop. The owner of the shop ushered you through the hidden trap door to his basement and then locked it. The last thing you heard was the storm trooper guards dragging the shop owner away and then them settling in to wait for the search dogs and wizards of the tracker teams. Now as you sit in the darkness hiding, you wonder about the sequence of events that lead you here. Who knows which of the countless laws and procedures of the city you broke? Was it when you said your deity's name out loud in a public place? Did you unknowingly not pay some special tax? Whatever the cause, the city guard has sought to arrest you. And not wanting to be exposed to the draconian justice system of a city where many wear the scars of such justice-missing fingers, eyes, ears and worse, you chose to hide seek away to escape.

**Area 1-1 Basement:** This is a small storage room, has racks of vellum scrolls and books. The books and scrolls contain numerous records of mundane transactions, long-winded journals of long dead peoples, and countless genealogies. One book is marked with a bright new piece of vellum paper and seems to be a genealogy of the last king of the city. The page marked describes the youngest heir in the family, a girl named Alraya. Hastily scribbled on the new vellum is "find her and we find freedom". A section of the plaster is visibly damp in the shape of a small door. Breaking through reveals a cobweb filled stair leading down into darkness. Loud noises attract attention of the **10 storm trooper guards** upstairs. They begin to tap the floor seeking the trap door and begin bashing it open. At the last minute the **1 storm trooper lieutenant** will say, "Stop, we need to wait for the tracking team per our orders, they will be here with in the hour". Tracking teams include **2 storm wizards**. They pursue the PCs slowly and cautiously, as they are too afraid of their senior commanders to take any real initiative.

**Area 1-2 – Landing:** The stairway ends at a flooded landing; water seeps through cracks in the south wall and flows out through a large crack on the north side. The murky water is only 2' deep in the landing area. Across the small landing area the passage rises a few steps out of the water where there is a curious rune covered iron door. The hinges and locks have been rusted solid. The door has been pried open near the bottom edge just enough for a halfling to squeeze through. It can be widened with a Str check.

**Area 1-3 – Forgotten Wizard's Tomb:** Located on the 30' high ceiling is an elaborate sarcophagus. A permanent reverse gravity spell in effect 15' up the walls. Floating in the zero gravity area created by the effects of the reverse gravity and the counter affects of real gravity hovers the body of a Halfling thief. Spikes are lodged in the wall marking the route the Halfling took as he climbed up the wall to the tomb. His 50' coil of rope lies on the ceiling. The tomb-robber made it to the sarcophagus but unleashed the **wight** inside and was struck down. Any disturbance to the sarcophagus will cause the Wight to attack. In the sarcophagus is a skeleton in rotten robes. Under it's skull rests the wizard's spell book containing **magic missile, feather fall, web, wizard lock, diminution, feign death**. A **wand of webs** (8 chgs) is still grasped in the skeletons hand. The skeleton is all that remains of court advisor from long ago. On



his hand is the **Ring of the Advisor** which makes saves against the wearers spells at -3 while worn in the city. Items still serviceable on the Halfling are thieves' tools, a large pry bar and a large iron key. The iron key is a master key to the city's sewer grates. He also has a small bag of salt for deal with the leeches in the sewers.

**Area 1-4 Sump Corridor:** A narrow crack with wet and slimy walls slopes sharply downward. Several streamlets cascade from crevices in the roof. Halfway down the passage the ceiling lowers to meet the water taking the passage underwater for about 15' until it hits the underground sewer passages. The sounds of gurgling water ahead indicate that the passage emerges in to the air again. PCs squeezing through this crack system are reduced to 1/4 speed, and suffer a -4 to all rolls. Passing through the sump requires a Con check or 1d4 suffocation. **3 Giant leeches** wait in the sump. PCs may not notice these creatures sucking their blood until they emerge from the water.

**Area 1-5 Transition to the Sewers:** Glowing green lichen on the ceiling illuminates the sewer passage made of rough blocks with 2' wide walkways on either side. The stench of foul sewage fills the air. An **executioner's hood** drops on the head of the first PC emerging from the water.

**Area 1-6 Rat Infestation:** This is natural cavern filled with a great undulating mass of **giant rats**. A fresh mass of garbage hurls down from an opening far above, and the rats swarm over it. Dozens of giant rats attack anyone attempting to travel further in this direction.

**Area 1-7 Cave-in:** This long disused passage has caved in and has no water flowing from it. In the rubble there is a glint from the **Sword of Locingar**: **+3, +6 vs. Lawful Evil** still clutched by a skeletal hand (Str Check to remove it) sticking out from under a huge block. The root tendrils of **shrieker** growing here have recently unearthed it. Loud noise will cause **5 monstrous centipedes** to attack from the rubble and may also cause cave-ins for 1d6 damage. The sword belonged to the legendary city hero, Captain Locingar, good champion the city guard, who disappeared many years ago. The sword is easily recognizable by citizens of the city as there are many statues of Locingar throughout the city. The sword is NG, Int, and will do 2x dmg to any intelligent opponent who attacks the wielder prior to the wielder drawing the sword from its sheath. The reputation of the sword grants a **+3 CHR** bonus in dealing with citizens of the city. Citizens will see the it as a strong omen for good.

**Area 1-8 Whirl Pool:** Here the sewer dumps in to a large circular shaft in a thundering

torrent. Three other sewers empty into the chamber and the currents of these combine and churn into a great whirlpool. Eventually the sewage and waste funnel down a great hole in the center of the chamber. Four pedestals emerge from the torrent spaced evenly about the room. A tangle of logs, boards and refuse has been used to rig a crude bridge almost to other sides. PCs falling into the whirlpool will be swept down the whirlpool to emerge in area 1-9. **4 troglodytes** fire bows at PCs from the east tunnel as they attempt to move across the cistern. If they lose half their number they retreat up the sewer. A tribe of **30 troglodytes** lives further up this sewer making further travel in this direction difficult.

**Area 1-9 Bottomless Pit:** This is an enormous chamber with a high vaulted roof and a floor that falls away to a deep pit. Numerous other sewers dump into the pit at various levels. Far below, large webs are strung across the pit with huge spiders poised in them. At the distant apex of the roof is a hole where daylight enters thru an open grate. Around this opening are storm troopers closely guarding, bound and gagged prisoners. The resonant affects of the doomed roof makes their words audible. "For crimes against the Overlord you are hereby sentence to death". The prisoners are forced out on to a plank. This is in an execution conducted from the courtyard of the Overlord's castle. The prisoners are any PC that may have been captured and Nylorac. Falling prisoners have a 70% chance of being caught in the webs and attacked by a **monstrous spider** with-in 1d4 rds. The spiders (8) will also move up the walls of the pit to attack in 3d4 rds. Anyone falling past webs falls to their death. **NPC: Nylorac, female human (T2)** is a noble who has been resisting the overlord's rule and was arrested on charges of treason. She is nervous in the sewers, telling the PCs that she has heard that it is the domain of the thieves' guild and that the leader of that guild is very powerful, sinister, and should be avoided at all costs (false rumor). Her noble house in financial ruins from the machinations of the overlord, but she has many friends through out the city and can be a strong ally to the PCs.

**Area 1-10 Garbage Cave:** The waters of the sewers here are sluggish and thick with refuse. The way is blocked by a huge mound of garbage piled high in the center of the sewer passage. PCs scrambling over the garbage the may slip (Dex check) and sink into it (Str check to escape). Once PCs get over the garbage; a landslide of garbage reveals thick tentacles from a huge **otyugh**. It will pursue the PCs down the sewer tunnel to area 1-13. If killed, its larger mate will appear in 1d4 rounds.

**1-11 Dead End Passage:** On the east wall are 3 small sewage pipes. One is made of iron and the others are made of stone. The one of iron can be unscrewed and pulled out, enabling a section of the wall to open as a secret door. Once inside the secret hallway the door can be shut and the pipe fished through the hole and reattached locking the door in place.

**1-12 Secret Passage of Doom:** Cobwebs cover a skeleton impaled on a rack of rusted spikes. The spike trap mechanism is stuck in the activated position and is partially blocking the way. The PCs can climb over the mechanism, possibly breaking through some of the rotting wood components. On a failed Dex check, a PC falls, collapsing part of the spike trap and takes 1d4 damage from the jagged metal. The skeleton also breaks loose from the spikes and falls upon the PC. It holds a **potion of cure serious wound** that will have to be pried from his dead hand. 20' further along the passage the crushed remains of another skeleton lies in crumpled armor against the north wall. PCs moving along this portion of the hallway trigger a compacting room trap, which in turn triggers a portullis to fall to the front and to the rear of the PCs. However, the compacting room trap no longer works correctly and will jam after moving five feet. The western portullis is severely rusted and the bars can be bent with a strength check enough to allow PCs to squeeze through it. There are hidden levers to open the two portullises in room 1-13. The final 10 ft, spiked, pit trap at the eastern end of the hallway is still in working order.

**1-13 Treasure Room of the Thieves' Guild:** The PCs have infiltrated the main treasure room of the Thieves' Guild. In here are untold amounts of treasure. After picking thru the treasure for a while they hear the heavy vault door open. The **Guild master (T10)** and **12 thieves (T4)** enters and discover the PCs. The PCs are captured with **sleep powder** and shaken down for items from the treasury, they are allow to keep the own possessions. The PCs are recognized as bold adventures for getting into the treasure room and discovering the unknown secret passage. They are offered both their freedom and safe exit from the city or a mission to perform to obtain guild member ship. The guild master is Alraya, heir to the throne in disguise.

**1-14 Thugs:** **3 disgruntled thieves** (Assn 2) lair here. They do not like the current Guild Master because he will not allow assassinations. They attempt to join the PCs and assassinate them one by one with **poison**.

**1-15 Crypt Thing:** In a lost tomb below the temples of the city, an ancient cleric of the city has become a **crypt thing**, to guard the **Book of Statues**. An intelligent magic book said to be able to command the ancient statues about the city. He will teleport attacking PCs to 1 pillar 1-8; 2 end of hallway 1-7; 3 pit 1-9; 4 area 1-5; 5 Thugs Lair 1-14; 6. With prisoners 1-9

**Area 1-16 Tunnelers:** Tapping and scraping noises are heard here. Soon a large stone block that forms the wall of the sewer is pushed out and falls with a clunk to the floor. **2 Dwarves**, Sgt. Haggart & Cpl. Daggart (F2) pushed out the block. The two brothers have tunneled from a spur in the city's sewers that leads back to the city prison where they were being held for treason against their commander in the city guard for not following orders to blackmail and intimidate the population. They will join with anyone who is against the overlord and they have many contacts with-in the city guard who would help them. Their tunnel has collapsed behind them.