

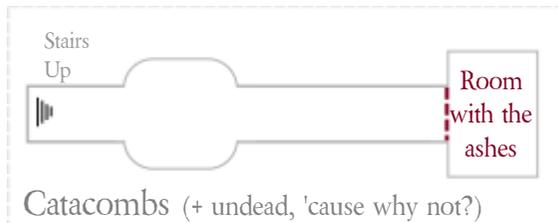


ahira, the proud owner of the Angels' Mug, is a very lucky woman. Not only her tavern is the closest building to the Supreme Temple of Light — which does not disapprove of drinking — but also she has managed to double her income by selling smuggled magic items right under the Bishop's nose. Her latest acquisition, the embalmed head of a demon, is worth a king's ransom. But her luck is about to change, for tonight the seventh son of a seventh son was accused of bringing the Rat Plague to the city and hung in the square right across the street, causing the severed head of the forgotten demon lord, Abaradnagul, to open its mouth for the first time in centuries and issue words of command for those who could hear them. Unfortunately, the only ones around were the plague-bearing rats that came along in a box of forbidden potions and now infest the *hidden cellar* of the tavern...

Rat at will

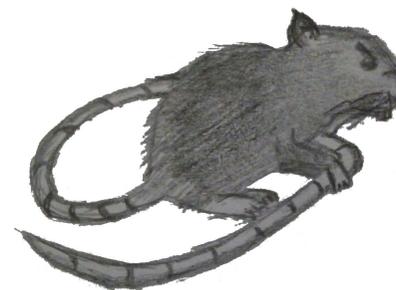
by André Bogaz & Camila Morais

In this adventure the characters are rats commanded by a demon lord to take his head to the ashes of his body in the catacombs under the Supreme Temple of Light. His demonic power changed the rats, making them more intelligent, stronger and giving them powers.



Each rat has 1 feature, 1 power (which can be used at will, unless the GM decides differently) and can carry 1 item. One of them must carry the head. They can speak only the language of demons and don't understand or speak any other language, except where noted.

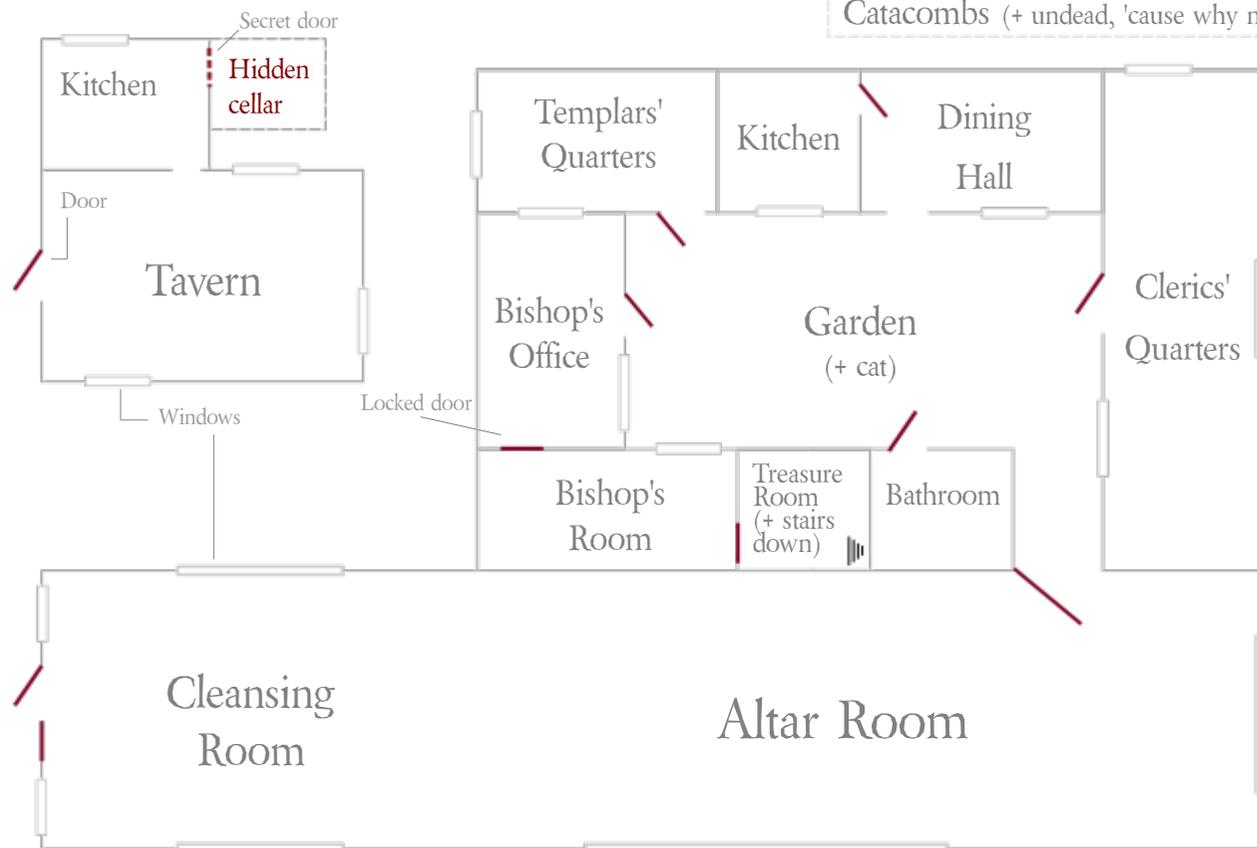
Your rat:



- Calls for beer in a human voice 1
- Barks like a dog 2
- Smells really bad 3
- Has an extra paw 4
- Has a very long tail 5
- Can read Common 6
- Is an excellent cook 7
- Has two heads 8
- Carries the plague 9
- Is cute 10

You can:

- Whistle to summon an albino rat 1
- Chant to temporarily animate a dead animal 2
- Become invisible by savagely biting yourself 3
- Mind control humans by standing on their head 4
- Spit fire 5
- Vomit poison 6
- Fart a small, flammable, toxic cloud 7
- Squeak really hard to temporarily paralyze humans 8



Items in the cellar

The rats don't know what the items do. Roll randomly for the effect when the item is used:

<i>Potions:</i>		<i>Wands:</i>		<i>Daggers:</i>	
Invisibility	1	Fireball	1	Fiery	1
Strength	2	Lightning	2	Life-stealing	2
Fly	3	Wall of force	3	Rusty	3
Metamorphosis	4	Silence	4	A shaving blade	4
18-year-old whisky	5				
Shampoo	6				

The Embalmed Head of Abaradnagul

to which the rats can ask one question. They then become afraid when the demon answers and won't ask another question.

