



The Scourge of Southpool

A new king's desire for wealth puts your group of petty criminals in the harrowing position of stealing from the very best ... other thieves!

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A unique module for
Dungeons & Dragons'
5th Edition

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If that’s not the case, then enjoy this adventure module that provides equal doses of role-play and combat, not to mention some unique gaming moments.

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For monsters, we’ve either created them from common creature templates or make recommendations from one of our favorite publishers, Kobold Press.

All images/visuals were used from creative commons sites; we would like to thank these generous and talented artists for their work!

A final and potentially most important note: A big thank you to the groups and individuals throughout Minnesota and Wisconsin who game with us and encourage us to continue designing these unique D&D adventures. We can’t wait to enjoy this adventure with you and your group!



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ABOUT THE ADVENTURE

You are a criminal with a spotty history, flawless in some ambitious and rewarding operations and yet reckless in others. Thus the guards in the dungeons of your town Southpool know you by name. But this morning even the guards won't look your way for you are, without a doubt, cursed!

Just a day ago, your criminal doings were, strangely enough, spotted and reported on. You were thus dragged away from the scene and thrown into the all-too-familiar dungeon. And that's when the curse truly took affect.

For when you were locked up, the guards told you the news – a new king had been crowned that very same day, a point of little concern normally to rogues like yourself. But the new king brought a new tradition with him – a holy holiday meant to “cleanse the sins” away from good Southpool.

And in this case, the cleanse meant every unfortunate rogue within the dungeons would be executed including you!

ADVENTURE OVERVIEW

Here are special notes on the module:

- It is intended to take at least 8-10 hours to complete;
- It is written to accommodate one or two tables of players. We recommend up to 7 players per table;
- It has been written to accommodate all Player-Character (PC) levels in 5th Edition Dungeons and Dragons. GMs will need to change creatures and conditions based on player levels;
- In some cases we provide monster recommendations, including stats for a couple of homemade creatures, as well as where to find others in different 5th Edition publications.
- Locations are loosely described in most parts of this module as Heroes B&B adventurers play our version of D&D 5th Edition with a multimedia package of high-detailed digital maps.



ADVENTURE BACKGROUND & HISTORY

The kingdom of Southpool is located in the southwest corner of a continent that is akin to the Dungeons & Dragons' world of the Forgotten Realms.

Almer Bythesea (pronounced Bitter-sea) is the newly crowned king here. He is the eldest son of the recently deceased ruler of Southpool. His late father left him - and the kingdom - bankrupt. Luckily Almer is an intelligent guy so to praise the gods - and share in the Southpool churches' deep pockets - he has created a holy

holiday. That holiday started a day ago, which was horrible timing for the player-characters, petty criminals who over the past couple of weeks have been apprehended for various, largely insignificant crimes.

The king's new holy holiday was named "Cleansing Day," when the king would rid good Southpool of whatever unfortunate rogues found themselves in the dungeons by executing them. These executions, so King Almer proclaimed, would cleanse the realm of its sins.

Thus as the adventure opens, the player-characters will be lined up for execution, blindfolded and gagged, with a dozen crossbows pointed in their direction.

Overseeing this “cleansing” is the king’s right-hand man, Percy Payne. Payne, a skinny, tall man with prying blue eyes who dresses impeccably well, commands his king’s executioners.

Before the crossbows fire, Percy will recognize one or more of the more infamous player-characters set to be executed and a plan will begin to formulate in his mind. Unbeknownst to the player-characters, Percy has been handling – rather unsuccessfully! - a rather



Percy Payne is the Southpool king's right-hand man.

thorny task given to him by his new king. That task involves eliminating a rogue-infested lair within Southpool known as the “Southie.” This lair is directly underneath the vast capital of Southpool (the realm and capital have the same “Southpool” name) within a centuries-old sewer system.

Payne’s plan is this: If the player-characters can take of the task within the sewers – for certainly the king’s guard won’t have anything to do with the foul sewers! – then maybe their lives will be worth saving.

GM NOTE: PLAYER-CHARACTER BUILDS

In preparation for this adventure, let each participant know the following information about their “Scourge of Southpool” player-characters:

LOCATION – They are all either residents of Southpool or recent visitors to the Southpool capital and have family and/or friends within the local area;

PROFESSIONS – They are petty or blue-collar criminals, engaged in a litany of different offenses, including but not limited to thievery, pet and familiar theft, swindling people and organizations as well as slandering royalty and other high-borns.

SITUATION – They were all recently apprehended for various petty crimes, offenses that they may or may not have committed.

KNOWLEDGE – They are familiar with an underground lair of rogues and thieves known as the “Southie.” This lair is underground, within a far-reaching, twisting sewer system. This area is primarily ruled by two mysterious figures known as The Fade and the Southie King. Only these figures’ closest allies – which the player-characters are not – have seen or interacted with the Fade or the Southie King. Besides these two ruling figures, separate, smaller organizations are constantly trying to establish themselves in hopes of taking over some portion of a thriving black market within the Southie. The black market principally sells and trades rare goods and magic items.

SOUTHIE KNOWLEDGE – All player-characters have traversed within these sewers, referred to as “the Southie.” As the players know, deep within the Southie there are temporary meeting places set up as black markets. These markets not only exist to trade stolen items – some quite significant in value and/or power - but also act as an effective – and comfortable! - hiding place. The locations of these markets within the expansive sewer system are routinely changed in hopes of evading notice from the King’s spies. These black market locations look much like taverns, with plentiful drink, food of

questionable taste and of course, tables and chairs. Each of these markets are set up so they can be divided into two areas, one that allows rogues with little or no reputation and one that allows only the most famous of rogues.

MORE SOUTHIE KNOWLEDGE – All player-characters have experienced the “Southie trade,” which is almost always done with magic items. Some gold is traded but magic items, even those commonly found, are much more sought after and traded vs. any silver, gold or even platinum.

GM NOTE: THE SOUTHIE DUEL

In order to gain reputation among their counterparts, rogues and other criminals that visit the Southie can engage in a number of contests at the black markets. By far the most popular and dangerous of these contests is the Southie Duel. This is a contest to see which criminal can capture the market audience’s attention and most importantly, outlast the other, dueling performer.

This duel includes a team of criminals, three to be exact. One is the performer that voices a song or riveting tale. One is a magic user and one is a brawler of some sort.

There are three rounds of each Southie Duel, with the black market audience ultimately selecting the winner.

Before the duel begins, the performer – bards or other storytellers or singers - comes to the front of the audience while the brawlers and magic users hide themselves in the marketplace. (Please note that magic users using a Counterspell in a round are likely going to be hard to find as it requires just hand gestures/somatic.)

An important note: The black markets are routinely crowded, with their 5-6 tables filled with rogues of all sorts. So it’s not uncommon for 15-20 crowd members watching these performances.

Here are rules for each of the Southie Duel members:

PERFORMERS:

- * You will have three rounds of your performance, each of which will either immediately follow or precede the other performer’s. Each of these rounds will be scored by the audience separately, with the winner announced at the end;
- * You are not permitted to add to your story or song through magic, and doing so (if you’re caught) is an automatic forfeit;
- * Your action must be taken voicing and/or play-acting your song/story;
- * You may not target or touch the other performer;
- * You may use your full movement although stepping on or over teammates, audience members and or the other dueling team will likely take a Dexterity check. A failed Dexterity check will result in a Concentration check;

* If you are interrupted physically during your performance, you must maintain concentration of your performance much like a spell Concentration check (using your Constitution modifier). If you fail to maintain your concentration, the effect of your performance will be considerably lessened. (Please note: The loss of concentration will weigh equally with a Performance check, perhaps even more so if it's lost on multiple occasions on the same round or in the same duel.)

BRAWLERS:

- * You may not touch the other team's performer but may certainly attempt to "catch their attention" by any means necessary, including using black market furniture, audience members or their numerous pets and familiars;
- * Your "action" each round may consist of one attempt to either protect your performer or interrupt the other team's performer. This "one attempt" is the case for all brawlers, even though they may have multiple attacks;
- * You may not physically wound the other team's magic user although touching them – assuming you can find them! – is allowed;
- * You may not use the same tactic twice in your protecting or interrupting and doing so is an automatic forfeit;
- * All movement within the area is difficult terrain due to the large marketplace audience.

MAGIC USERS:

- * All magic users must be seated before a duel begins. Usually they do not sit with their team's brawler so they have a chance at remaining hidden;
- * Magic users can try to hide themselves (even if not Proficient) and can use a Bonus action to do so. They can not use Proficiency as part of their Stealth check (unless they normally do) nor can they hide under tables. They are, however, encouraged to use all manner of audience member's possessions, including their clothing, pets, fake beards and multi-colored wigs (definitely a popular fad in Southpool!) to hide themselves;
- * You may not use the same tactic twice – ie, same spell - and doing so is an automatic forfeit;
- * Your "action" each round may consist of one spell, even if you can use a Bonus action to use two. (Reaction spells are permitted, although remember you can not use the same tactic twice in the duel!);
- * Any spell using verbal components will automatically allow the other team's Brawler to see you, although remember you do have a Bonus action to hide;
- * Your spell may not turn the Performer invisible as they must remain visible to the entire audience at all times. Any spell must only remain for one of the three rounds of the Duel;
- * All movement within the tavern is difficult terrain due to the large tavern audience.

GM NOTE: THE SOUTHIE PERFORMERS

To set the scene: The Black Market performing area has a stage area, perhaps 10 feet by 10 feet. This stage is at one end of the room, which is taken up mostly by circular tables. Almost every one of the tables is filled with onlookers and/or participants. At least a half dozen half-elves cater to the Black Market's crowd, serving

food and drink alike. (The hot chili served with separate cups of hot sauce is a favorite here as is the piping hot coffee.)

Once the player-characters reach the Southie's black market area and enter into a Southie Duel, they will be contested by the following ...

HIGH TIER

* **Performer:** A tall, elegant figure simply known as The Mask is the black market's current champion Performer. This figure wears a solid white Mask with dark circles where his eyes and mouth would be. At the top of the mask, near his forehead, is an eye, rendered so well through an artist's hand that it looks real. The Mask has a long, flowing purple cloak and delivers his performance in a deep, slow voice with a hint of a pleasing accent. He recites – in three parts as per the Duel's format - an elaborate poem that speaks of a young girl named Annabel.

The **first phase** of this poem describes a girl who started in the streets of Southpool, viciously fighting daily for scraps of stale bread to eventually being found by authorities and given to the Southpool guard, where she became champion of the realm, defeating every man and woman who could pick up a sword.

The **second phase** of the poem depicts Annabel's role years later in a legendary battle with the Northmen, men of such immense height that their very presence blocks out the sun. But even their legendary strength and sheer will couldn't stop the Southpool champion, who single-handedly defeated more than a dozen of them in a battle before drawing close to the Northmen's king, Ulf Roar, known as the Famed Wolf in his tongue.

The **third phase** of the poem depicts the epic battle between Annabel, the Southpool champion, and Ulf Roar, the tallest and mightiest of the Northmen. A battle that even the gods couldn't look away from. Ulf Roar's daring feats of bravery and skill were matched time and again by the one-time Southpool rogue and now warrior champion, Annabel. Just as it appeared an opening had presented itself for Annabel, some fate or god intervened as the Southpool champion suddenly ... (dramatic

pause) froze, her sword at that exact moment raised to perform the killing blow. But there she stayed, somehow paralyzed, before being disposed of in one mighty slash of the sword by Ulf Roar, who then cried out in triumph as Annabel fell to her death. What god could have done this to the Southpool champion remains a mystery, the Mask says, one that shall haunt each and every one of us.

* **Caster:** This is a female goblin, named Mudface, who wears outrageously big clothes that stretch way past her wrists and feet so she can't be easily identified. She also wears a big straw hat with a fake blond, curly wig that covers most of her face. On the first turn, she'll hold her action until the opposing team's brawler has gone and target them, as well as prepare to cast a Counterspell. On her second turn, she'll likely lose the costume and then cast Confusion on the Performer. On her third turn, she'll cast Levitate on her performer to help him get out of any chaos or on the other team's Brawler.

* **Brawler:** This is a Goliath, his 8-foot frame easily stands out amongst the black market crowd. The Goliath is an experienced black market Brawler so he should have Proficiency on Athletics and Unarmed checks and attacks. On his first turn, he'll look around at the audience until he spots a small figure, goblin or gnome, grab that poor individual and then throw them at the Performer. On his second turn, the Goliath will look around for the opposing team's Caster. If he spots them, he'll try to grapple the Caster and put their head into somebody's heaping bowl of chili. Otherwise, he'll pick up a table (where several halflings sit) that's closest to the other team's Performer and throw it toward the Performer, with halflings flying left and right. On his third turn, he'll again try to target the Caster (as described above) or as a last resort, look up and see a dragonborn walking by holding two immense bowls of chili.

The Goliath will grab the two bowls, run forward and launch the chili from the bowls forward in a 15-foot cone ... causing a Dexterity save on the Performer! Some of those hot chili chunks could land on the Performer, causing a Concentration check (easier DC if their initial Dexterity save succeeds)

MID TIER

* **Performer:** Ressi the half-elf bard is renowned throughout the Southie, not just for her deft Lute-playing skills but for her scandily clad wardrobe. Ressi routinely performs in swirling, silky red skirts and blouses laced with gold finery. Ressi will be performing a rousing, upbeat song that portrays the Southie's three most famous rogues

First part _ Birdbrain the goblin, he of extraordinary goblin intell'er'gence, stole a beloved pet from a noble and then tried blackmailing that noble. To accomplish this daring feat, Birdbrain sent messages to the noble by carrier pigeon and asked him to send diamonds back using the same pigeon. Authorities, of slightly better intell'er'gence than old Birdbrain, then released the pigeon and tracked it back to Birdbrain's location, where he was promptly arrested. Birdddd-brain!!

Second part _ "Reaper" the unlucky Damphir. Reaper dug up fresh graves looking for jewelry and other valuables. The tactic worked for weeks before an abnormally large female half-orc noticed Reaper wearing her departed mother's favorite ruby necklace. The half-orc immediately clubbed Reaper, deposited his unconscious body to authorities and of course, swiftly returned the ruby necklace to her dear, dear, dead mother at the gravesite. Reaaa-ppper!

Third part – The most infamous of all Southie rogues, the halfling known for all time as "Cheat-o." This halfling, decked in a black cloak and striking red eyemask, successfully stole handfuls of antique jewelry from several

Southpool houses during an ambitious crime spree. On the last home, however, the halfling saw an orange-colored food – evidently a favorite snack - that was too good to pass up. During the ensuing snack feast, the halfling was interrupted after several mouthfuls of said snack and had to flee. When he was later spotted on the streets, seized and then questioned, authorities discovered orange-colored food residue still stuck to his teeth. Cheat-o!!!!!!!

* **Caster:** This is Dread Ollie, a hag renowned in the Southies for pulling dirty tricks. On her first turn, Dread Ollie will float to the front of the room, right in front of the other team's Performer, and pull out one of her teeth, saliva and blood dripping from it, and flick it at the performer, resulting in a Concentration save. She'll then cast Misty Step to a more crowded area in the tavern. (Her hide will be at disadvantage) She'll also have Counterspell prepared. On her second turn, she'll cast Hex on the Performer, giving it disadvantage on Dexterity checks. On her third turn, the Hag will use the tooth (previously pulled from her mouth) and if it's close enough to the Performer, she'll begin a series of absurd shrieks that emanate from the tooth, seeking to confuse the Performer, causing a Concentration check.

* **Brawler:** This is a former Northmen who possesses the bulk of his kin, nearly 7 feet tall and in excess of 400 pounds. This Northmen named "Blubber" was taken as a slave as a youth and thus hates any and every Southpool citizen, except for Dread Ollie. Anybody that targets the Hag will become Enemy No. 1 for Blubber, who has a series of engorged pimples across his pink-skinned body. He will attempt to body slam any and all who draw his ire, usually climbing atop a table, eating copious amounts of any chili from bowls on said tables and then jumping down onto poor individuals.



ADVENTURE OUTLINE

Part One – Life & Death

(BOTH TIERS) Horribly bad luck catches up to the player-characters, petty criminals who have been caught up in the new king's holy holiday that could mean their execution. But a sudden thought from the king's right-hand man could be their saving grace. Before they know it, the players are sent into Southpool's sewers to do what they do best – to steal.

Activity: RP

Part Two – Into the Southie!

(HIGH TIER) The players' foray into the sewers begins with a surprise meeting with a new power within the Southie, the criminal Ratlungs. The players' decision whether to pay Ratlungs his toll will weigh on both parties of player-characters for the rest of the quest.

Activity: RP/combat

(MID TIER) These player-characters are immediately swept into the Sewer's foul environments as overnight and morning rains have caused the waters there to deepen and the runoff water to quicken a player's downward trek through the massive sewer

passages.

Activity: RP/combat

Part Three – Black markets

(BOTH TIERS) – The player-characters must discover the whereabouts of the Southie's two ruling figures, something that can only happen at the black markets. Here they must gain reputation through a series of tests so they can access the famous rogues and thieves that will provide them the information they seek.

*GM Note: This section could include possible interactions from Ratlungs, depending on what happens in Part Two.

Activity: RP/combat

Finale – Thievery

(HIGH TIER) The players must survive the Southie King's lair and discover the King's ledgers – all before a tremendous flood hits the Southie!

Activity: RP/Combat

(MID TIER) The players find a surprising criminal element within the Southie – a representative of a powerful noble from another plane.

Activity: RP/Combat



PART ONE: Life & Death

With heavy chains wrapped around their ankles and wrists and a gag stuffed in their mouths, a group of criminals – the Player-Characters – start the adventure arrayed in a semi-circle around a squalid area of the town of Southpool. Opposite the criminals and about 15 feet away are an equal number of crossbowmen, their weapons pointed and their trigger fingers growing restless. Making matters worse is a fresh round of rain that begins in earnest here at the outset of dawn.

This scene appears to be the culmination of a wretched streak of bad luck for this collection of criminals. Their horrendous luck started a day ago when they were apprehended by the Southpool guard. Their offenses, a various list of petty crimes, were communicated to them before they were locked into the Southpool dungeons, a familiar spot for most of them. Unlike past offenses however, many of the communicated, petty crimes were in fact months old and never actually proven. (Likely true, but not actually proven!)

Such scandalous doings appear to coincide with the crowning of a new king in Southpool, one Almer Bythesea (pronounced Bitter-sea). Almer isn't new, being the former King's eldest son. But his idea to turn his bankrupt kingdom into a

rich one involves a new holy holiday that would cleanse the town of its sins – or more specifically, its rogues. More importantly, this holy holiday will allow Almer to dip his hands into the church's prosperous pockets.

All of which means King Almer and more specifically, his right-hand man, Percy Payne, needed a few villains to execute, or stated in a more civil tongue, to cleanse. Thus the criminals were rounded up and brought here, a poor section of the town of Southpool.

Moments ago, as the first drops of rainfall and the morning's dim light appeared, the criminals were marched forward. Then the executioners, dawning crossbows and wicked smiles, appeared. And then last, one of King Almer's most trusted advisors, Payne.

Payne is a tall, lean man who dresses in the most fashionable clothes in every situation, even here in the poorest section of Southpool where a stench permanently hangs over the area due to the proximity of the entrance to the sewers.

The stench isn't missed by Payne, who digs into a pocket of his richly adorned cloak and

produces a silken handkerchief, which he promptly places across his nose.

“Are we ready?” Payne asks, looking across at his executioners.

A sparse number of nearby residents have begun to appear from their shacks and huts, wondering at the spectacle in front of them.

The executioners grunt their acknowledgement at Payne’s question – “Aye my lord!” - and then turn their wicked grins back toward the arrayed criminals.

Payne, however, doesn’t catch these muffled grunts for he eyes a massive metal pipe that serves as the entrance to the town’s centuries-old sewer system. The sewers, as Payne knows too well, are a far-reaching, underground labyrinth that has served the local criminal population rather well, not only acting as a place of concealment for the worst of these rogues but a place of business to boot. A place that siphons substantial silver and gold – not to mention who knows how many items of significance – away from the kingdom’s coffers and into the hands of foul criminals, like the ones that stand before him.

“Thieves and scoundrels, all of them,” Payne says menacingly as he looks over the criminals arrayed before him.

“Now?” one executioner asks Payne, holding his trigger finger to the crossbow.

But Payne stands perfectly still, for the King’s advisor has just had a revelation.

“Thieves and scoundrels,” he says again, although without the menacing tone.

Payne’s mind begins to race with possibilities. Days ago, as the new King’s coronation drew near, the soon-to-be-King Almer called upon Payne and told him the following:

* The Southpool sewers, dubbed the Southie by

locals, would have to be swept clean of rogues and such “criminal-trash” immediately, and by whatever means necessary;

* Before such means were put into motion, the king required one thing – ledgers that he believes the sewer’s two main criminal forces keep. These ledgers detail which nobles have used these scoundrels’ services and to what end. The king needs these to blackmail the nobles and thus bring more coin to his bankrupt kingdom;

* Almer noted these ledgers are likely to be found deep underground – far into the labyrinth known as the Southie, an area that no kingdom official has ever been able to access and survive.

“Now?” the executioner repeats, still holding his trigger finger to the crossbow and looking to Payne.

But Payne’s mind continues to race with possibilities, including the fact that perhaps the most likely way for one to steal from mastermind criminals is to ... employ other criminals to do the stealing!

“Brilliant!” Payne says, almost laughing.

“Is that yes?” the executioner with the aimed crossbow asks, clearly confused.

Payne then turns his full attention upon the criminals before holding up a hand to the executioner. “Not yet,” he says, and then walks toward the gagged and chained criminals, eyeing them.

(GM Note: At this point, the Player-Characters can introduce themselves and point out what petty crimes they are most known for committing.)

Payne will then have the criminals, still gagged and chained, brought to the entrance of the sewer, just a couple of feet away from the

massive metal pipe that serves as their entrance.

Payne will then say he is willing to overlook their scandalous deeds and allow them to live providing they can accomplish one small “errand” for the kingdom. The errand will include the following:

- * Their travel into the Southie sewers where they are to find the location of the two powerful criminal masterminds there, one known as “The Fade” and the other one named the “Southie King”;
- * It is known that criminals like themselves will not be given the locations of these two criminal masterminds until they have proven themselves within the Southie’s black markets, places Payne believes the criminals (the player-characters) are familiar with;
- * Once the locations are found, they are to find

the ledgers that detail the names of the villains that have used these criminal powers to do their bidding. Once found, these ledgers are to be brought to Payne as well as any treasure they find. “In full!” Payne says of the treasure.

- * Payne tells them the Kingdom has more than a few spies in the Southie so their actions – and evil intentions with pocketing parts of any treasure – will be seen and reported on;
- * Finally, they have 3 hours to accomplish their task, at which point the sewers will be flooded with so much water that anything inside will be drowned and thus eliminated. Permanently, Payne adds while smiling. Payne will provide both groups of players lighted candles. When these candles are exhausted – ie, when that time has lapsed - the flooding of the sewers will begin.



PART TWO: Into the Southie!

The criminals – the Player-Characters – will be “allowed” into the sewers, meaning the chains wrapped around their ankles and hands will be removed, as will their gags. Their possessions also will be returned to them. However, the executioners and their pointed crossbows will remain trained upon the criminals until they walk into the massive metal pipes leading down into the Southie.

Thanks to several days of constant rainfall, which continues this extremely wet morning, the criminals can expect the sewers to be inundated with stormwater.

(GM Note: The Southpool sewer system forks into two different sections once the players enter the metal pipe – one section swiftly descending and the other a much more tolerable slope.)

HIGH TIER

Once inside the sewers, the players find themselves in primarily stone corridors. The corridors, here near the entrance, are fairly wide, about 25 feet wide. Most of that is a sloped runoff area, appearing much like a stream. At the edges of this runoff are narrow

stone walkways that in most cases sit above the sloped runoff. That’s not the case with the stormwater flowing in this morning, however.

The first 100 feet of the sewers here are sloped at a modest degree, meaning the footing isn’t treacherous. Still there is a constant, ankle-high stream of stormwater filling the area and more importantly, one never walks quickly through this area as dangers abound.

First, the stone underneath one’s footing is covered in water, thick green, slippery slime or a combination of both. Second, the stone walls here are centuries old and are in a state of disrepair or worse, been altered by a creature looking for an easy meal or a humanoid seeking an ambush spot. Third, and most important, this is the type of area within the Southie that is constantly being fought over by competing powers. These powers seek out these types of areas to “tax” those entering the sewers – ie, collect silver, gold or in rare cases, magic items for entry into this area.

(GM Note: The players know of the likely dangers here, although they are not aware of the current “power” that holds this area.)

The latest criminal force to hold this “taxing station” is known as Ratlungs, a Wererat known to most of the Southpool criminals for his long list of former business partners, all of whom have wound up dead in one suspicious way or another. Ratlungs is a known alchemist, one highly regarded for his knowledge and thus thought of as extremely dangerous.

There is no sign of Ratlungs’ presence here until the players get about halfway through this gently sloped corridor. Here there are two statues, each about 6-feet tall and shaped like Nagas. These statues have been here for centuries. At some point long ago, someone painted their eyes and parts of their heads green, to appear like the slime-coated water underfoot. However there is a new addition to these statues – painted black whiskers. Players can do a History check (easy DC) to identify these as the workings of Ratlungs, who leaves such marks in his more ambitious criminal undertakings.

If the players are able to deduce Ratlungs’ presence here and call out to him, a Ratfolk will appear, although not Ratlungs himself. A female Ratfolk (Named Bhigo – pronounced Bee-go) will appear, mostly covered in a dark cloak. She will announce the following: “We welcome you, trusted and honored rogues, to the Southie. Be so kind as to leave His Most Gracious Ratlungs his due tax and then be on your way, under, of course, Ratlungs’ most honored protection.”

The “tax” is two magic items from the group of any sort. Bhigo – she names herself Bhigo the Supreme Pickpocket – will accept no coin, gold, silver or even platinum.

In this area, besides the statues, there are various groups of rats, most of them clinging to the stone walls as the water continues to rise. The number of rats are not enough to cause concern regarding a swarm of them but a good enough Nature check (DC 13) will reveal that

many of the rats are strangely aware of what’s happening around them. Rather than looking for their next meal, the rats appear to be watching for something or somebody.

If the tax is not paid promptly, the following events will quickly happen ...

- * First Bhigo will take a potion she was hiding under her cloak and throw it at a group of rats clinging to one of the stone walls. The potion bottle will smash into the wall, causing a dark-colored liquid to splash into the rats. One of these rats will suddenly begin growing, expanding from a tiny creature into a 7-foot-tall raging rat-barbarian monster. This creature will immediately target the party, recklessly attacking the closest party member;

- * From behind the party, one of the stones set within the walkways will fall off and another Ratfolk will stick its head out and then throw a vial toward the two Nagas statues. The vial will smash into the statues, saturating them with the potion, which causes them to awaken. (GM note: The Nagas are both fiercely injured, having been previously petrified during a prolonged battle.)

- * Further down the corridor from the party, a third Ratfolk will emerge – this is Ratlungs himself. Ratlungs arrives with a potion in hand, one he flings toward the party members. This is a self-brewed potion of Mass Polymorph, which has a 5-foot radius splash. Players that are hit by the splash should make a Wisdom save (DC is based on players’ level but should be challenging due to Ratlungs’ considerable alchemy skill.)

Players that fail the save will be Polymorphed into Giant Rats. (GM Note: This potion acts like the Polymorph spell except it targets more than one creature.)

Ratlungs will then use his own form of Bardic Inspiration (a Bonus action) to try to lure the Giant Rats toward him. Ratlungs will take out a flute and begin a mesmerizing tune to draw the

Giant Rats to follow him. If the Player-Characters have turned into Giant Rats, they must use an Insight check (Giant Rats have 'O' Wisdom modifier) against Ratfolks' Animal Handling Skill Check (+6), which he has advantage on, to fight what is a natural feeling to follow their larger "Rat-friend."

Assuming Ratlungs has at least one Giant Rat (Player-Character) following him, he will guide that creature away from the current stone corridor and into an adjoining one, using a hard-to-spot door set into the wall.

Ratlungs will then lead the Giant Rat(s) down the adjoining corridor, eventually reaching a pit of slimes. Here is where Ratlungs will threaten to throw the Giant Rat(s) into the pit of slimes unless he receives his "tax" of a magical item.

(GM Note: If Ratlungs gets fearful that the players are getting the upper hand, he will use a potion to teleport outside of the room, to a separate place in the sewers. Here he will heal himself and then seek to get revenge later in the adventure.)

KEY NOTES: Within the final corridor area Ratlungs has several magic items secreted away. These were stolen from other adventurers. They can be found with a Perception or Investigation DC 15 check. There is also a cage of large rats here. The cage has a small, hand-written note attached to it. It appears to be written in crude Common language and likely by Ratlungs himself. The content of the note – hard to discern for Ratlungs uses a mismatch of languages – shows he appears to be testing a longer-duration Polymorph concoction. It's evidently working as the start date of the potion was more than a day ago.

One of the Giant Rats in the cage appears to be different than the rest – it will try to catch the players' attention, hoping to be released,

pleading by putting its little Rat hands together and bowing respectfully toward them.

If set free, the transformed Lizardfolk will name herself as "Gix." She will provide information on Maggwyn Hazelbrook, the High Elf Antiquities Collector in the Black Market. Gix will tell them that Maggwyn likes to hide the fact that she doesn't know anything about Yuan-ti items. So if you want to fool Maggwyn, it's best to talk up an item as being from the Yuan-ti.

Once the Player-Characters advance past this area they will go down another 100 feet of similar stone corridor before finding a symbol on the wall showing the location of a black market. This part of the wall has a secret door set into the stonework that leads to the black market.

MID TIER

The Player-Characters know what to expect as they draw toward the sewer's metal pipe opening as they have been here before.

Their expectations include:

- * **A CRAWL** through a 30-foot-long pipe section, which is a tight, circular space. Inside the pipe it is 5 feet wide and about 10 feet tall. It is filled with a rotting stench that appears to come from a carnivorous plant. The plant, which starts about 6 feet inside the pipe, looks like patches of tangled moss, which have a strange glow as they cling to the top of the pipe. From this mass of moss hangs dozens of stems, which act as the plant's tendrils. These hang within a foot of the bottom of the piping and appear like a "b", with the bottom of their stems curled upwards. (See Kobold Press' Tome of Beasts, pg. 53).

- * at the end of the pipe is a **10-FOOT FALL** into pure grossness – a green, slime-colored waterfall that falls into a wide, debris-filled room and then rushes down into the lower sewers. The fall area is covered with rock, driftwood and all manners of slime-covered

materials that have been thrown into the sewer. Some of these materials are quite sharp and can result in players losing precious items as they fall into this debris;

* Once the players fall from the pipe and then down into the room it is **CHALLENGING TO STOP** oneself from being carried down by the gushing stormwater into the lower sewers. A Dexterity or Strength check of 16 will be needed to grab onto the sides of the gushing water corridor;

(GM Note: All players should do a Dexterity check as they land, not for damage but in case one or more of their supplies fall into the slime-covered water. Very low Dexterity rolls could result in lost equipment, potions, arms, etc.)

* The room that one falls into is a **KNOWN ROGUES DEN**. (Rogues meaning criminals rather than just thieves, although those could be there as well) This room is a coveted area as many adventurers lose their items from the fall. These items are then picked up by the resident criminal(s) and sold. Rumors have it that this rogue's den, if one can stop themselves in the gushing water, has more than its share of loot, both coin and items alike. However, the criminal that possesses the area is thought to be incredibly dangerous. That criminal is "Chuckling Matilda," once a druid and now a hag that used her druid skills to create Vine Golems (Tome of Beasts 2, pg. 181) out of the plants and driftwood that have fallen into the sewers. "Matilda" will warn off any creature that comes within its territory before it calls upon its golems to defend her and her considerable treasure. (Two vine golems would be with Matilda with a larger, third one guarding the treasure.)

After the initial room, there is a 20-foot drop (2d6 damage) and then the Player-Characters are into the lower sewer system.

LOWER SEWER SYSTEM

These dark corridors are part of the decidedly older section of the sewer labyrinth. Both the walls and floor are stone-work. The corridors are about 25 feet wide, 10 of that is in two, 5-foot walkways that are parallel to the central part where the water rushes into and down the corridor. The ceilings are 15 feet high. The water is a deep, green color. There is dim light present throughout the corridors as phosphorescent moss and mushrooms cling to the stone walkways. Shadows are found in the corners of the corridors as well as near the ceilings.

Here are the known elements and dangers found within the lower sewer system:

* Carnivorous slimes are often found on the walkways. Many of these slimes are almost impossible to see before one steps onto them, which is why the walkways are often not used;

* Countless stones within the walls have been loosened or outright broken, providing pathways to what is believed to be other, smaller corridors within this sewer labyrinth. These loosened stones are often used by thieves looking for an easy way to steal and then getaway;

* The Southie's black markets are often moved every few months to avoid detection by the King's Guard. So rogues have been taught to look along the stone corridor walls to discover the location of the black markets. (These are usually conveyed in runes known by the local rogues/criminals.)

* It is rumored that one of the first rogue guilds to use the sewer – their guild's name was lost to time – included a caster of some ability. This caster summoned a Swamp Naga to this part of the sewer system to protect it from the King's Guard, a concern even back then.

When the players arrive in the lower sewer system, they will almost immediately see the Naga. Named by some as simply the Protector, the Naga has been said to have grown annoyed

– even distressed! – that its underground swamp has not grown sufficiently. Surely, the Protector believes, there is a solution to this. And in recent years, the Protector has come to believe it needs to show the gods the true worth of this swamp sanctuary so that the size of it may one day be enhanced. Worth, in this case, means not just the denizens of the swamp but what riches lie within it. The Protector provides an opportunity for the Player-Character(s) to add to the value of the swamp by providing a magic item of theirs and in return, be given free access to her swamp. By the signs on the walls, it's clear to the players that the black market lies beyond the Protector's area.

The magic items from the players are to be placed by them in the swamp's mid-pool, which is south of the initial corridor area where they will encounter the Protector.

If the Player-Character(s) do not agree to this deal – providing a magic item to help the Protector – and thus be given access to the black market area, the swamp naga will refuse

the players access and fight them should they continue into her swamp.

If the players agree to the trade, they will be asked to drop their magic items at the bottom of the mid-pool, where unbeknownst to the players, there is quite a stack of magic items already there. Because the water is dark green, it is almost impossible to see the other items, although they might see their physical outlines.

The Protector will not watch the players drop their items, telling them simply she will know when they have done their duty to the swamp.

However, in the mid-pool are two elemental creatures called Befouled Weirds (Tome of Beasts 2, pg. 41). They will attack any Player-Character that grabs one of the magic items at the bottom of the swamp pool.

On the walls on the walkways are a myriad of oozes. They await movement before lurching across the stone walls toward the movement or any sound created within the swamp.



PART THREE: The Black Markets

Deep within the Southie there are meeting places set up by the sewer's two ruling forces, commonly referred to as the criminal masterminds. These meeting places are called Black Markets and exist to provide a place to trade stolen items, some of which are substantial in value and/or power.

These markets also serve as an effective hiding place for criminals on the run.

The locations of these markets are routinely changed to evade notice from the King's spies.

Within, the black markets look much like taverns, with tables and chairs, plentiful (water-downed) drink and food of questionable taste. (For those who ask for a menu, there is one distinct change to it - rat no longer appears as an appetizer.)

Each of these markets are set up so they can be divided into two areas, a larger area that allows rogues with little or no reputation and a smaller area that allows only the most famous of all rogues. This second area is referred to as the Shade, a place supposedly kept in dim light so its inhabitants are hard to spot.

It is common practice that rogues who wish to gain entry into the Shade must make themselves a reputation – or stand out in a significant fashion – while at the Black Market. There are a couple of ways to do this.

Within the Black Market, there are the following events or contests that are watched closely by those in the Shade. These include:

- **The Southie Duel** _ This is by far the market's most popular event and happens throughout the day. (See instructions starting on pg. 2).
- **Turtle Shell Scramble** _ A popular Harengon female rogue named Janba sits at a table awaiting her next game. The Player-Characters have heard of Janba, who if rumor is true has an uncanny ability to steal rare jewels from Southpool's nobles. Janba has five, fist-sized turtle shells sitting on the table in front of her. She will place a black pebble under one of the shells and begin moving them around. First in a slow manner before quickly speeding up. To win, the player must name which shell has the

pebble underneath it when Janba finishes her shuffling.

The fee: A magic item ... although gold will sometimes be accepted if a player mentions something famous about Janba's rogue skills in a pleasing way.

The contest: The player-character's Perception check vs. the rogue's Sleight of Hand check (+10).

- **Four-Finger Hop** _ Only the courageous with crazy dagger skills or just a serious lack of sense plays this game, popular mostly amongst thieves.
Seated at the table is a young Halfling, Oslo Stoutfingers. Oslo has quite a reputation among Southpool for picking pockets while he looks directly into the eyes of his target.
Oslo has a number of daggers sticking into the table as he awaits his next competitor.
To play, one places their left or right hand on the table and spreads their fingers as wide as possible. With their other hand, they grab a dagger and as quickly as possible, jab the dagger into the table close to their fingers, starting with to the right of the Index Finger, then moving toward the middle finger and eventually the pinky. A roll of under 10 is an automatic hit of the finger.
With every hit – or misplaced dagger thrust - the rolls become more difficult, with a minus-1 to each roll. So after a second hit finger, the minus goes 2, etc.
The fee: A magic item ... although gold will sometimes be accepted if a player mocks Oslo about his rogue skills. This good-willed mock involves something funny about the other's mother, or worse yet, their appearance.
The contest: The player-character rolls off against the GM (Oslo) in two

separate rolls of 4 d20s. Each dagger thrust – d20 roll – is done separately as a score under 10 indicates a bloodied finger and thus a minus-1 to all following rolls. This minus stacks with each roll under 10.

Whoever hits themselves the least over those 8 d20 rolls wins.

- **Antiquities Collector** _ Maggwyn Hazelbrook is the rare High Elf that can be found within the Southie. She is a known Antiquities Collector who will pay quite handsomely for a rare enough antique. Rumor has it that in the past year the ageless Maggwyn has begun to lose her mental sharpness and those within the Black Market who can spin a good enough tale can land coin or significant items by selling Maggwyn their supposedly ancient items that are truly worthless pieces of junk.
The fee: No fee ... although it is known Maggwyn is tremendously versed in divine magic, including spells that can produce lasting curses. She has been known to use such magic on individuals who try to sell her worthless junk.
The contest: The player-character's Deception check vs. the elf's Insight check.

Once the Player-Characters win a couple of Black Market events, they will be asked to visit the Shade, a part of the Black Market usually off limits to everybody but the most well-known rogues. In the Shade, within its dim light confines, every person is required to wear a mask, provided when they enter the area. Masks are rather common, usually a bland white with simple eyeholes, although some of the more frequent visitors here bring their own elaborate masks, covered in feathers, bones and dark-colored paints. Within the Shade,

they'll meet and interact with other criminals. (Like identities, names are withheld within the Shades, although the criminal might suggest a fake name if the players press for one.) These criminals will offer trades with the players – if the players agree to take on future jobs (not detailed but promised to be suited to their skill set and extremely well-rewarded). If they agree to a future job, they will be given information as to where they can find one of the Southie's mastermind forces, the Southie King or The Fade.

For the higher-tier, the players will learn the Southie King resides in a massive cavern, mostly filled with water. The cavern holds at least three distinct areas, all of which are mostly covered in trash and bones. The players are told if they're going to the Southie King's cavern to search for something specific ... (a wink is given by their information-provider) ... it will take them hours upon hours to search through all the trash. They would be wiser – if they are bound by a shorter time commitment - to play into the Southie King's utter strange "games" to access all areas and information about his cavern. No other information is provided as the criminal information-provider will say that certain traditions – limited information! – are religiously maintained with the Shade. (Even rogues have their morales!)

For the mid-tier, the players will be given directions on how to find the Fade's cavern. They also will be told the following about the Fade:

- * She is not of this plane and some have said she is watched and observed by a powerful being, also not of this world.

- * The player's biggest task – assuming they are somewhat pressed for time – will be simply accessing the Fade in a reasonable time. There are constantly a number of beings already there, awaiting their time with her;

- * The Fade oversees a portal that allows

Southpool rogues to escape the king's guard or worse, other more powerful or influential beings;

- * Exactly how to jump the line, as one might say, to see the Fade isn't known and is likely to be extremely dangerous. The Shade criminal will suggest they find an alternative route for few seldom survive such a maneuver, and not just due to those in line but because of the powerful being watching that cavern. The powerful being, it is said, has rules and it is never a pretty sight when one of such rules is broken.



FINALE: Thievery!

In this final part, the players have multiple objectives to accomplish within a short period of time – before Percy Payne starts the flood within the sewers that could kill all those within it. Those objectives are:

- * To discover the whereabouts of the ledgers that contain information on what Southpool nobles have used the services of the Southie King or the Fade. Such ledgers can be found in both tier areas. (GM note: The ledgers are contained within magical books that would emit Abjuration magic. The magic is fairly weak and it simply shields the book from any physical effects, including any type of gas.);

- * To weaken the Southie King and the Fade enough in order for them to consider giving up

the ledgers. Or the players can simply eliminate these two and hope to find the ledgers.

These two objectives must be accomplished before the candles' wax is exhausted and the flooding begins. (GM note: The candles will last for 3-4 hours. However in true Percy Payne fashion, the sewer flood will begin BEFORE the candles are exhausted.)

MID TIER: THE FADE

The Fade's massive cavern is only accessible by following the sewer for another couple of hours past the Black Market. Here, a rockslide has uncovered an unlit tunnel that travels away from the main sewer line. This tunnel descends

at a slight slope several hundred feet forward. Stagnant water has filled a vast part of this tunnel – an average-height human will have the water up to their chest. Beyond this tunnel is a massive cavern, home to the Fade.

The player's biggest challenge – other than the powers of the Fade herself – is simply accessing the leader here. The Fade is a highly sought-after figure due to the portal she resides over. As a result, there is always a line of criminals and creatures here awaiting to be allowed in the Fade's presence. Many of these criminals wait half a day, if not longer, to see the Fade.

LAIR EFFECTS – The following effects happen before the players arrive in the lair, within 30 feet of this area:

- * The stench of the sewer will be replaced by the welcome smell of fragrant flowers;
- * Any bright light – magical or otherwise - fades immediately to a dim light and even the shadows here appear darker;
- * The players' shadows come to life, an effect that is not easy to discern. Only players with high Passive Perceptions will discover this. The effect of this won't immediately become clear – although it is quite spooky! - but the Fade will take advantage of this if a battle happens with her;
- * Magic users will be instantly on alert once they cast a spell as they'll see and feel unintended consequences. First, when a spell is cast, a spark of purple-colored lights will immediately come from the caster's hands. Second, after the magic is cast, the caster will sense an unseen presence watching them.

THE FADE – The criminal leader of this part of the Southie is the Fade, a woman of Fey origin that is constantly surrounded by spirits. These spectral beings swarm around the Fade in a 10-foot radius. This Lady will not provide her name, for fear it will give the players power over her abilities. The Fade will only say she is in the Southie at the direction of her Duchess, who

she will also not name. She will add that her Duchess does not rule within the Shadows of Southpool but elsewhere. With a strong enough History or Religion check, players might associate “Duchess” and “Shadows” to a famous and powerful nobility of the Feywild, the Queen of Night and Magic.

(GM note: The Fade is a Shadow Fey elf called an Enchantress, Tomb of Beasts, pg. 172).

The Fade is here to watch over a portal, one that ensures the denizens of the Feywild can reach this plane. This portal is also used by criminals (at very high prices!) to evade capture by Southpool officials and be sent to other, safer places within this plane. Because the Fade knows the importance of this portal to her Duchess, she will – if her life is endangered – provide the ledger to the players. But the Fade isn't used to being told what to do and her pride will flare at the slightest disrespect to her or her Duchess.

The portal can be overtaken by the Queen of Night and Magic if she senses the Fade's death. A player who is a caster can also try to seize control of the portal, but must beat the Queen of Night and Magic in an Intelligence check contest. (The Queen has a +5 Intelligence modifier.)

THE FADE'S ROOM - The Fade keeps herself in a locked area. Only one party is allowed into this locked area at a time as spirits keep guard here. To access the room, the players must wait for the spirit guards to walk in front of a stone door here and say in chorus, “The time is now”

Once a party steps into the room, purple-colored sparks emit like fireworks from a crescent moon that is inset into the stone door. These sparks land upon the next person or party in line. This then enables them to pass the spirit guards when their time comes.

There is only one way to bypass this magical system, something that only one party within

the cavern knows. That's Kaito, the now-dead thief/skeleton that lies at the bottom of the pool in one of the waterways within the cavern. Kaito discovered that if one says the phrase, "Hail the Queen" in elvish as the firework-like sparks emit from the moon, that these sparks will implant on the speaker rather than the next party in line. The players can discover this information only by using the "Speak to the Dead" spell, or finding a scroll with that spell. There is one of the latter, in one of the cavern's rooms.

CURRENTLY IN LINE – The following humanoids/creatures are in line to see the Fade when the players arrive:

- * Five incredibly bored and irritable Redcaps (Tome of Beasts, pg. 325) hoping to get back to the Feywild. They are likely to attack anybody who "steals" their place in line. Their leader has a faint purple mark in the shape of a crescent moon on his right hand;

- * a human man named "Strangis." Strangis has recently stole a hefty bag of gold and a particular ring (Ring of Invisibility) from a renowned Southpool noble. (GM Note: The players can do a History check to have possibly have heard of this crime. The affected Southpool noble is the new King's niece, Lily.) Strangis is incredibly nervous, constantly looking around for any sign of danger or one of the king's spies ("They're everywhere!" Strangis cries out constantly.) Strangis is hoping to use the Fade's portal to get him out of Southpool ASAP. He is second in line but is highly unlikely to give up his spot for fear of being caught.

- * an Ice Maiden (Tomb of Beasts, pg. 255) who recently failed a quest given to her by the Queen of Night and Magic. If she senses an opportunity to help the Fade (and thus once again be a favorite among the Queen's minions), she will try to get in with the players. If they cooperate with her and allow her to show her appreciation with a simple kiss, she

will tell them about Kaiko and his ability to overcome the line to see the Fade. She will likely turn on them within the Fade's room unless she has been smitten by a player.

THE "SPEAK WITH DEAD" SCROLL – One of the cavern rooms, located on the opposite side of the cavern from where the Fade is, has one or more Mylings (Tome of the Beasts, pg. 301). This small undead girl will ask a player to give her soul peace by taking her back to where she died, a pool in the room where the Fade resides. The Myling will be asked to be carried to the room by the player and in return, she will provide four scrolls – all of these were found in the room. One is a "Speak with the Dead" spell and the others are "Healing Word" spells.

A VISITOR – One of the cavern's visitors in a remote location within the large cavern is a massive, human-sized toad with expressive eyes and a shiny, bright green crown. (GM Note: See the Toad King, the Tome of Beasts 2, pg. 22) The Toad King will be a distraction, promising all the information a player can want in return for listening to his grand tales. The Toad King won't actually provide any relevant information but could "bless" the player in his own way if he's treated nice enough. (Heroism spell, +4 to temporary HP)

The Toad King's tales include:

- * how he lost the love of his life to a brief but sadistic abuse of horseflies ... "how those flies tickle your throat! And well I couldn't stop it – neigh I couldn't ... My darling, she, asked me to stop and ... I ... I.... just couldn't rein it in, ya know?"

- * how he outjumped the original Toad King in a contest that lasted seven days and seven nights to capture his crown ... well it seemed a good thing for awhile, but you know, it feels like I'm saddled with so much more responsibility now;

- * You're probably saying, Toad King, you need to stop *cough* stalling and answer my question. Well know, I agree. But let's not

forget your other question – neigh we shan't! The unanswered one, I mean - how I, the Toad King, was once a handsome young human lad and how I was suddenly turned into a frog by an evil little monster girl in a cute little blue dress. Shall we discuss that?

INSIDE THE FADE'S ROOM – The player's shadows come into play if/when a battle with the Fade begins. The shadows are part of the Lair effect that is under the control of the Queen of Night and Magic, who guards over her portal area. The shadows will do the following that will potentially last for one round if saving throws are failed ...

- * knock the player prone and restrain it if they fail a DC15 Constitution save as the shadow will wrestle the player down to the ground;
- * harass the player during their attack if it's a melee or ranged attack unless they save on a Concentration check of DC 15, prompting disadvantage on their turn;
- * stun the player if they fail a DC15 Wisdom save, as the shadows assail the players with visions of hopelessness and despair.

HIGH TIER: THE SOUTHIE KING

Once the players leave the Black Market, they will return to the labyrinth of the sewer system, follow the route they've been given by one of the rogues in the Black Market.

Following that route will require several hours. Eventually they will find and enter a large pipe with a metal grating on it. The grating has been pulled back to allow easy entry for a small humanoid and a more challenging one for a medium-sized creature. Getting through this opening is a single-file task.

The players will then proceed about 20 feet forward, into the metal pipe and then find themselves entering a massive cavern opening. The cavern is about half filled with water, which

separates a number of dry land areas. One of these areas, on the right, includes a raised platform where the Goblin King will eventually make his entrance. The King will be held aloft on a platform, which contains a wooden seat. The platform is carried by six goblins, their backs pressed up against the platform to keep it raised above floor level. The goblins moan and groan in pain, cursing the pain of their knees, with every step they take.

This procession will occur once one of the goblins, named WeakCheeks the "Assistant King," greets them and provides definitive rules about communicating with the Southie King. These include:

- * referring to him in all cases as "The King of all things with the mightiest sting" – no abbreviations are allowed!;
 - * the visitors must in all cases be lower than "the King of all things" when they speak to him, if they so dare (GM note: The Southie King is sitting on a platform that is held up by goblins. Including the chair he is seated on, the king is likely 3 feet off the ground);
 - * the visitors, of course, are expected to become slaves of his for at least one day before he grants them the privilege of such a honor to actually speak with him. (He might cut down the length of their slave period if they do a good enough job. He'll cough and note his goblin under-clothes do need a good washing! After all, it has been a good two months since the last one and after that greasy rat he had the other day) Once their slavery is concluded, WeakCheeks will sound the horn, which will then draw forth the King and his procession. (GM note: WeakCheeks can be bought, having a particular weakness for anything food-related – coin won't work)
- At this point, WeakCheeks will divide the players into two groups, one to clean up the trash room and one to assist in the kitchen. Here are other aspects of this cavern, including info about each of the rooms:

THE KING

The Southie King is a Goblin King, a Wild Magic Sorcerer. He also controls his “pet,” a massive plant creature. For higher tiers and lengthy encounters, the King can be joined by a massive ogre that would appear from a nearby locked door. The King is highly suspicious of any newcomers, fearing they come to capture his “luxurious cavern” and his countless slaves. “You seek all the grandeur of the Southie King’s life, don’t ya! Admit it! You see me as everything that can be good about life and you you You seek my seat! The very seat that these goblins beg me to allow them to hold, for I am the mightiest. The king of all things! Admit it, you WANT my seat! You NEED my seat!” If the players won’t admit this – the King’s true fear – then he will call upon “Chomper” to serve him and attack the players.

THE WATER

The water in the cavern is a deeper green than outside in the sewer system. It’s such a dark color that one can’t see their own hand when they put it under water. Unknown to the players, the water here is quite deep, nearly 30 feet deep. If the players enter the water, it’s a good bet that they will rub up against “Chomper,” the plant creature and its long, thick vines that are not seen above the water level.

THE KITCHEN

There are two Shadow Goblins, Nub and Nolk, here with the unenviable task of slaying and then cooking dinner, which happens to be a large (and currently alive!) Catoblepa. Uncertain if they could slay the creature themselves, Nub and Nolk decided to get some help in the form of Azza Gremlins, tiny Fey creatures. The creatures were trapped inside two jars before Nub and Nolk broke the jars and freed them. That’s why six of the tiny Gremlins – less than a foot tall! – are wrecklessly and nervously flying

around, firing off lightning streaks in all directions. That has agitated the Catoblepa, which is kicking at anything that nears it. Finally, Nub and Nolk have fled onto the kitchen’s numerous shelves, which unbeknownst to them have several other jars filled with these flying Gremlins.

As Nub and Nolk try to “prepare dinner” – ie, slay the Catoblepa - they will be blaming each other for the current situation while scrambling up the shelves. (GM note: Do a Percentage roll on each of their turns to see if they free more Gremlins from the jars.)

Once dinner is ready to be served – the Catoblepa and Gremlins are slain – the players can look around at the shelves. These contain a number of viles, including a handful of health potions and potentially more rare potions.

THE TRASH ROOM

Once the Player-Characters access this area, which has a staircase leading up to it, they’ll see the following:

Bentfeet the Goblin has spent the past two days as one of the poor creatures carrying the Goblin King’s chair. So Bentfeet’s back is bent and he has one hand resting against his side, as he repeatedly moans about his worsening body pains, “My kneeesss!”

He does this as he hobbles forward into this trash-strewn room. Bones, refuse and other worse-smelling things lie everywhere, some of it in waist-high heaps. But Bentfeet cares not for any of it, save for what’s in the mouth of a half-starved dog not 10 feet ahead of him. This mangy Labrador, most of its fur a raggedy stubble of brown hair, is growling but backing away as it does. Its large, brown-color eyes look fearful as it backs against the stone wall, a large bone sticking out of its mouth. The bone appears half-eaten, with plenty of raw meat still on the part of the bone sticking out of its mouth.

“Give me’s the meat-ssss,” Bentfeet says, lurching toward the mangy dog as the Player-

Characters come into the room. Bentfeet will do everything in his power to get the "meattsss" from the dog. The mangy dog, backed into the corner, will likely turn into its alternative self, a "Hulking Welp," if the Goblin comes too close or the players don't quickly resolve the situation.

(GM note: The mangy dog – appearing much a mangy Labrador – is a Hulking Welp (Tome of Beasts, pg. 252).

THE LOCKED ROOM

This room has a locked, stout stone door. Entry into this room is not allowed by the Goblin King for here lies his greatest treasures, including the ledger the players seek. Once the room is accessed, the players will see a sparse, stone floor area with a rickety ladder there. Several steps are missing on the wooden ladder.

A goblin, named Grimeface, is in full plate standing at a ledge that is at the top of the ladder. Grimeface has a dagger in one hand and a thick vine in his left hand. The vine – thicker than the goblin's leg - is coming from the water and is wrapped around the goblin.

The vine is different shades of dark green – much like the swamp water – but it has veins of purple and red within it. The goblin's dagger is set against the vine, ready to slash it, and thus

anger "Chomper," the Goblin King's "pet." As Grimeface sees a player he enters, he immediately starts badgering them. "Kiss your feet and bow, yer my pariah, my slave! Ha-ha! I own you! For I control what will kill you. I own you, you big ole ugly, pale thing!"

(GM note: Grimeface will continue this to bait a player to get into combat with him so he can "awake" Chomper. Either Grimeface slicing into the vine or simply falling down will agitate Chomper as the Goblin's weight – with plate armor – does the trick.)

The ledger containing the names of all those who have worked with the Southie King is half buried within an assortment of furs and finery, much of the latter being shiny but obviously fake gold and silver jewelry.

CONCLUSION

The players must discover ways out of both caverns in order to survive the flood. When they discover these and wind up back in the city of Southpool – where the tunnels take them – they will emerge in the poor part of the town, not far from where they began that morning. Standing there are a dozen armed guards and Payne, with his hand stretched out, asking for the ledgers and the gold.



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