

Environment: Into the Sewers

High Adventure! Gold below the city! Sewage!

d12	Sewer Entrance	Sewer Features
1	Castle dungeon	Assassin's den
2	Crypt sublevel	Crypts
3	Guildhall basement	Elder runes
4	Maintenance entrance	Gambling den
5	Mansion basement	Guard station
6	Noble dungeon	Pile of corpses
7	Prison dungeon	Refugee hideout
8	River grate	Sacrifice altar
9	Street grate	Serpentfolk hideout
10	Tavern basement	Slaver hideout
11	Temple dungeon	Teleport circle
12	Warehouse basement	Thieves' guild
d12	Sewer NPCs	Sewer Monsters
1	Beggars	Crawling things
2	Black marketeer	Ghouls or Zombies
3	Maintenance workers	Giant centipedes
4	Cultists or Templars	Giant rats
5	Hermit	Giant scorpions
6	Merchants	Giant snake
7	Nobles	Giant spider
8	Patrols	Giant spiders
9	Raiders or Slavers	Green slime
10	Smuggler	Rat swarm
11	Thieves	Serpentfolk
12	Thugs or brigands	Wererats
d12	Evil in the Deep	Secret Vaults
1	Demon	Crusaders crypt
2	Devil	Dark temple
3	Fallen angel	Dormant portal
4	Lamia	Elder one chamber
5	Lich king	Lich tomb
6	Naga	Lost catacombs
7	Shadows	Necromancer's vault
8	Shoggoth	Skeleton barracks
9	Undead knight	Thieves' den
10	Vampires	Troglodyte tunnels
11	Worm that walks	Vampire coven
12	Wraiths	Wizard sanctum

d12 Sewer Adventure Hooks

- 1 A house has collapsed, revealing lost tunnels, and the city needs someone to clear them.
- 2 A pack of wererats is moving on a thieves' guild, and either faction needs reinforcements.
- 3 An ancient gate is stirring in the deep, but no one knows where the entrance is.
- 4 Foreigners are mapping the sewers. Find them, figure out who they are, and why.
- 5 Ghouls have burst into an inn's basement.
- 6 One of the central passages is clogged up, and city maintenance workers are missing.
- 7 Refugees are moving into the city through the sewers. Who are they, why are they here and should the city deal with their arrival?
- 8 Several citizens dream of something watching in the deep, an ancient evil stirring.
- 9 Slime is seeping through a grate and has injured a pedestrian.
- 10 Someone is stealing bodies from a cemetery, and the tracks lead to a nearby storm drain.
- 11 Someone performed a ritual down there, and three sellswords have been found floating in the sewage.
- 12 Templars are searching for a forgotten lich vault, and are missing.

d12 Sewer Event

- 1 A body floats by.
- 2 A couple of thieves or pirates torturing a merchant.
- 3 A gang of thieves splitting loot.
- 4 A gas seeps into the tunnel from a pipe.
- 5 A tentacle breaks the sewage, then disappear in the deep.
- 6 An arcane eye floats by.
- 7 City guard patrol.
- 8 Cryptic runes and signs etched into the wall.
- 9 Cultists moving between sewer-exits or on the way to a hidden temple.
- 10 The pipes are clogged, and the tunnel fill with sewage. The wall cracks.
- 11 Undead erupt for a forgotten mass grave.
- 12 Whispering nobles.