

# d12

## Monthly

**SEWERS & DARK PLACES**  
**ISSUE**

Issue 25  
July, 2023

**ARE YOU BRAVE  
ENOUGH?**

TO FIND THE CITY'S  
HIDDEN SECRETS

**IT CAME FROM  
IN THERE**

EXPLORING THE SEWERS  
AND OTHER HIDDEN PLACES

**IT'S A  
DIRTY JOB**

NEW OSE CLASS:  
THE RAT-CATCHER



**The Under-City: A new adventure location**

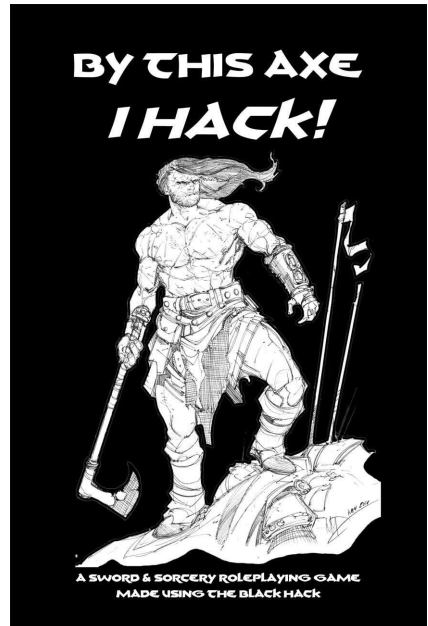
*d12 Monthly* is a helpful resource for fantasy roleplayers.

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YUMDM.

# The Sewers & Dark Places Issue

Sewers always seem to be a staple of fantasy gaming - the PCs always seem to end up there eventually.

And the great thing about a session or more spent in the sewers, is that it can lead to other dark places, like the ruins of the old city, natural caverns, and much more!

This issue details sewers in some depth (pun intended), complete with possible denizens to fill it; and then lists some other possible places you may want to introduce to the PCs.

This issue is all about spurring your imagination and getting the PCs down and dirty under the city above. Hopefully, it does just that.

And, as always, happy gaming!

- Russ from YUMDM

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## About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

**Other TTRPGs I like:** WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

## Thanks to my Patrons

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... for making this zine as good as it is.

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*(Tiers are available to receive a physical copy).*

# But Where Does It Go?

## Sewers & Their Construction

Sewers are dangerous places.

Due to poor construction, cramped enclosures, a maze-like structure, and the unsanitary and hazardous environment, sewers can easily end the life of any character (or even whole parties).

Add to this the fantasy element of monsters and sinister factions, who may live or travel the sewers, and the characters could face an uphill battle for survival.

### Limited Accessibility

Sewers were typically constructed with the primary purpose of carrying away wastewater and disposing of it outside the city.

As such, they were not intended for regular human traffic. Access to the sewers was often restricted to authorised workers responsible for maintenance and repairs.

### Game Effect

Of course, this would probably not stop a determined group of adventurers, but there could be legal ramifications if the PCs are caught in the sewers or spotted entering or leaving.

### Narrow and Constricted Spaces

Sewers are usually narrow, with tight passages and low ceilings to accommodate the flow of wastewater.

The dimensions are primarily designed for the efficient movement of water and waste, rather than for the comfort of people.

Walking or navigating through them, especially for medium or larger sized characters is extremely challenging and uncomfortable due to the cramped conditions.

### Game Effect

Some large characters may not be able to enter the sewers at all, or certain sections of them. Even medium-sized individuals may find some of the tunnels inaccessible.

Weapons that require swinging (most swords, axes, etc) may not be usable at all, or impose a negative to hit (and perhaps damage). Also, longbows may be too large to be used effectively.

For ease of use, I would use the following tables, marking the sewer map with colours or marks showing which tunnels are which.

**Comfortable fit** means the character can use their weapons without penalty.

**Tight Fit** means that the character will suffer penalties to hit, and some weapons may not be usable (eg. two-handed swords).

**Impassable** means the character cannot even travel in the tunnels.

**Note:** creatures that live or travel often in the sewers will probably not suffer these penalties as they are used to the conditions.

**Table: Sewer Tunnel Sizes**

Tunnel Size	Comfortable Fit	Tight Fit	Impassable
<i>Tiny</i>	Tiny	Small	Medium
<i>Tight</i>	Small	Medium	Large
<i>Normal</i>	Medium	Large	Huge
<i>Large</i>	Large	Huge	Gargantuan

## Unsanitary and Hazardous Environment

Sewers are inherently dirty and unsanitary, filled with waste, filth, and stagnant water.

They are breeding grounds for disease and are plagued by foul odours.

Walking through the sewers exposes individuals to significant health risks, including the spread of waterborne illnesses and the potential presence of toxic substances.

### Games Effect

See article *What's That On Your Face!?* In *Issue 18 of d12 Monthly* for rules on catching diseases and various diseases you can catch.

## Complex and Confusing Layouts

Mediaeval city sewers are a complex network of interconnected tunnels and channels, following the natural topography of the city.

The lack of mapping means that the layout of the sewers is often disorienting and difficult to navigate. It would be easy to get

lost or disoriented in the labyrinthine passages unless precautions are taken.

### Game Effect

Use the rules for getting lost\* unless the characters make meticulous maps or use another ingenious way to navigate the sewer tunnels.

\* A simple rule for this is to roll a D6 and if a 1 or 2 comes up, then the PCs are lost. If an Urban Ranger (see *Web Enhancement: Urban Rangers* on my website) is in the party, then they only get lost on a 1-in-6.

## Structural Instability

Over time, the structural integrity of mediaeval sewers can deteriorate due to factors such as shifting soil, erosion, and poor construction techniques.

This could lead to unstable sections, collapsed tunnels, or sudden flooding, making it even more dangerous for individuals attempting to walk through them.

### Games Effect

You can easily add collapsing tunnels into your random encounter tables, or you could have sections that may collapse if too much noise is made.

Spells that cause loud noises or ones that may affect the walls or ceiling of the tunnels, may trigger a collapse.

If this scenario presents itself, simply roll a D6 and on a 1-3 that section of the tunnel collapses, causing 6D6 damage to anyone underneath it (save for half damage).

## **Flushed Away**

### **Managing a City's Waste**

During the mediaeval period, cities employed various innovative and sometimes bizarre sanitation systems to manage waste.

These examples showcase the various approaches mediaeval cities employed to tackle sanitation challenges.

#### **Mediaeval Latrines**

Public latrines were a common feature in larger mediaeval cities.

These were often communal facilities where multiple individuals would use a row of seats with holes that led to a central trench or sewer.

They could be found in designated areas or even incorporated into the architecture of buildings.

#### **Gong Farmers**

Gong farmers were individuals responsible for manually emptying and cleaning cesspits, which were containers used to collect human waste.

They would descend into the pits, often equipped with buckets and shovels, and remove the waste for disposal or agricultural use.

#### **Privies and Garderobes**

Privies, or private toilets, were often located within individual households or

castles. Waste would drop into a pit or chute beneath the seat, which was periodically emptied.

In castles, garderobes were similar structures, often situated on the outer walls, allowing waste to fall directly outside the castle.

#### **Underground Sewage Channels**

Some mediaeval cities employed underground sewage channels to transport waste away from populated areas. These channels were often built with stone or brick and would carry waste to nearby bodies of water, such as rivers or streams, where it would be flushed away.

#### **Street Flushing**

In some instances, cities would periodically flush the streets with water to remove waste and cleanse the urban environment.

This involved diverting water from nearby sources, such as rivers or aqueducts, to flow through the streets, carrying away debris and waste.

#### **Night Soil Collection**

Night soil, referring to human excrement, was collected and repurposed as fertiliser for agricultural use.

Workers known as "night soil men" would collect the waste from households or designated collection points and transport it to farmland where it would be spread to enhance soil fertility.

## Animal Waste Management

Cities often had to manage not only human waste but also animal waste, particularly in areas with significant livestock populations.

Innovative solutions included designated areas for grazing animals outside the city walls, specific routes for driving animals to pasture, or strategies to repurpose animal waste for agricultural purposes.

## Waste Disposal into Waterways

In some cases, waste was disposed of directly into nearby waterways, such as rivers or moats.

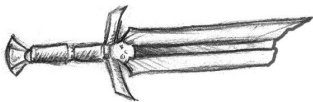
While this practice might seem bizarre to modern sensibilities, it was an attempt to remove waste from populated areas.

However, it often resulted in contaminated water sources and increased health risks.

## Magical Solutions

Of course, in a fantasy world where magic is common, you could also see some magical solutions to the problem of waste management.

Enchanted pipes which clean the waste water before it reaches a waterway.  
Teleportation spells which transports it to another place entirely, or even to another plane.



## Who Goes There? Sewer Random Encounters

**Table: Sewer Encounters**

D12+D8	Encounter
2	Otyugh
3	Infested Ghouls*
4	Green Slime
5	Dead Body
6	Skeletons
7	Gush of water: swim or die
8	Rat Swarm
9	Homeless People
10	Sewer Goblins*
11	Crocodile - Giant or Normal
12	Dire Rats
13	Thieves
14	Giant Centipedes
15	Bullywugs
16	Zombies
17	Infested Nymph*
18	Poor structure: collapse 1-3 on a D6
19	Infested Shambling Mound*
20	Effluent Elemental*

\* See new monsters in this issue.

### Numbers Appearing

Use the numbers appearing on the monster's stat block, or just roll an exploding D6.

# It's A Dirty Job...

## New Class: The Ratcatcher



A rat catcher is an individual who specialises in the capture, control, and elimination of rats (and other vermin like mice and moles) in various settings, particularly in urban or rural areas where rat infestations are common.

Rat catchers play a crucial role in maintaining hygiene, protecting food supplies, and preventing the spread of diseases associated with rats.

They are hired to deal with vermin infestations, and to keep the levels to a minimum.

While it is a dirty and dangerous job, the rat catcher does develop a certain number of skills and abilities which come in handy if they take up life as an adventurer.

Their work requires a combination of practical skills, knowledge of rodent and vermin behaviour, and the ability to adapt their methods to different environments and challenges they encounter.

## Rat Catcher

**Requirements:** Wis 9

**Prime requisite:** DEX

**Hit Dice:** 1d6

**Maximum level:** 14

**Armour:** Leather, chain mail and shields

**Weapons:** Club, crossbow, dagger, sling, spear, staff

**Languages:** Alignment, Common

**Table: Rat Catcher Progression**

Level	XP	HD	THACO
1	0	1D6	19 [0]
2	1200	2D6	19 [0]
3	2400	3D6	19 [0]
4	4800	4D6	19 [0]
5	9600	5D6	17 [+2]
6	20,000	6D6	17 [+2]
7	40,000	7D6	17 [+2]
8	80,000	8D6	17 [+2]
9	160,000	9D6	14 [+5]
10	280,000	+2*	14 [+5]
11	400,000	+4*	14 [+5]
12	520,000	+6*	14 [+5]
13	640,000	+8*	12 [+7]
14	760,000	+10*	12 [+7]

\* Modifiers from CON no longer apply.



**Table: Rat Catcher Saves**

Lvl	D	W	P	B	S
1	13	14	13	16	15
2	13	14	13	16	15
3	13	14	13	16	15
4	13	14	13	16	15
5	12	13	11	14	13
6	12	13	11	14	13
7	12	13	11	14	13
8	12	13	11	14	13
9	10	11	9	12	10
10	10	11	9	12	10
11	10	11	9	12	10
12	10	11	9	12	10
13	8	9	7	10	8
14	8	9	7	10	8

## Trained Dog Companion

Rat catchers usually have a canine companion to accompany them. The rat catcher can train a dog to help them with the task of catching vermin.

If using Old School Essentials use the Hunting Dog stats for this type of dog.

The rat catcher can train the dog in up to 3 tricks from those listed below at 1st level, and gain an additional trick every 3 levels beyond first.

Giving a command is a free action.

*Attack:* The animal attacks apparent enemies. The rat catcher may point to a

particular creature that they wish the animal to attack, and it will comply if able. The rat catcher may also tell the dog to retreat from combat.

*Defend:* The animal defends the rat catcher, even without any command being given. Alternatively, the rat catcher can command their dog to defend a specific other person.

*Fetch:* The dog goes and gets something. If you do not point out a specific item, the animal fetches some random object.

*Guard:* The dog stays in place and prevents others from approaching.

*Heel:* The dog follows you closely, even to places where it normally wouldn't go.

*Perform:* The dog performs a variety of simple tricks, such as sitting up, rolling over, growling, or barking, and so on.

*Seek:* The dog moves into an area and looks around for anything that is obviously alive or animate.

*Stay:* The dog stays in place, waiting for the rat catcher to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

*Track:* The dog tracks using its natural scent ability.

*Work:* The dog pulls or pushes a medium or heavy load.

## Thief & Tracking Skills

The rat catcher has a number of thief skills they can perform in an urban environment (this includes in a sewer or dungeon). They also gain the ranger's tracking skill, but again, only in urban environments.

*Find or remove treasure traps (TR):* A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.

*Hide in shadows (HS):* Requires the rat catcher to be motionless—attacking or moving while hiding is not possible.

*Move silently (MS):* A rat catcher may attempt to sneak past enemies unnoticed.

**Table: Rat Catch Skills**

Level	TR	HS	MS	Track
1	10	10	20	10%
2	15	15	25	20%
3	20	20	30	30%
4	25	25	35	40%
5	30	30	40	50%
6	40	35	45	60%
7	50	45	55	70%
8	60	55	65	80%
9	70	65	75	90%
10	80	75	85	100%
11	90	85	95	110%
12	95	90	96	115%
13	97	95	98	120%
14	99	99	99	125%

You can use the Rat Catcher skills table above, or use the D6 skill system from *Issue 13* of *d12 Monthly*.

If using the latter, the rat catcher gets the following: all skills start at 1 in 6 at first level, and the rat catcher receives 3 points at 1st level and 1 point per level after this.

## Trap Making

Rat catchers are skilled at creating traps for vermin (and even giant varieties of them). See the article *Got Ya!* in this issue for more information on types of traps.

## Vermin Knowledge

From 2nd level, a rat catcher has a 2-in-6 chance of knowing lore pertaining to vermin and their habits and lairs.

This increases by 1-in-6 each 4 levels obtained by the bard (3-in-6 at 5th, 4-in-6 at 10th, and 5-in-6 at 14th, which is the maximum obtainable).

## Disease & Poison Resistance

By 3rd level, rat catchers come into contact with so many diseases that the catchers that survive become immune to them.

They also gain +4 to saving throws versus poisons.



# Got Ya!

## Rat Catcher Traps

Rat catchers have a good many traps at their disposal.

These can be used exclusively by rat catchers or you can make them available for anyone who has trap-making skills.

These traps can be made at a larger scale if giant or dire varieties of vermin are being hunted.

## Spring-Loaded Traps

Spring traps were commonly used to catch rats. These traps consisted of a wooden or metal base with a spring-loaded mechanism. When a rat triggered the trap by stepping on a pressure plate, the spring would snap shut, capturing the rat between the jaws of the trap.

## Cage Traps

Cage traps, also known as live traps or humane traps, were used to capture rats alive. These traps were typically made of wire mesh or wooden frames with an entryway that allowed rats to enter but not escape. Once inside, the rat catcher would remove the trapped rat from the cage for relocation or disposal.

## Pitfall Traps

Pitfall traps were pits or holes dug into the ground and covered with a thin layer of soil or a board. Rats would fall into these concealed pits while attempting to cross or

explore the area, making it easier for rat catchers to capture or dispatch them.

## Glue Traps

Glue traps consist of a sticky adhesive spread on a board or surface. Rats would get stuck on the adhesive when they came into contact with it, immobilising them until the rat catcher could remove or dispose of them.

## Barrel Traps

Barrel traps involved placing a baited barrel or container against a wall or inclined surface. Rats would climb into the container to access the bait, but the smooth inner surface made it difficult for them to escape. The rat catcher would then empty the trapped rats from the container.

## Tunnels and Runways

Rat catchers would often create artificial tunnels or runways using boards, pipes, or other materials. These structures would guide rats into specific areas where they could be more easily trapped or eliminated.

## Bucket Traps

Bucket traps were improvised traps made by suspending a bucket or container partially filled with water. A bait was placed on a small platform or suspended above the water, enticing rats to jump or fall into the bucket. Once inside, they would be unable to climb out.



# It Came From Down There Sewer Creatures

A city sewer network would be home to a variety of interesting and dangerous creatures.

## Aquatic Terrors

Some sewers may connect to underground water sources, providing a habitat for menacing aquatic creatures.

These could include sewer serpents, tentacled abominations, or razor-toothed creatures that have adapted to the darkness and murky waters.

### Some example creatures you could use:

Sewer serpent, otyugh, giant water spiders, slithering tracker, giant frogs or toads, even aboleths.

Add the following to any base creature you use:

*Disease Immunity:* The creature carries many infections and diseases, but is immune to their effects.

*Infested:* Use the Infested template (see sidebar).

## Elemental Dwellers

Some sewer systems might tap into the elemental forces of earth and water, giving rise to elemental creatures that call the sewers their home.

These could include earth elementals that manipulate the stone and debris, or water nymphs and sprites that inhabit the underground streams and pools. Or, even a mix, creating an Effluent Elemental.

### Some example creatures you could use:

Nymphs, sprites, nereids, undine, and water weird, effluent elemental (see below).

## Effluent Elemental

*Large Elemental (Water)*

**Climate/Terrain:** Sewers and wherever water is spoiled or foul

**Frequency:** Very rare

**Organisation:** Singular, group (D3+1)

**Activity Cycle:** Day or night

**Diet:** Omnivore

**Alignment:** Neutral

**Advancement:** By size (increase HD)

**Languages:** Aquan

—

**Armour Class:** 18 (Natural armour + DEX)

**Hit Dice (HP):** 8 (51)

**Move:** 20-ft (6) or swim 50-ft (18)

**Abilities:** S 20 C 19 D 14 I 6 W 11 Ch 11

**Attacks:** 1 x Slam

**Damage:** 5D6

**Morale:** Very High

### Special Abilities:

*Water Mastery:* Gains +2 to attack when both the elemental and target are touching water. -4 to hit if the elemental is not in water.

*Drench:* Can put out all non-magical flames in a 30-ft radius instantly as a move action.

*Vortex:* If in water, the elemental can create a spinning vortex which will pull all within 30-ft into it, drowning them unless they successfully make a moderate DEX (Reflexes) save. The element can create this vortex once every turn (10 minutes).

*Disease Immunity:* The creature carries many infections and diseases, but is immune to their effects.

*Infested:* Use the Infested template (see sidebar).

## Fungus Creatures

The damp and decaying environment of the sewers can give rise to unique fungal life forms that have gained sentience.

These creatures, such as fungal sporelings or mushroom folk, possess an otherworldly appearance and often have a symbiotic relationship with the fungi that grow in the sewers.

## Ooze Dwellers

Ooze dwellers are slimy, amorphous creatures that thrive in the damp and polluted environment of the sewers. They can alter their shape and ooze through narrow passages, making them formidable opponents.

Ooze dwellers are drawn to the organic waste found in the sewers and are often accompanied by a nauseating stench.



## Shadow Rats

These nocturnal creatures are larger and more intelligent than their ordinary counterparts.

Shadow rats have dark, sleek fur that allows them to blend seamlessly with the shadows, making them nearly invisible.

They possess heightened senses and are skilled at avoiding detection, which enables them to thrive in the hidden depths of the sewers.

As regular Giant Rats, with the following changes:

*Intelligence:* Low (5)

*Stealth:* Surprise in a 1-4 on a D6 (+8 to all stealth checks)

## Sewer Goblins

Mischievous and agile, sewer goblins are small, humanoid creatures adapted to the underground sewer environment. They possess keen senses and dexterity, using their nimble movements to navigate the cramped tunnels.

## Infested (Template)

Many animals and beasts are infested with disease, lice, parasites, and other terrible afflictions, but those with the Infest template are extreme examples, easily spotted as their skin, fur, or hair bristles with the infection.

This template can be applied to any animal, beast or magical beast.

**Attacks:** Can cause infection

**Abilities:** Con +4, Cha -4

### Special Traits:

**Infection:** Each attack the infected beast is corrupted and they can pass on this infection. The target must make a moderate CON (Fortitude or Poison) save or succumb to the infection\*.

\* This can be a particular type the beast has or you can apply the following generic conditions: the target loses D4 CON and CHA, and becomes fatigued. They are ill until cured.

Sewer goblins are known for their scavenging habits, collecting discarded items and making use of the sewers as their hidden domain.

### Game Effect

Treat as regular goblins, but with the following additions and changes.

The sewer goblins may use shadow rats (see above) for pets and guard animals, as well as being led by a mushroomfolk (see below) or a sewer elemental (see above).

### If ruled over by Mushroomfolk:

These goblins can communicate non-verbally with their shroom leader.

The goblins carry spore bombs which they lob at enemies:

- *Hallucination:* The spores are released in a 10-foot square. Any targets must make a moderate CON/Fortitude saving throw or suffer powerful hallucinations 1 turn (10 minutes).
- *Pacification:* The spores are released in a 10-foot square. Any targets must make a moderate CON/Fortitude saving throw or become passive for 1 minute. (Being passive means the target can take partial actions that don't involve attacking).

### If ruled by the sewer elemental:

Each goblin carries a disease, which it can transfer during melee combat. Anyone hit by a goblin within melee combat must make a moderate CON/Fortitude save or succumb to the disease. See article *What's That On Your Face!?* in Issue 18 of **d12 Monthly** for a list of potential diseases to use or use your own tables.

## Undead Stalkers

Also known as *Sewer Stalkers*, these undead creatures lurk in the shadows, feeding off the negative energy that accumulates in such places.

These could include sewer wraiths, skeletal warriors, or ghostly apparitions seeking revenge or redemption.



# Hey, This Has Saved Me A Few Times

## Urban Minor Magic Items

By Mike Pike

Minor magic items, while mostly overlooked, can be a surprising find for your characters.

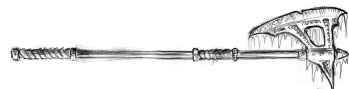
These items may not save the world, but they may just come in handy on adventures.

Roll a D20 three times to randomly determine an item, or just choose.

**Table: Minor Magic Items**

D20	A...	That...	When...
1	Hammer	alters flavour	a command word is spoken
2	Spoon	makes and animal sound	the sun rises (resetting at sunset)
3	Tongs	glows	the moon rises (resetting at sunrise)
4	Vial	cleans	in contact with a [roll another item]
5	Chisel	levitates	exposed to fire
6	Pot	screeches	exposed to electricity

7	Coin	is becomes unbreakable	exposed to water
8	Quill & Ink	changes colour	exposed to earth
9	Pestle & Mortar	functions autonomously	exposed to blood
10	Bucket	camouflages itself	exposed to tears
11	Needle & Thread	replenishes	exposed to music
12	Lantern	grows	exposed to magical energy
13	Fork	attracts vermin	stared at
14	Parchment	emits a musical note	touched
15	Saw	sticks to surfaces	the owner experiences anger
16	Shovel	detects poison	the owner experiences fear
17	Plate	disappears	the owner experiences happiness
18	Broom	vibrates	in the light of the sun
19	Bowl	emits a pleasant aroma	in the light of the moon
20	Shears	becomes ethereal	in complete darkness



# Forgotten Underworld

## Other Dark Places

Within a city, there are numerous other dark and mysterious places, each with its own secrets and mysteries, that are there waiting to be discovered.

Use these places to spur on adventures within your cities, allowing PCs to explore more of the city and understand more of its history.

### Abandoned Catacombs

Beneath the city lies the forgotten catacombs. Tunnels and chambers filled with the remains of the deceased.

These catacombs hold ancient burial chambers and crypts from a time before the current city existed, concealing the histories and secrets of noble families' past.

Hidden passages, secret chambers, and lost treasures buried alongside the dead are there to be claimed, but one must first find an entrance to these catacombs.

### Haunted Tower

The city's tallest tower, looming ominously over the skyline, has laid dormant for months (perhaps years) and is said to be haunted by the ghost of its former owner.

It is rumoured that those who dare to enter will encounter eerie phenomena, spectral apparitions, and unexplained events. But much treasure would surely lay inside.

### Forbidden Library

Tucked away under an ancient building, a forbidden library houses a collection of forbidden tomes, grimoires, and arcane knowledge.

The library's entrance is only known to a select few, and its dark secrets include forbidden rituals, forgotten spells, and dangerous incantations that could bring about unimaginable consequences, even the destruction of the city that lay above.

### Forgotten Underground Chambers

Beneath the city's central plaza lies a network of ancient underground chambers, long abandoned and concealed from public knowledge.

These chambers were once used for secret meetings, rituals, and hidden gatherings. They hold faded murals, cryptic symbols, and artefacts of forgotten cults. What information or treasure lies at the heart of these forgotten chambers?

### Cursed Well

In an almost abandoned part of the city, an old well holds a dark secret.

It is said that a curse was placed upon it long ago, and those who drink from its waters suffer strange afflictions or meet an untimely demise.

The origins of the curse, the identity of the curse caster, and the means to lift it remain shrouded in mystery.



## A Friend In Me

### A Different Take on Sewer Goblins



This is a different take on sewer goblins for you to use.

You can use this to introduce goblins as playable characters in your campaign world, or perhaps just as an unusual friendly faction for your PCs to encounter.

It can also lead to some confusion or tension if you develop a splinter group of goblins who don't like the way Gromnir is leading the goblins.

### Sewer Goblins

In the depths of the bustling city, there exists a hidden and mysterious race known as the sewer goblins.

They found their way into the city's sewers and under-tunnels centuries ago, their

origin shrouded in myth and legend, even to themselves.

At first, the sewer goblins lived in the shadows, silently observing the humans above. As time passed, they adapted to their new surroundings, learning to scavenge and survive amidst the filth and refuse of the city. With an innate ability to navigate the labyrinthine tunnels, they established an intricate society in the dark underbelly of the metropolis.

Within the ranks of the sewer goblins, a system of leadership emerged. They were led by an ancient and wise goblin known as Gromnir the Elder, who had been the first to discover the city's underground network.

Gromnir's wisdom and knowledge of both the human world above, and the intricate tunnels below earned him the respect and loyalty of his fellow goblins.

### Survival

To survive, the sewer goblins relied on their resourcefulness and adaptability. They scavenged discarded food, scraps, and materials from the city above, repurposing them for their own needs.

They fashioned crude but effective weapons and tools from broken objects, and their expertise in stealth and subterfuge allowed them to avoid detection by the unsuspecting humans.

### Beliefs

Over time, the sewer goblins developed their own unique culture and traditions.

They possessed an inherent connection with the elements of earth and water, harnessing these forces for their rituals and daily lives. They crafted crude artwork, etching their stories onto the walls of their subterranean homes.

Having observed the city's growth and development over time, the sewer goblins have gradually come to possess a deep-seated desire for recognition and acceptance from the human population.

### **Gromnir's Goal**

They dream of establishing peaceful coexistence and becoming valued members of the city above.

To achieve this, Gromnir the Elder devised a grand plan. The sewer goblins would use their unique knowledge of the city's infrastructure to aid in the city's prosperity, secretly repairing and maintaining the crumbling under-tunnels and sewers.

They would discreetly protect the city from threats lurking beneath the surface and eliminate the dangers posed by sewer-dwelling creatures.

Gromnir's vision extends beyond mere survival. He yearns for his people to be recognized as allies and contributors to the city's well-being. He hopes that through acts of kindness and assistance, the humans will come to appreciate the hidden race that dwells beneath their feet.

### **The Dissenters**

However, the plan is not without its challenges. Some sewer goblins are sceptical, fearing rejection and persecution from the human population. Others believe that the humans' ignorance and disdain cannot be overcome. Gromnir's leadership and diplomacy are put to the test as he strives to unite his people and foster understanding between the two worlds.

As the city moves forward, unaware of the goblins' existence, the sewer goblins work diligently and patiently, biding their time until the moment is right to reveal themselves and their contributions to the world above. They hope that one day, their dream of coexistence and integration will be realised, bringing about a new era of harmony between humans and the sewer goblins.

### **City-Dwellers' Response**

The city-dwellers' response to the revelation of the sewer goblins would likely vary greatly among individuals and groups within the city.

Ranging from fear and hostility, curiosity and fascination, scepticism and doubt, empathy and acceptance, or a mixture of all of the above.

The actions and attitudes of influential figures within the city, such as leaders, scholars, and prominent citizens, could significantly impact public opinion and determine the path toward acceptance or rejection of the sewer goblins' presence.

# The Under City

## Forgotten Under-Cities



Within the forgotten depths of the sewers, ancient settlements, and other forgotten places, subterranean societies emerge, encompassing forgotten inhabitants who have adapted to their underground habitat.

Below are some examples of these intriguing denizens, shedding light on their struggles, resilience, and unique cultures.

Below is also a map that shows part of a sewer system which connects to ruins of the old city, which, in turn, connects to some natural caverns.

Add some or all of the following denizens to various areas on this map and give the characters various groups to interact with as they explore.

They will each control a particular area of the map, which you can mark by

colour-coding the areas on a print-out of the map.

You can find a larger version of the map on my website: <https://yumdm.com/>

You can then easily number the areas and add in occupants from the various groups, creating some tension between them as they vie for control or want to dominate the others.

### Clan of Shadows

The *Clan of Shadows* is an enigmatic group that has developed an affinity for darkness and stealth.

They are skilled assassins and spies, utilising the sewers' intricate network to move undetected throughout the city.

With their distinctive black attire and mastery of shadow magic, the Clan of Shadows maintains a clandestine presence, influencing events from the depths below the city.

### Forgotten Scholars

A secret sect of scholars from the Church of Banoth (the Deity of wisdom, knowledge, and insightfulness) seeking solace from the chaos in the world above, have taken refuge in the sewers, forming an enclave known as the *Forgotten Scholars*.

They dedicate themselves to the pursuit of knowledge, meticulously recording their findings on scrolls and tomes.

The Forgotten Scholars possess a vast understanding of history, forgotten lore, and ancient languages, preserving the wisdom of ages gone by, including those of the inhabitants of the under-city, and the secrets of the city above.

### **Luminescent Scribes**

In the darkest corners of the under-city, a secretive society of luminescent beings thrives.

Known as *Luminescent Scribes*, these creatures have adapted to emit a soft, bioluminescent glow, illuminating their surroundings.

They use this ability to inscribe glowing intricate patterns and symbols on the walls of the tunnels, creating a beautiful, subterranean tapestry that tells the stories and history of those who live in the under-city.

### **Semi-Aquatic Nomads**

In areas where the sewers intersect with underground rivers or lakes, these humanoid nomads have adapted to a semi-aquatic lifestyle.

These nomadic tribes have built floating settlements and navigate the subterranean waterways in their makeshift boats.

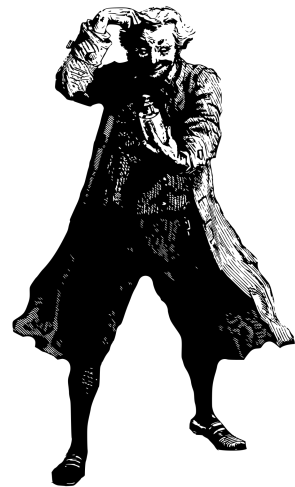
They possess exceptional swimming skills and have developed unique ways to catch underground fish and harvest edible water plants. They are also very protective of their domain.

### **Sewer Alchemists**

Within the hidden alcoves of the sewers, a reclusive group known as Sewer Alchemists conducts their mysterious experiments. They have harnessed the toxins and unique properties of the underground environment to create potent concoctions and potions.

The Sewer Alchemists' knowledge is highly sought after, as their elixirs have the power to heal, enhance, or even poison or corrupt your enemies.

Some of these concoctions can be found with the Underground Traders.



### **Tunnel Dwellers**

Known as the *Tunnel Dwellers*, these resilient individuals (made up of a combination of humans, dwarves, and even elves) have formed a tight-knit community deep within the sewers.

They have mastered the art of navigating the labyrinthine tunnels, relying on their agility and intimate knowledge of the underground passages.

Tunnel Dwellers possess a strong sense of camaraderie, sharing resources and supporting one another in their constant struggle against the challenges of their environment.

Not belonging to any one faction - be it the Thieves' Guild or any other - they eke out meagre lives as best they can.

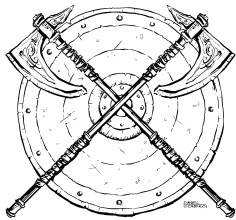
## Underworld Traders

Dwelling in the sewers' hidden marketplaces, *Underworld Traders* are skilled merchants who have established a bustling underground economy.

They barter with scavenged items, stolen treasures, and unique artefacts found in the depths.

These enterprising individuals have developed an intricate network of trade routes and a shrewd understanding of the value of goods in the subterranean market.

Tunnel Dwellers often sell them goods they find, and less-than-human buyers are eager to trade with them.



## Solo Play

You could also use the map for solo roleplaying.

Perhaps a character or party discovers the map (see below), but there is no indication of what is there.

You can then use various random encounter tables (like the one provided in this issue) to generate encounters for each area.

You could have the characters start in the sewers, from the natural caverns, or enter via the old city.

Using the various factions above, you could create encounter tables for each, and play out what happens when your characters are caught in the middle of them.

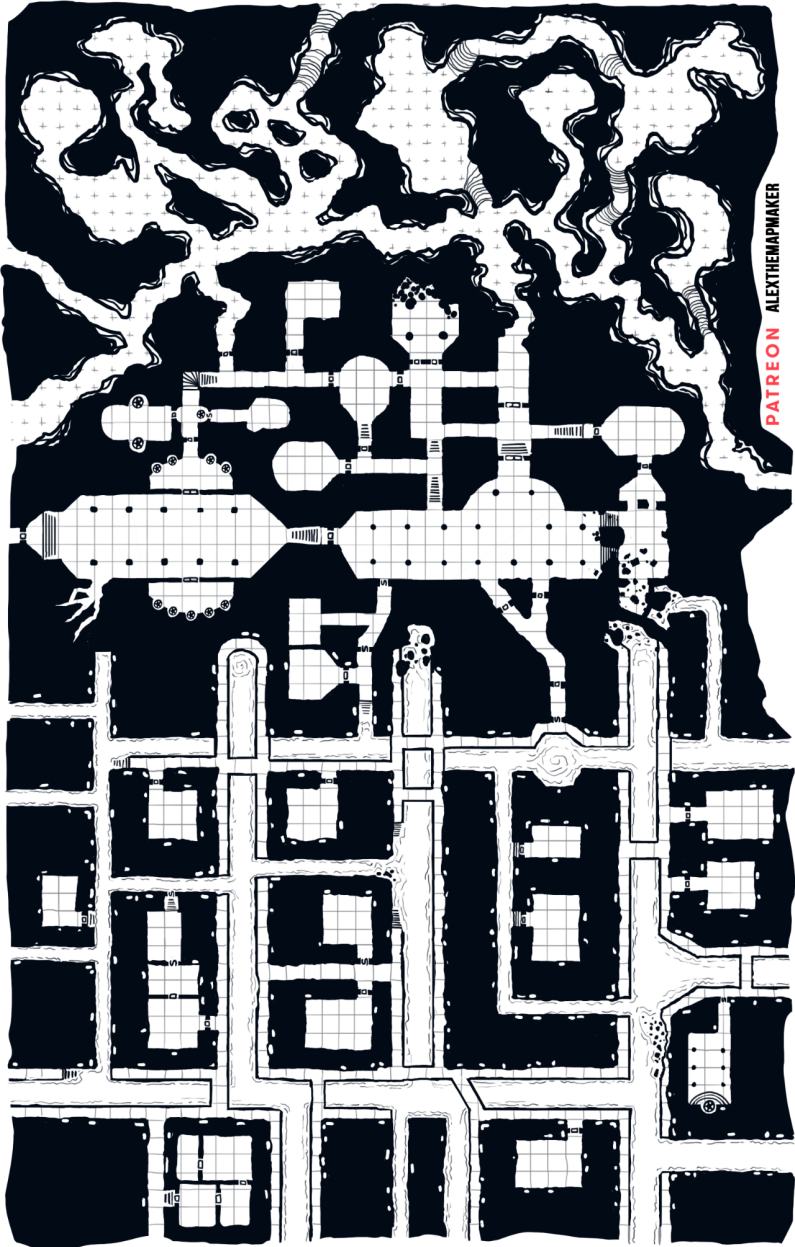
You could even use factions from other modules and adventures, or ones that already exist in your own campaign world.

Add in a goal for the characters to achieve (finding an item or person, convincing a faction to help you, etc) and you have yourself a good night's entertainment.

You can then use the outcome of that solo adventure for any future adventures, where another party ventures into the mapped areas.

For more on how to solo Dungeons & Dragons, you can visit my website:

<https://yumdm.com/category/solo-gaming/>



## Want More?

Looking for more adventure? Back issues are available to download on [my website](#).

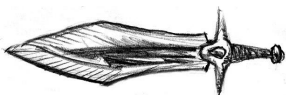
I am also expanding this zine via new articles on the website. This will include web enhancements, regular features, and much more to come.

**Web Enhancements** are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website for each issue, published throughout the month for that issue.

<https://yumdm.com/>



Scan the QR code above to be taken to my **website** where you can find even more content including blog posts, downloads, and more!



## Next Month

Coming in August, we have issue 26, which is all about **guilds and factions**. Introduce your PCs to groups that can help or hinder.



Dress nice, calm yourself, and hone those social skills as you will need to be your best if you want to impress these groups.

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Sewers & Dark Places

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