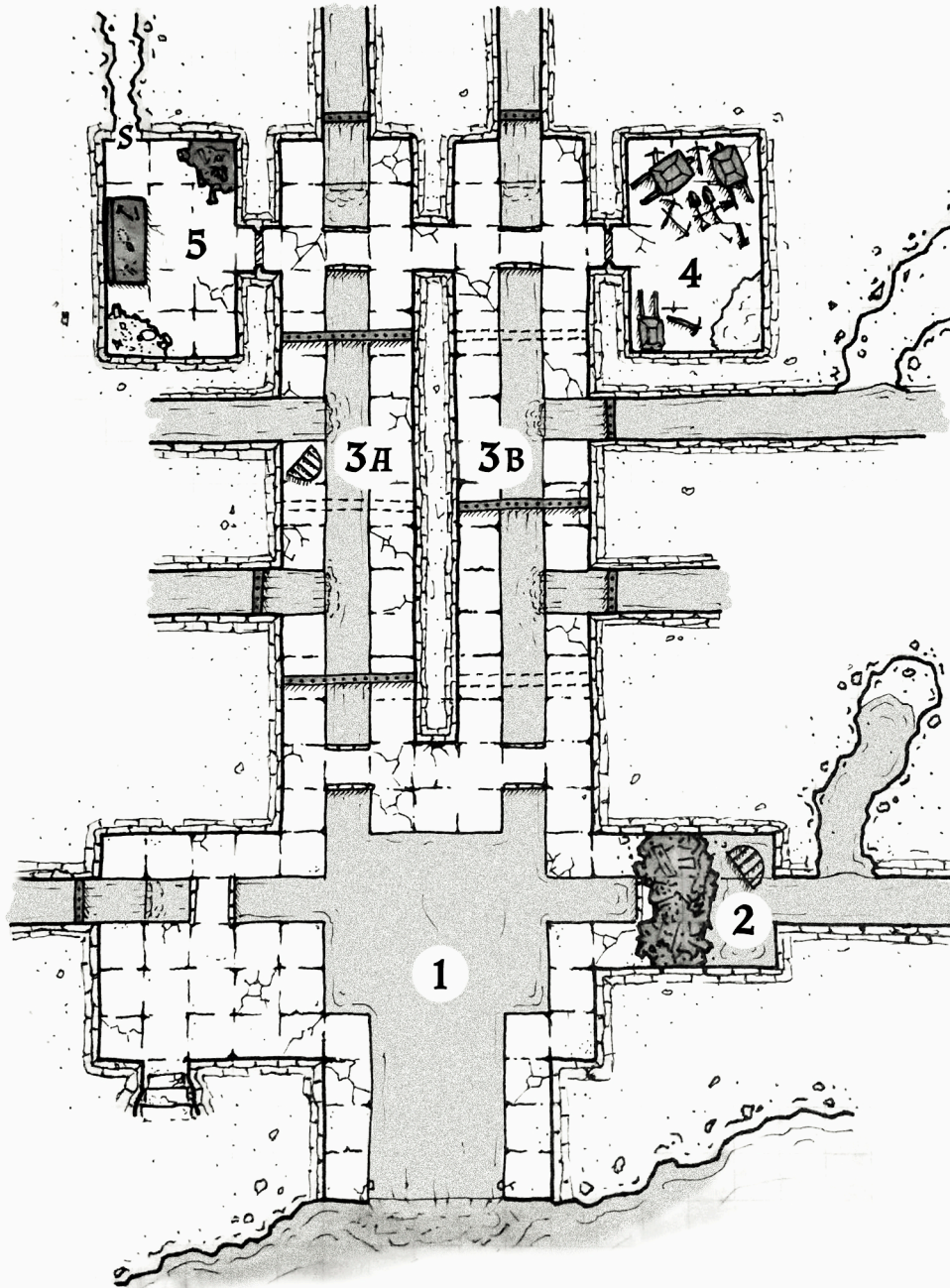


A SECRET BEYOND THE SEWERS



SEWER SYSTEM

The system is a network of stone arched tunnels, ten-foot high and with sewage lines of 1 to 2 feet deep. The rooms are completely dark and every noise is amplified. The sewage is poisonous in case of ingestion or prolonged contact.

1. DRAINAGE CHAMBER

The main gate was ripped out and a couple of giant lizards entered by the underground river. Anytime, more of them can step into the room.

2. FLOODED AREA

This area is blocked by a pile of waste that stops the sewage, flooding the area. Any interaction with the pile releases a wave of sewage, a mischief of rats that attacks any creatures in their path and the corpse of the first city guard that came down earlier.

3. ALTERNATE GATES

There are three pairs of interconnected gates marked on the map. The gates work as counterweights of each other, meaning that if one gate is raised, their related pair is lowered and vice versa.

3A. LEFT TUNNEL

Two living ooze creatures camouflage themselves, one on the ceiling and another in the open duct. They attack any creature that comes close. If killed, the one in the duct reveals the body of the second city guard that was still in digestion.

3B. RIGHT TUNNEL

The tunnel that gives access to the area 6 is found in a sewage duct that has their bars put loosely only to give no clue about the existence of the tunnel.

BACKGROUND

Long ago a small city was destroyed by a dragon that lived in a cave below. Time has passed and today nobody remembers the dragon or what really happened. The city is now rebuilt and progress can be seen everywhere. However most citizens don't know that some small dragon-dog like creatures called kobolds inhabit the old sewer system, they run it in return for being left alone. In truth, they are searching the old dragon's lair and have just found it! Inside the cave an unhatched egg was found and now their destiny is clear, they need to hatch it and hoard a treasure to honor their future master.

With the sewer maintenance neglected, the city is in trouble. Guards were sent to check it and never came back. What is happening down there?

4. STORAGE ROOM

Picks, shovels and pushcarts are stored in this room. Dragon themes are painted with red mud on the walls. A map of the sewer complex can be found here, the kobolds marked the two points where they dig in it (the ducts at area 2 and 3).

5. LOOT ROOM

There is a small secret passage in this room that the kobolds have been using to pillage the city and bring the loot here to be analyzed and separated into piles of treasure or junk. Three to four kobolds are usually working there and regularly, one of them carries a bucket of treasure to the area 7 and comes back later for one more round. Any change in the interconnected gates draws attention of the kobold that calls for reinforcement to investigate the area. If combat unfolds, the kobolds tries to run to the area 6 at any sign of defeat.

6. COLLAPSED CAVE

A four-foot high tunnel link a sewage duct to a cave that's part of the old dragon's lair. The cave is partially collapsed and became an isolated underground chamber. There is a kobold sorcerer overseeing a bunch of kobold workers painting dragon themes on the cave walls.

7. DRAGON HATCHERY

A depression in the cave is being used to hatch the dragon egg. Two piles of treasure lay on each side of the bowl-like chamber. In the center, some kobolds are scrubbing the egg with their bodies. If combat unfolds in the area 6 the egg soon hatches and the newborn dragon join the fray after feed himself of a few surrounding kobolds.