



SEWER JUNCTION

MAP DESCRIPTIONS

The ladder descends into darkness, its rungs slick with moisture. An overpowering stench of humanoid waste assaults your nostrils, making it difficult to breathe. The air is increasingly warm and humid as you make your way down the ladder. The street noise fades as you descend, replaced by the drip of water and the low echoing of cavernous spaces.

Stepping off the ladder, it takes a moment for your eyes to adjust to the darkness. Looking around, you find yourself in a long tunnel with stone walkways along either wall. Running down the length of the tunnel is a sludgy river. It's best not to look too closely at what may be floating past. Ahead, you can see a rusty metal bridge that spans the river and beyond an opening into a larger space.

Making your way to the end of the tunnel, you enter a large circular chamber filled with water, or more precisely, liquids of various types. The brick walls are covered in grime and masses of congealed fat. Entrances to other tunnels and pipes lead off into darkness. The chamber is ringed by stone walkways and metal bridges. Two metal walkways cross the pool, connecting the two largest tunnels. At the centre is machinery that works as a sluice gate, allowing water to pour into a hole at the centre of the chamber.

NOTES AND TIPS

- Sewers can often result in cramped combat encounters, so I've tried to provide a more open environment. Larger monsters, such as giant alligators, sludge monsters, blobs, giant crabs for coastal cities, and urban-themed dragons, can be utilised in such locations.
- **Toxic locations!** Sewers are highly toxic places, from the liquids and sludge the party must wade through to the very air they breathe. It should be unpleasant and dangerous to spend time here. Random pockets of flammable gas, poisonous gas, noxious smells that make PCs gag and disease-carrying sewage. Make the location really, REALLY difficult terrain to be in. If your players decide to investigate a shiny knickknack in the sludge, it might be time for a constitution save.
- **Walkways and railings** - Across the junction is a network of walkways and railings, some are not in the best condition. These are slippery and have the potential to be dangerous if navigated hastily. In combat movement on them may require a dex check with a failure resulting in a slip or fall into the water below.
- **Missing Workers?** Sanitation workers have been disappearing from the city sewers. What could be causing this? Predatory rats? Illegal dumping from a nearby arcane tower creating mutants?
- **Bandits be gone!** - Why not have a group of bandits or thieves use the sewers to ambush people coming home drunk from the tavern? The party must investigate the sewers and are ambushed in the junction. So many tunnels to have bandits jump out of!
- **Wererats:** Everyone loves a good Lycanthrope. Get the silver ready for some good old-fashioned stabbing, and your boots ready for some running! It's time for a wererat chase through the sewers!

- **The Great Sewer Wurm** - The great wurm of the system collects the treasure lost to the sewers by careless city residents. Legend has it it lives at this junction. Below the surface, it sits on a horde of false teeth, brass buttons and bronze hearing trumpets.
- **Siren of the Sewers** - A Sea Witch has taken up residence in the sewer, this junction being its home. Sewer workers have been lured to their deaths here, and some are used as vessels for her dark, corrupting magics.
- **The Hermet of the Sludge** - A hermit lives here. He is said to possess knowledge of a fighting style little known in the realm. Seeking him out will result in a challenge of fighting skills on the walkways above the sludge.
- **Death from Above** - As you pull the lever, a loud screeching sound echoes throughout the chamber before fading away, leaving only the sound of dripping and ..sizzling? Looking down, you notice a small steaming hole in your boot. "It's above me isn't it?" you would have said, but the ooze has already dropped onto you.

VARIANTS

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