

introduction

Lands of Darkness #2: The Cesspools of Arnac is designed for parties Levels 3-5. While this work details 12 encounters, this vast sewage system is quite large. GM's are encouraged to drag and drop this location in their campaign and create more encounters for party exploration or future story arcs. However, a general history and adventure hooks are provided for GM's on the go.

How to Use Lands of Darkness

Lands of Darkness have encounters within a larger area. They are easily dropped into a pre-existing campaign with plenty of room for GMs to expand more detail specific to their world and story arcs.

Encounters are tailored for each level within range. For example, The Cesspools of Arnac is designed for parties Levels 3-5, so each encounter will have monsters, treasures, quests, and starting position map for a party level 3, party level 4, and party level 5. If a party completes each encounter, they should have acquired enough experience to gain 1 level.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. For example in area 4, the juvenile cesspool crocodile is only present for Party Level 3, while the young cesspool crocodile is only present for Party Level 4. Also note the addition of more monsters of the same type. For example in area 7, Party Level 5 encounter 6 Restless Dead denoted on the maps as R, R₄, and R₅.

History

The city of Arnac is a once-thriving city that has come on hard times. The vast sewers beneath the city are a testament to grander days, when crews of civic workers kept the bad waters flowing out. Times are different now and the cesspools have become home to feral, twisted and diseased creatures that shun the upper world.

Hooks

If the party needs some incentive to explore the Cesspools of Arnac, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Level 3-150 Experience, 75 gp; Level 4-175 Experience, 85 gp; Level 5-200 Experience, 100gp).

- A merchant's daughter went missing two weeks ago, and last she was seen heading toward the sewers. The merchant hires the party to venture into the cesspools and return his daughter or word of her fate (describing a locket she always wore).

- The local constable has caught wind of a brigand hideout located beneath the city, and has a hunch it may be in the sewers. Severely understaffed and underfunded, he can only offer a modest reward, but the party is welcome to it (and anything they find on the scoundrels) if they bring proof that they have disbanded the brigands.

- A strange old woman seeks out the party's help to acquire a rare ingredient for her unguents and brews. There are rumors of a foul beast living below the city, filthy, bloated and tentacled with a single eyestalk. Should the party retrieve the eye of the beast, the old woman will reward them handsomely.

Features

Disease: Something foul resides in the cesspool besides the excrement: Arnac's Revenge! Said to originate and take refuge in the sewers after the last rightful ruler of Arnac was usurped and his body beheaded, drawn, quartered, and tossed into the waste water. Creatures of the cesspools are generally immune to its effects, and some are even carriers, spreading Arnac's Revenge to others.

Arnac's Revenge

Level 5 Disease

Found lurking in the sewer waters and bites of the creatures that make the cesspools their home, this disease attacks its victims' virility, leaving the body drained and dazed.

Attack: + 7 vs. Fortitude.

Endurance: improve DC 22, maintain DC 17, worse DC 16 or lower

The target is cured.

◆ **Initial Effect:** Target loses 1 healing surge.

◆ The target takes a -4 penalty to AC and Fortitude defense.

Final State: The target takes a -4 penalty to AC and Fortitude defense. Target is dazed.

Entrance: At the entrance of the cesspools is a locked grate. Small creatures can squeeze through the grate with little difficulty, but Medium creatures must make a Dexterity Check DC 15 to squeeze through the bars. Alternately, a Thievery Check DC 18 will unlock the grate. No one is quite sure whether the locks are there to keep people out of the sewers or keep something inside.

Lighting: While much of the sewers are dark, there are occasional pockets (noted in features of the area) of Arnac's Lantern, a phosphorescent mushroom that thrives in rich organic material. When present, it provides enough light for low-light vision to see. However, those foolish enough to ingest the budding fruit in the sewers are exposed to Arnac's Revenge.

Natural Caves: While most of the cesspools are manmade, the engineers used a natural cave system as part of the sewer network when possible to cut costs. Some of the detailed areas in Cesspools of Arnac are natural caves, but GMs are encouraged to add more to their liking.

Spillways: Throughout the sewers are spillways, rooms where pipes from all over the city converge and empty the waste which eventually make its way to a main water channel. The floors have recessed areas to direct the flow, but in times of great use, the filth exceeds the channels, covering the floors and making them slippery and hard to maneuver (Acrobatics Check DC 15 to keep your balance unless noted otherwise in the area's features). Some of the detailed areas in Cesspools of Arnac are spillways, but GMs are encouraged to add more to their liking.

Storage Rooms: Through the cesspools are storage rooms, areas where supplies were tucked away for workers. However, these areas make ideal nesting sites, surreptitious meeting rooms, and hide outs. Some of the detailed areas in Cesspools of Arnac are storage rooms, but GMs are encouraged to add more to their liking.

Water Channel: The main water channels are manmade with walkways on either side of the water and occasional bridges spanning the water. The water channel is generally 10 feet deep (unless otherwise noted).

Random Encounters

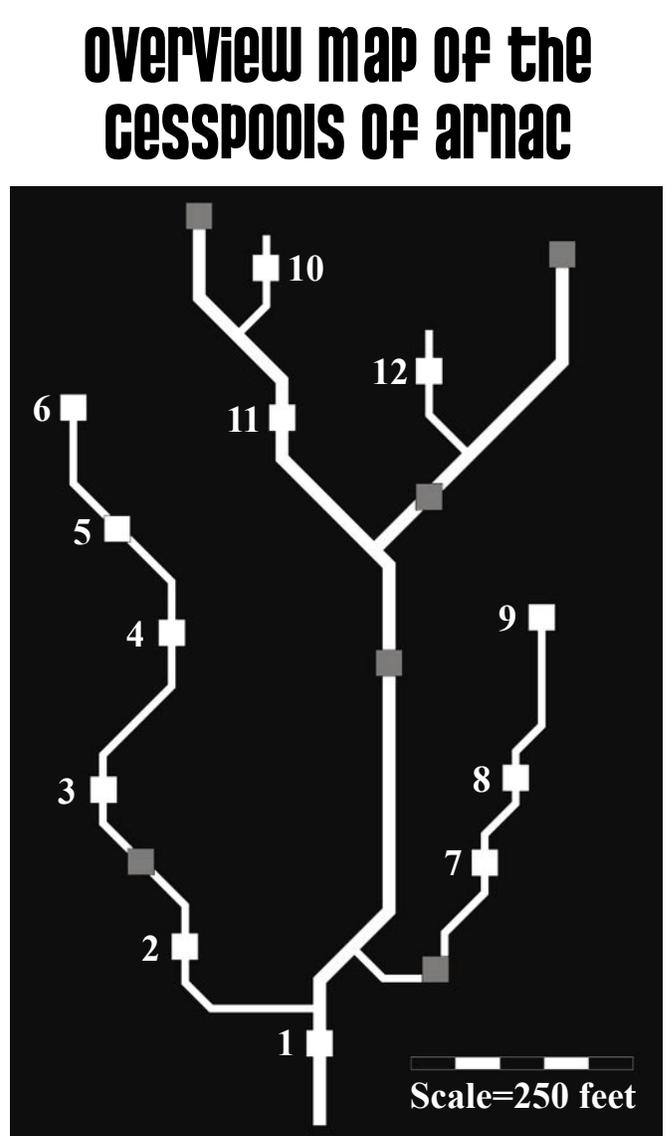
The party may encounter monsters while wandering the Cesspools of Arnac. Roll randomly on the table every 4 hours while in the cesspools.

Random Encounters (1d6)

- | | |
|---|-----------------------|
| 1 | 4 Dire Cesspool Rats |
| 2 | 2 Cesspool Crocodiles |
| 3 | 3 Restless Dead |
| 4 | 2 Footpads |
| 5 | No Encounters |
| 6 | No Encounters |

Using This Map

The cesspools are a branching network of channels leading out to the main flow that exits to the south through a locked grate. The areas that are detailed within Cesspools of Arnac are white and labeled with numbers, while other areas are



filled in gray. GM's are encouraged to adapt the map to suit their needs and create more encounters or branches of the sewer to suit their particular campaigns and story arcs.

While the work concentrates on the sewers beneath the city, there are a few detailed areas that delineate the city above.

- Above Area 6 is the butchery.
- Above Area 9 is a cemetery.
- Area 10 leads to the surface via trap door.
- Area 11 leads to the surface via trap door.

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