

SAINT GERRIN SEWERS



Setting description

The Saint-Gerrin sewers were first dug out in the early days of the city in an attempt to stop effluence polluting the city's rivers. With the ancient sewer-ways crumbling and beset by unhealthy gases, a new sewer system was put in during the last century. Under the modern sewers, the dangerous old level has become home to a crowd of ratfolk. Lower still, few know there is a cave system. For hundreds of years a wicked cult, the House of Eternal Eclipse, has conducted rituals there in a secret temple.

Monsters around the sewers

Modern sewer level

- 1 Three kobold thieves, looking for victims
- 2 Two giant crocodiles defending a nest
- 3 Two carrion crawlers feeding on a human corpse

Ancient sewer level

- 1 A grey ooze and a gelatinous cube, battling each other for territory
- 2 Ratfolk hunters, hungry and annoyed
- 3 Two gibbering moutherers

Cave and temple level

- 1 Five blighted zombies, corroded by poisonous gas, their skin bleached and peeling
- 2 Two gricks and a floating grell
- 3 Three nothics, trailing around after their Wight Lord

People lurking in the sewers

- 1 **Dot Millet**, a twinkle-eyed smuggler, waiting for her contact to turn up with the sacks of counterfeit cash he was making. She is cleaning her nails with a knife and chewing tobacco.
- 2 **Margie and Allen Hambard**, twins aged 10, hiding from the schoolmaster after they burned down the school stables. They are having a wonderful time.
- 3 **Mylon Hawksworth**, a chisel-jawed treasure hunter with a high regard for his own abilities, who has heard that a hoard of ancient coins is hidden in the sewers somewhere. He wants to impress a lady with them.
- 4 **Oswunt Wyrdayes**, an old and talkative mage, a little lost while gathering potion ingredients. He is particularly seeking stoolwort.
- 5 **Nighthearted Avis**, quietly making her way along a ritual path to the cultic temple, carefully opening her facial scars as she recites an incantation.
- 6 **Offle Mane**, a ratfolk watchman with a spiky white hairstyle, guarding a passageway. He is distracted by biting fish in the waters.
- 7 **Solotine Pennebrygg**, handsome but dishevelled, hiding here after his bride's family discovered he is 10% mutant and tried to kill him. He misses his new wife.
- 8 **Deniseth Underhill**, a well-regarded scholar, who was arrested for her criticisms of the Duke. Helped to escape Penbleak prison by Gerrin Salve, a group of political dissenters, she is hiding in the sewers.

Reasons to visit the sewers

- 1 Mirrick Woolsteel of the SG Ghosthunters requests an armed escort whilst attempting to catch the infamous Gas Ghoul in the ancient sewers.
- 2 The Wizard Azelinino believes worshippers of darkness are working to hinder his spells. His cook, Mrs Tussock, saw hooded figures escaping to the sewers.
- 3 Professor Shinkley has lost two mummified corpses that he was preparing to display at his museum. Whilst he was positioning their sarcophagi, the mummies upped and ran off. They have been seen in the sewers.
- 4 Cathedral authorities have reported that thieves have been at their Treasury. The Bishop is convinced a bandit gang dwells in the sewers. He wants his silver-plate back.



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