

BURROW OF THE ALBINO WERECROCODILES



FIFTH EDITION ADVENTURE

Murktown's got a problem in their sewers... again.
*Featuring art by The Griffon's Saddlebag, Paper Forge,
and Cze & Peku.*

TABLE OF CONTENTS

Adventure Primer	3
Background	3
Call to Action: Meeting Prat	4
The Werecoodiles' Burrow	5
Travel Through the Sewers	5
The Burrow	6
Wrap-Up: After a While, Crocodile	13
Open Gaming License	14



CREDITS

This FREE adventure was a collaborative effort brought to you by these awesome folks:

Producers: Team SuperHydra

Story and Mechanics: [DMDave](#) and [The Griffon's Saddlebag](#)
Proofing: Benjamin "Sarge" Gilyot

Cover Illustrator: Shutterstock

Cartography: [Cze & Peku \(The Burrow\)](#) and
[Maps by Owen \(Omeria\)](#)

Interior Illustrations: [Paper Forge](#) and Shutterstock

Additional Support: The DMDave Team

Special Thanks: A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

WHAT DO YOU NEED TO RUN THIS ADVENTURE?

In addition to the adventure itself, this adventure pack comes with multiple assets for you to enjoy and enhance your games. Below is a list of everything that you need to successfully run this game.

The DMDave Adventure. Grab the adventure (this document) plus dozens more adventures when you join [DMDave's Patreon](#).

Cze & Peku's Battlemaps. The battlemaps are included in the adventure pack and come with both gridded and ungridded versions to use for print and virtual tabletop play. If you would like additional variants of the map detailed in this adventure, you can find them on [Cze & Peku's Patreon](#).

Magic Items by The Griffon's Saddlebag. There are five unique magic items that appear in this adventure, all expertly crafted by The Griffon's Saddlebag. You can get them all as part of the adventure pack. For even more magic items, check out [The Griffon's Saddlebag's Patreon](#).

The items included in this adventure are:

- *Charged rapier*
- *Spider bite daggers*
- *Thwackstaff*
- *Realmswarden Greataxe*
- *Vain virtuoso's violin*

Monster Stat Blocks by DMDave. DMDave has created two new monsters to go with this adventure. Those monsters are the **werecoodiles** and **Diego the ogre werecocodile**. You can get both of these monsters as part of the adventure. For more monsters, check out [DMDave's Patreon](#).

Paper Miniatures by Paper Forge. Most of the monsters included in this adventure have fully illustrated miniatures for print and virtual tabletop play created by Paper Forge. The adventure pack includes the majority of the miniatures used. You can get special variants of the miniatures on [Paper Forge's Patreon](#).





ADVENTURE PRIMER

“Take these tunnels and keep going west. Eventually, you’ll know when you’re in their tunnels when you start seein’ the blood.”

— Prat

This adventure is optimized for a **party of five characters with an average party level (APL) of 11**. A well balanced party will fare well against the werecrocodiles. Because much of the mission is “hack-and-slash”, having a cleric on hand to heal and remove curses will help make the trip through the burrow much easier, too.

BACKGROUND

Murktown is what a lot of folks in the region refer to as a “trash city”, both figuratively and literally. Off the coast of a major peninsula, the majority of Murktown’s merchants’ income comes from the storage, destruction, and recycling of the region’s trash, mundane, magical, and everything in between.

Smoke from the garbage fires are visible for miles. And when the trees and hills finally clear to reveal the city, it’s instantly recognizable from the massive pillars of trash that encompass it. In fact, one usually smells Murktown long before they see it, especially when they’re traveling downwind.

Despite being a filthy city, Murktown is a wealthy one. And where there’s wealth, there’s crime. Led by a wererat named Prat, the Murktown Monarchs are Murktown’s biggest and meanest criminal organization. The Monarchs make the majority of their dirty money (no pun intended) in black-market magic item deals. Their specialty is in the theft of chargeless magic items which they restore to their former graces thanks to the gang’s expert crafters (and a steady supply of emerald odonburgite). Typically forbidden on this side of the continent, cursed objects are usually sent to Murktown for destruction. Thanks to a few padded handshakes and a little sleight of hand, the Monarchs put these items back into circulation, moving them through less-scrupulous channels.

Lately, the Monarchs have seen their territory encroached upon by a gang of albino werecrocodiles living under the sewers. The werecrocodiles have been arming themselves with magical weapons and killing the wererats wherever they can find them. Some would argue that this isn’t a bad thing. Unfortunately, the werecrocs don’t limit themselves just to

the wererats. The crocs have been capturing citizens from all over Murktown and imprisoning them in their secret burrow below the city. Only the wererats know the location. Should a group of adventurers enter the burrow and clear the werecrocodiles out, the wererats are willing to split the take of the werecroc’s treasure stash 50/50.

OVERVIEW

This is a **dungeon crawl adventure** that will take roughly **five-to-six hours** to play in its entirety. The adventure begins with a Call to Action scene detailed below.

ADVENTURE HOOKS

The adventure takes place in the Omerian city of Murktown in the northern part of the continent. Although it’s set in the Omeria campaign world, you can just as easily place it in a large city of your choice.

If you don’t have a good hook to get the characters involved in the adventure, below are a few ideas that you could use.

GORDO’S GOT A JOB

One of the characters’ old friends, Gordo, whom they saved from this very dungeon a few years back, has heard that the Monarchs are looking for someone to go back into the old venom crawler tunnels and clear out a nasty lycanthrope gang.

MURKTOWN NOBLES ASSOCIATION

Trade has taken a serious toll thanks to the epidemic of werecrocodile attacks in the city. The city’s nobles are willing to pay 2,000 gp from the city’s reserves to any group that can thwart the crocs. Supposedly, the Murktown Monarchs know where the werecrocodiles are hiding. One of the nobles, Tash O’Moore has a contact within the Monarchs with whom he can introduce the characters.

CALL OF THE WITCHHUNTERS

As the descendants of the original shapechangers who served the vile transmutter Loikiel during the Transmutter Wars, the crocodiles have been marked for death by the Witchhunters of Aspaeth. The characters are tasked by the Witchhunters with discovering the werecrocodiles’ burrow and cleansing Omeria of their filthy existence.

No matter which angle you use to get the characters involved, at some point or another they meet with Prat (LE male **wererat**), the leader of the Murktown Monarchs.



CALL TO ACTION: MEETING PRAT

Estimated Duration: 10 minutes

Suggested Music: [Antropophagus Soundtrack](#) by Marcello Giombi

When the characters meet the **wererat** Prat, read the following:

The leader of the Monarchs is a skinny guy with thin eyebrows, a long nose and a mess of crooked teeth. Despite the fact he won't be winning any beauty contests any time soon, he's pretty friendly and dresses well.

"Alo! I'm Prat. Thanks for meeting like this. Looking forward to chatting," Prat cracks his neck and winks, then continues. "I'm told you're looking for work in Murktown. Great news. Prat's got work for you. You've ever hear of a werecrocodile? Ugly blokes. UGLY. Mean, too. Eat your legs first and make you watch.

"But you're tough I hear. No problem for you I hear. Good. Because there's big money in this for you, you hear? Them crocs loaded with lots of goodies. How many, you ask?"

Before you can answer, he interrupts, "Enough wands and doo-dads and glowing swords to make even a Dinzer crap his pants!"

Prat laughs, snorting as he does. In an instant, he's serious again.

"Here's the scoop. Right now there's a mess of the things down in the sewers. Bunches of them crawling around in the dark. You go in there and clear 'em out and we'll split everything you find 50/50. No negotiating. That's a good deal! Helluva good deal!

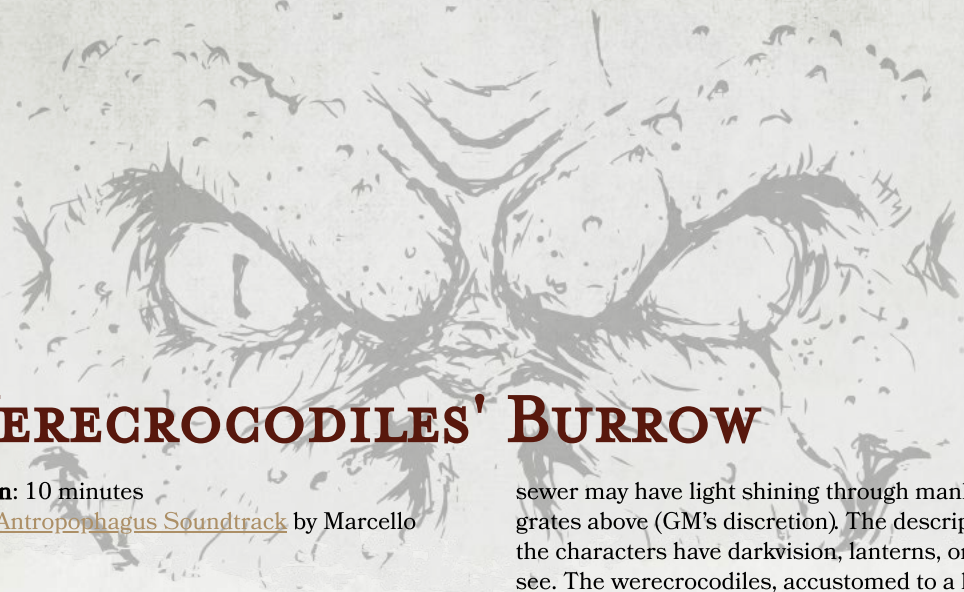
"Now, if you've didn't already know, werecrocs are lycanthropes. That means they bite you, you turn into one of 'em. So you better find you a cleric or somebody that can

remove curse. Otherwise you'll be floppin' around in the crap water wit' the rest of 'em. Ain't nobody got time for that!"

Prat then takes any questions that the characters might have. While he's no saint, he's at least honest about the werecrocodiles that live below Murktown. After all, if the characters die, he doesn't get the weapons and trade halts. No trade means no money.

- ***Why don't you go in there?*** "Me and my guys are hardly adventurers. We're businessmen and crafters. You get the stuff, we sell it."
- ***What do you do with the magic items?*** "All magic items are in high demand. But only if you know the right buyers. We know the right buyers."
- ***Can you tell us more about the werecrocodiles?*** Prat answers questions about the crocs to the best of his ability, giving information on size, modes of attack, and anything else that would be useful. He believes that they're being led by a huge werecroc chief named Diego.
- ***Do you have a map?*** Prat lacks any modern map of the sewers. He explains that beyond the dock and a few tunnels connected to the main sewage route, he's not that familiar with the tunnels below the city. He does know that there are plenty of access points to the sewers all around the city.
- ***Have you hired anyone else for this job?*** Prat's honest about this question, too. "Yeah. So far we've had about seven people go in there for us. Ain't a single one of 'em come back. And just last week, they sent us a head of one of the goons wrapped up in some linen with the note sayin, 'Screw off, Monarchs!' 'Cept they didn't use the word 'screw' if ya catch my meanin'."

Once the characters have asked all the questions that they're going to, and they've stocked up (assume that Murktown has all the standard equipment available for purchase and an inn of each level of quality), Prat leads them to a dark alley. There, six of his wererats have pried up a manhole cover.



THE WERECROCODILES' BURROW

Estimated Duration: 10 minutes

Suggested Music: [Antropophagus Soundtrack](#) by Marcello Giombi

Standing over the manhole cover in the alley, Prat points down.

“The best way to get the drop on these leatherheads is by coming up on them from behind in the sewer. They've got eyes all over, so it's impossible to go in the front way—unless you wanna get ate up and spit out that is.

“Take these tunnels and keep going west. Eventually, you'll know when you're in their tunnels when you start seein' the blood.”

The other members of Prat's gang chuckle.

“And don't try anything snappy with hiding loot. We might be ugly, but we ain't dumb. “Good luck to ya.”

The ladder from the manhole descends 10-feet into a narrow sewer tunnel that heads west. From there, the characters will have to navigate their way through the sewers.

A. TRAVEL THROUGH THE SEWERS

The first part of the characters' journey involves finding a circuitous path through the sewers below Murktown. Use the following rules for this leg of the adventure.

GENERAL FEATURES

Unless stated otherwise, the sewers (including the Werecrocodiles' den) has the following features:

CEILINGS

In the narrow passageways and corridors, the ceilings are 6 feet high and arched. Taller characters will need to bend or even crawl. In rooms and larger caverns, the ceilings are 10 feet high.

LIGHT

There are no natural sources of light, torches, or lamps within most of the sewers, although intersections in the

sewer may have light shining through manhole covers or grates above (GM's discretion). The descriptions assume that the characters have darkvision, lanterns, or other methods to see. The werecrocodiles, accustomed to a life underground, have developed darkvision out to 60 feet.

WALLS

The majority of the burrow's walls are made from hewn stone, although masonry does exist in a few areas, especially along the waterways and throughout the sewers that lead to the burrow.

WATERWAYS

Half of the burrow is made up of waterways for Murktown's sewage. The narrow waterways are rarely deeper than a foot or two with a relatively easy-going current. Pools are deeper, anywhere from 4- to 20-feet deep.

The water is highly contaminated. Any creature that ingests the water, intentionally or otherwise, must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 2 (1d4) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.

NAVIGATING THE SEWERS

Unless the characters have a map of the sewers, they will have to find their way to the werecrocodiles' burrow through trial and error. Have the players designate one party member as the navigator.

At the start of the hour, the GM makes a DC 15 Wisdom (Survival) check on behalf of the navigator. Apply a +5 bonus to the check if the group sets a slow pace for the hour, or a -5 penalty if the group is moving at a fast pace.

If the check succeeds, the party finds the werecroc's lair. Choose one of the eastern tunnels from which they emerge, or roll randomly on the Burrow Entrance table.

BURROW ENTRANCE

d4	Entrance
1	E1 in area 1.
2	E2 in area 7.
3	E3 in area 7.
4	E4 in area 21.

If the check fails, the party becomes lost. They must spend another hour traipsing through the sewers and you must make another Wisdom (Survival) check on their behalf to determine if they find the werecrocodiles' lair.

RANDOM ENCOUNTERS

Each hour that the characters spend in the sewers, roll a d20. On a result of 16-20, a random encounter occurs. Choose an appropriate encounter or roll randomly on the random encounter table to determine the nature of the encounter.

SEWERS RANDOM ENCOUNTERS

2d6 Encounter

2 1 **water elemental**

3 1 **otyugh**

4 1 **gelatinous cube**

5 1d6 **bandits** led by a **bandit captain**

6 2d6 **giant rats**

7 1d4 **werecrocodiles**

8 1 **giant crocodile**

9 4d4 **swarms of rats**

10 A party of adventurers searching for the werecrocodiles. The party consists of 1 **knight**, 1 **mage**, 1 **spy**, and 1 **priest**.

11 1d6 **gray oozes**

12 1 **wraith** and 2d4 **specters**

Once the characters are in the werecrocodiles' burrow, you no longer have to make Random Encounter checks. Instead, there is a chance that the characters could run into a patrol of werecrocodiles. A patrol of werecrocodiles consists of two **werecrocodiles**, one of which carries a lantern.

For every 10 minutes the characters spend traveling the corridors, roll a d12. On a 12, the characters come upon a guard patrol.

B. THE BURROW

The burrow has five ways to enter from the outside world. The first four ways are labeled E1, E2, E3, and E4 on the map on page 7. By traveling through the sewer tunnels, the characters will likely enter through one of these paths (see above). The fifth way is through a beachside cavern to the north of the city. This way is more dangerous as it's frequently watched by the werecrocodile guards. However, it is the quickest path from which the characters can make an escape.

The burrow's locations are keyed to the map on page 7 and detailed below.

1 - FLOTSAM

When the characters first enter this area, read the following:

The waterway splits into three directions: east, west, and south. To the north there is a dry path that climbs a set up steps that terminates in a moldy-looking wooden door.

Water gushing from a large pipe in the southern wall makes it tough to hear anything here. However, the gallons of water cascading from the pipe isn't enough to thin out the dark, red blood that taints the water.

Bits of debris and rubbish float on top of the water.

DOOR

The door leading to area 2 is unlocked. If the characters haven't confronted the werecrocodiles in area 2 yet, a character who listens at the door and succeeds on a DC 10 Wisdom (Perception) check can hear the werecrocodiles talking in Common. They mostly lament how they haven't eaten in a few days and how "Boris eats better" than they do. Because the werecrocodiles aren't expecting attack from their rear, the characters might be able to surprise the crocs.

2 - GUARD POST

There are three **werecrocodiles** in this area currently in human form. Too busy arguing and complaining about being hungry, the werecrocodiles are relatively easy to surprise, especially if the characters come through the southern door from area 1.

However, a combat here is likely to draw the attention of the werecrocodile just outside the door in area 3a.

Once the werecrocodiles are defeated, read or paraphrase the following:

This old room looks like it's been a part of the sewers for years. The room is a 15-foot square with 10-foot high ceilings. The center of the room is dominated by a round wooden table and four wooden chairs. An old, mildewy runner with a spider sewn into rests atop the table. A small bookshelf sits in the southwest corner and a small end table with a lit candle rests against the northern wall. There are two doors out of the room, one to the south and another in the northwestern corner.

3 - UNDERGROUND POND

When the characters enter this area, read the following:

A huge underground pond expands 100-feet in all directions. From the sounds above, it's obvious the pond is just below the city.

At the north side of the underground pond a cavern dips into darkness. Judging by the relative position, you'd guess that it reemerges at the north end of Murktown's beaches.

In the cavern's southern end, a pair of tunnels spew dark, red water into the pond. West of those tunnels you see a rickety dock stacked with barrels and crates. Two tethered rowboats float next to the dock. There is a narrow tunnel cut into the rock in the dock's wall, with a short flight of steps that vanish into darkness.



East of the tunnels is a sandbar where a dry, narrow tunnel enters the southern rockface.

3A - EAST LOOKOUT

A lone **werecrocodile** in hybrid form stands here watching the pond and cavern leading back to the beach. It is carrying a lantern. If it sees trouble, it alerts the guards in area 2. Likewise, if it hears a scuffle in area 2, it'll rush in and join the fray.

3B - THE POND

The pond is 20-feet deep at its deepest point. Drawn by the smell of blood in the water, two **giant sharks** swim in the pond. The werecrocodiles don't mind the sharks as they add an additional layer of defense to the burrow.

If a fight breaks out, the werecrocodiles in areas 3a and 3c will use the pond water and the sharks to their advantage. As lycanthropes, they are immune to the shark's bites. Thus, a favorite tactic for theirs is to grab an opponent with their jaws, then leap into the water.

3C - DOCKS

Two **werecrocodiles** in humanoid form offload stolen goods from one of the rowboats. Distracted by the labor, they won't immediately notice threats that swim in through the northern egress. If a fight breaks out anywhere nearby (including areas 2 and 3a) they change to their hybrid forms and swim over to assist.

TREASURE

The goods the crocs are unloading include a *vain virtuoso's violin* (see the *Magic Items of the Albino Crocodiles* supplement for details), a *+1 shortsword*, and *eyes of charming*. There is also a small, locked treasure chest containing 150 gp and 300 sp. The key is missing, but a successful DC 11 Dexterity check using proficiency in thieves' tool will open the lock. Smashing it against a hard surface works, too.

4 - SLOPPY'S INTERSECTION

A puppy-like **otyugh** the croc's have nicknamed "Sloppy" stays here. Sloppy enjoys eating the filth that spills from the large pipe in the southern wall. Of course, Sloppy is just as content eating an adventurer who wanders through this intersection, too.

5 - DEEP POOL

The pool in this area is deceptively deep—a 10-foot drop! The werecrocodiles have placed spikes at the bottom of the pool. A character wearing heavy armor or carrying more than half their encumbrance limit in gear who doesn't inspect the water first and walks through it sinks 10-feet to the bottom, taking 7 (2d6) piercing damage from the spikes. Because the water is stagnant, there is a chance that the character could contract a disease (see page 5).

6 - DEAD RATS

It's hard to believe, but the stench of death actually overpowers the stench of raw sewage in this room. All around you are the corpses of dead rats, their rib cages torn open. Right away you notice that their internal organs are missing. From the looks of it, they haven't been dead for more than a few hours. Large, round tracks are everywhere, eventually departing the dead rats and heading east back through the waterways.

The tracks are Sloppy's (see area 4). Sloppy tore the rats open, ate their soft bits, then left the "roughage" here to rot. There is nothing of value in the room.

HOLE

In the south wall, there is a small hole that leads into area 12. Getting through the hole is no problem for a Small or smaller creature, but Medium and larger creatures—especially those wearing heavy armor—must make a DC 12 Strength (Athletics) check or become stuck. A stuck creature can use its action to make another Strength (Athletics) check, freeing itself on a success.

7 - INTERSECTION

If the characters enter this area after emerging from entrances E2 or E3, read the following:

The water sludging through the paths starts to take on a crimson tint. This must be the blood that Prat mentioned, a sign that you're in or near the werecrocodiles' burrow.

There is nothing else of interest here.

8 - FUZZY FRONDS

When the characters walk past this area, read the following:

As you walk through the tunnel, you catch something unusual out of the corner of your eye. There is an alcove covered in thick leafy greens that seem to grow from the wall. Water has pooled at the bottom of the alcove. In the center of the pool,



you think you can see a glimmer of gold.

FUZZY FRONDS

Any creature who enters this area must make a DC 13 Dexterity (Acrobatics) check to avoid touching the fronds. If the creature fails its check, it must make a DC 15 Constitution saving throw or become poisoned for 1 hour. While poisoned, the creature is paralyzed. A 5 x 5 square of fuzzy fronds can be burned away with fire from a torch or similar method or hacked away with a slashing weapon.

TREASURE

At the bottom of the pool the characters will find a golden bracelet with inlaid carnelians. The bracelet is worth 500 gp. It is attached to the wrist of a humanoid who was paralyzed by the fronds and died drowning.

9 - MAINTENANCE STATION R

Rusted shovels, picks, and other tools lie amid the cobwebs and mildew of this room. Stenciled in peeling red paint on the eastern wall is the letter "R".

The Murktown maintenance department abandoned this maintenance station years ago, citing the dangerous nature of the old tunnels.

There is nothing of value in the room.

RUBBLE

The passage to the south is blocked by rubble. One or more creatures with Strength scores of 12 can spend 10 actions to remove the rubble.

10 - O'MOORE'S SECRET BASEMENT

The door to this basement is locked, requiring a DC 18 Strength check to break down, or a successful DC 16 Dexterity check using proficiency in thieves' tools to pick the lock. When the characters enter, read the following:

You've entered what appears to be a well-insulated basement. On the east wall of this dry room are two shelves, both holding books and ledgers. Two full sacks rest on top of one of the shelves. Atop a crate rests a candle. Judging by the wax around it, it's been recently lit.

The O'Moore family owns the florist shop just above this secret basement. The steps leading up run into a secret door in the florist's storeroom (the door is visible from within the basement, but secret on the other side).

The two bags are filled with the contents of a burglar's pack. The O'Moores keep the bags ready in case they need to make a hasty exit through the bottom of their shop.

The books and ledgers contain information on their various dealings through the city, many of which would be considered illegal by Murktown's authorities. To determine the shady nature of the ledgers, a character must spend 10

minutes reviewing the ledgers, at the end of which they must make a DC 10 Intelligence check. On a successful check, they immediately realize who the ledgers belong to and what the implications are. Turning the ledgers into Murktown's authorities warrants a 10 gp reward.

Unless the characters make a lot of commotion, their presence in this secret basement won't attract the florist shop's employees upstairs.

11 - FUZZY PATHWAY

This large natural cavern has water pooling at the center of the room. In the east are three alcoves from which natural light shines from above. The alcoves are overgrown with strange, green, fuzzy fronds which seem to grow out of the wall. A narrow passage in the southwestern wall opens into a small, manmade chamber filled with even more of the green fronds.

To the east a 20-foot long dry path ends in a sturdy-looking wooden door.

FUZZY FRONDS

Any creature who enters this area must make a DC 13 Dexterity (Acrobatics) check to avoid touching the fronds in the three eastern alcoves, or DC 15 to avoid the fronds in the pathway (area 11b). If the creature fails its check, it must make a DC 15 Constitution saving throw or become poisoned for 1 hour. While poisoned, the creature is paralyzed. A 5 x 5 square of fuzzy fronds can be burned away with fire or hacked away with a slashing weapon.

LOCKED DOOR

The door that leads to area 12 is locked. The door can be broken open with a DC 15 Strength (Athletics) check and the lock can be picked with a successful DC 13 Dexterity check using thieves' tools. The door has AC 15, 25 hp, and immunity to poison and psychic damage.

12 - TOMB

Right away you notice five sarcophagi in this 20-by-40-foot room. A staircase in the western wall leads upstairs. Judging by the architecture, this is likely the basement tomb of a Murktown chapel.

A successful DC 10 Intelligence (Religion) check identifies the temple's patron gods (GM's discretion).

Each sarcophagus lid is securely sealed. The staircase leads up to a temple at the edge of town; the door is locked from the other side. At the northern end of the room, just behind one of the sarcophagi is a passage blocked by an extra sarcophagus lid. The lid's bottom is pushed out just enough that giant rats and other Small or smaller critters can crawl right through.

The lids are extremely heavy, however, weighing nearly 800 pounds each. Two or more characters with combined Strength scores of 22 can lift a lid out of the way.

TRAP

The five sarcophagi in the room are trapped. Spotting a trap requires a successful DC 13 Intelligence (Investigation) check. Removing it requires a bit more effort since the traps' mechanisms are built into the actual walls of the sarcophagi. The only way to disable one of the sarcophagi's traps is for one or more characters to lift its lid no more than 1 inch, then have another person make a DC 16 Dexterity check using proficiency with thieves tools to disarm it.

If a lid is lifted more than 2 inches before the trap is noticed or disarmed, spikes shoot out from the respective sarcophagus' outer walls. Each creature within 5 feet of a triggered sarcophagus must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) piercing damage. In addition, an alarm is triggered within, signaling the temple clergy upstairs. 1d3 + 1 acolytes led by a priest arrive in 3 rounds to confront any tomb robbers they find in their basement.

TREASURE

Within each of the tombs are the remains of an important priest of the temple above. Each corpse wears 1d3 - 1 pieces of gold jewelry beset with azurite (15 gp each).

13 - GUARDS

Four **werecrocodiles** stand guard here. One of the guards is the captain. The captain has 60 hp and wields *death knell* (see the *Magic Items of the Albino Crocodiles* supplement for details). All four guards are in humanoid form when the characters confront them.

14 - DUNGEON

The door that leads to area 13 is locked. The werecrocodile captain in area 13 carries the only key. The door can be broken open with a DC 15 Strength (Athletics) check and the lock can be picked with a successful DC 13 Dexterity check using thieves' tools. The door has AC 15, 25 hp, and immunity to poison and psychic damage.

When the characters first enter this area, read:

This area is 25-feet long and 20-feet deep. The ceilings are low, no more than 8-feet. Cages made of jetsam and scrap metal have been cobbled into 7, 5x5 cages. Four of the cages contain malnourished humanoid children. They scream when they see you.

"Please!" They cry. "No more tricks! We'll be good!"

The four children (noncombatants) in this area are Murktown children who were captured by the werecrocodiles and thrown into the cages. Evil to the bone, the werecrocodiles frequently torment the children by opening their cages and allowing them to "escape" into the sewers. Time and again, just as the children are about to reach freedom, the werecrocodiles recapture them and drag them back to the cages.

SAVING THE CHILDREN

The children won't trust the characters and will continue screaming, likely drawing the attention of werecrocodiles

in the area (such as the ones in area 13 if the characters haven't already confronted them). The children can be calmed with a *calm emotions* spell. Also, one of the characters can attempt to talk to the traumatized children for 10 minutes. At the end of the 10 minutes, the character makes a DC 13 Charisma (Persuasion) check. On a success, the children calm down and trust the characters.

Each cage's door is kept locked with a short length of chain and padlock. The werecrocodile captain in area 13 has a key that will open the locks. Otherwise, a character will need to make a successful DC 13 Dexterity check using proficiency in thieves' tools to pick the locks. The chain and lock have AC 19, 10 hp, and immunity to poison and psychic damage.

All of the children come from well-to-do Murktown trader families who will each pay up to 200 gp for the return of their respective children.

BARRELS OF GRUEL

The barrels in the northern niche are filled with worm-ridden gruel. The werecrocodiles have been feeding the children food to keep them healthy enough for their "hunts." Once a child grows too sick to toy with, the crocs eat the child.

A CROC AMONG THEM

One of the four children was bitten by one of the werecrocodiles and has already embraced her curse. The girl keeps her nature a secret until the right opportunity presents itself, such as when the characters are fighting another group of werecrocodiles or the characters are caught in a trap. The child has the same statistics as a **werecrocodile** except it has no weapons, and it is Small sized while in its humanoid form. A *remove curse* spell returns the girl back to her true form.

15 - UNDEAD DEAL

Two **werecrocodiles** are in the middle of a heated discussion with a pair of **vampire spawn** when the characters enter this area. Apparently, the vampires wish to purchase more magic weapons from the werecrocodiles but the werecrocodiles claim that "their inventory is low."

If the characters continue to listen without being noticed, they learn that the Murktown Monarchs are a clan of wererats who have the market for contraband magic items cornered. Unhappy with the explanation, the vampire spawn threatens, "Demelza won't like this," to which the werecrocodiles seem very concerned.

"Tell her that we just nabbed a few good items during a raid that should be dropped off any minute. There's nothing to worry about, Lord Brol."

The pale man with red eyes stares up at the much taller crocodile-man. Despite his smaller size, it's clear that the werecrocodile fears the man.

"There better be nothing to worry about," says the pale man. "Otherwise, I will tell Demelza that it was you who let her down."

CREATURE INFORMATION

The two vampire spawn are Brol and Calas. They are the spawn of a centuries old vampire named Demelza. She operates out of an old Kuhzukish mountain temple in the Basilisk's Spine Mountains far to the south.

What Do The Vampires Want? Brol and Calas are lying to the wererocodiles. Demelza isn't interested in magic weapons. The pair wishes to purchase the magic weapons so they can hire a group of thugs to storm their lair and kill Demelza. With her gone, they will take control of the vampire nest. The two carefully hide their true ambitions with *rings of mind-shielding* that prevent Demelza from knowing their true thoughts. As far as Demelza knows, the pair are negotiating real estate for when Demelza visits Murktown and the rings are to protect them during these "negotiations."

What Do The Vampires Know? If the characters ambush the vampires and wererocodiles, the vampires try to stay out of the way, only fighting to defend themselves. Brol (the one speaking) offers a parley. He explains that he and Calas will tell them everything that they know about Diego, the leader of the wererocodiles and where they can find him. They also offer the characters 2,000 gp and their choice of magic weapons if they join a team of "vampire hunters" they've put together to kill their master, Demelza. If asked why they want to kill their master, Brol claims that their lady has become erratic in the last decade. They fear for the people in the villages near their lair. Of course, this is a lie.

Brol's Ambitions. While powerful, Demelza is old and smart. She prefers to keep to herself and has no ambitions of expanding her nest. Brol, on the other hand, believes that he and the other vampires under Demelza's purview should rise up against the humanoids in the area. Calas is Brol's "nest brother" and completely trusts Brol's instincts.

Brol knows that the adventurers are probably tough combatants, especially if he watches them fight off the wererocodiles. If it looks like the characters won't take his deal, he uses his cloak of the bat to polymorph into a bat and flee, potentially leaving Calas behind.

TREASURE

Both Brol and Calas are wearing *rings of mind-shielding*. Brol also wears a *cloak of the bat*. The two also have a sack with a *+1 mace*, a *thwackstaff*, and a pair of *spider bite daggers* (see the *Magic Items of the Albino Crocodiles* supplement for details on the latter two).

16 - THE STASH

This small cave is roughly 10-foot-by-10-foot. Weapons of all types litter the ground. Many look old, rusted, or in varying states of repair. Some are ornate and jeweled. And others are just plain strange-looking.

TREASURE

None of the weapons in this cavern are magical. Most of the damaged or rusted weapons are ruined beyond repair. However, there are four daggers, six handaxes, two maces, eight spears, two light crossbows, 40 crossbow bolts, two shortbows, two halberds, and a greatsword that can still be

used. One of the halberds and the greatsword are both expertly crafted. The halberd is worth 100 gp and the greatsword is worth 250 gp. In addition to the weapons, there are crates full of other types of adventuring gear (your discretion what those items are).

On top of one of the crates, the wererocodiles also keep a pouch with 5 pearls worth 100 gp each, a wand which can be used as an arcane focus, and a spellbook holding all the spells a **mage** can cast. These items are Memories of the Past's (see area 18).

17 - PATHWAY

When the characters enter this area, they can hear Memories of the Past singing to himself from the cavern to the north.

A single **wererocodile** stands guard here.

18 - MEMORIES OF THE PAST

This small, cramped cavern is where the wererocodiles have kept their resident spellcaster, Memories of the Past (CG male tiefling **mage**).

SKELETON

Joining Memories is a skeleton with an arrow sticking out of its eye socket. Memories has no idea who the skeleton was. "She was here before I arrived. Not much of a talker, that one." Once freed of his cell, he carries the skull around with him talking to it as if it can hear him.

CREATURE INFORMATION

The wererocodiles kidnapped Memories of the Past a month ago. They've taken away his arcane focus and spellbook, and only give him pearls and owl feathers to cast *identify* on the ill-gotten goods the wererocodiles bring to him.

What Does He Want? A loner (and a bit of charlatan), there's not a whole lot of people looking for Memories of the Past. However, he does promise the characters access to "unfathomable riches" if they will free him from the burrow. Whether or not this is true is up to you.

What Does Memories Know? Memories knows quite a bit about the wererocodiles and their set up. He also knows that the leader of the albinos is an ogre wererocodile named Diego. Diego is the muscle, but the true brains of the operation is Diego's lover, Harmony. Memories suspects that Harmony is not actually a wererocodile.

Madness. Memories' incarceration has given him a form of long-term madness. While affected, he walks around and acts as if in a daze and attacks made against him are made with advantage. The effect ends if Memories leaves the burrow and stays away for 1d10 x 10 hours. Also, a *calm emotions* spell can suppress the effects and a *lesser restoration* spell will completely rid Memories of the madness. See Chapter 8 of the DMG for details on long-term madness.

19 - JETSAM

This 20-foot wide 15-foot long pool is fed by a large wipe in the northern wall. The discarded remains of a wooden plank drifts on top of the pool's water.

There is nothing else of interest in this chamber.

20 - BORIS IS DEAD

This cavern is roughly 20-feet-wide by 20-feet-long. Two large pipes jutting out of the eastern wall gush water into the pool at the center of the room. The pool is red with blood.

The pool is 10 feet deep. The body of a dead albino crocodile floats in the water, its stomach torn open.

CORPSE

Tucked into an alcove in the northeastern wall sits a humanoid who has only been dead for a few hours. In one hand, he holds a *+1 dagger*—the weapon with which he killed the albino crocodile. In his other hand, he holds a page torn from a book. It's written in Deep Speech.

The page details a ritual for finding “Loikiel's Prison.” One of the line items calls for three drops of shapechanger blood.

If the characters search the dead man's pockets, they find a vial of blood.

The man was Droleus, a cultist of the titan Dhucabra. Having spent the last five years of his life looking for a shapechanger from which he could draw blood, he moved to Murktown when he heard of the werecrocodile invasion. Droleus mistakenly believed that the albino crocodile, Boris, was a werecrocodile. He died killing the creature.

21 - GUARD POST

If the characters enter the burrow from the southern passageway, read or paraphrase the following:

Thirty feet ahead of you, you see what appears to be an access point cut into the wall. Two crocodilian humanoids stand just out of the water having a discussion.

“Did you feed Boris today?” asks one.

“He's fine, I'm sure. He just ate one of those kids yesterday, didn't he?”

When the two **werecrocodiles** see the characters, one stays behind to fight them while the other runs to area 22 to get help. They are both in hybrid form.

22 - DEN

Read:

The muddy floors of this roughly 20-foot by 20-foot cavern are strewn with rubbish and humanoid bones.

Unless they were called into area 21 by the werecrocodiles there, there are three **werecrocodiles** resting here in crocodile form.

23 - THE DIRTY CHICKEN'S STOREROOM

The Dirty Chicken (previously named The Fancy Peacock) is a dirty dive bar in the Rubbish Quarter. Its only saving grace is its cheap ale which tastes just like, well... cheap ale. In this room, the Chicken keeps its reserve ale, foodstuffs, and cleaning supplies (not that they ever get used, mind you).

The werecrocodiles have mostly avoided this area as they don't want others to learn about their presence below the city. A few years back, one of the bars' owners opened the door and ran into a spider the size of a cat. Thus, the door leading into this storeroom from the cavern is barred and braced from within. Getting past the door requires a DC 23 Strength check to burst open. Alternatively, the characters can hack away the door (AC 15; 50 hp; immunity to poison and psychic damage). The barricade at the southwestern corner of the room has similar statistics.



Of course, destroying the door or barricade alerts the Chicken's bartenders. Two thugs arrive in 3 rounds, both ready to clobber whatever is trying to break into the storeroom

TREASURE

The barrels and crates in the room contain all of the bar's supplies, a combined value of 50 gp.

24 - SOUTHERN EGRESS

This large cave functions as a second sleeping area for the werecrocodiles. However, it's currently empty.

EGRESS

At your discretion, the large egress at the south of this area could lead further into the darkness below Murktown. What lies in the dark is ultimately up to you. Otherwise, you can rule that the edge of the map is just another cavern wall.

25 - DIEGO AND HARMONY

When the characters first arrive in this area, they hear a woman's voice.

"Your face, my Diego, is as a book where men may read strange matters. To beguile the time, look like the time. Bear welcome in your eye, your hand, your tongue. Look like th' innocent flower, but be the serpent under it. He that's coming must be provided for: and you shall put this night's great business into my dispatch, which shall to all our nights and days to come give solely sovereign sway and masterdom."

A man in a gruff voice replies, "I ain't got no idea whatchu mean, but you sho' soun' purty sayin' it."

When the characters enter the area, read the following description:

The floors are soaked with blood. All around you, you see torn apart and mangled carcasses, mostly humanoid by the looks of it. Two large albino crocodiles over a dozen feet long roll and bellyflop in the gore like pigs in filth. At the center of the fray sits a huge, pale crocodilian humanoid, easily 15-feet tall, covered in blood from head-to-toe. A human-looking woman stands on a small ladder behind the creature, her arms draped around the monster's thick neck, whispering in his ear like a lover. She, too, is a mess of carnage, the whites of her eyes stark against her crimson-painted flesh and her long hair slicked back with blood.

This is Diego the **ogre werecrocodile**'s den. Diego is currently in hybrid form. He is joined by Harmony (CE female Pressonian human **assassin**) and two **werecrocodiles** in crocodile form. Likely, Harmony is the first to notice the intruders. She points and howls, drawing her light crossbow as she does.

Diego and the werecrocodiles charge while Harmony stays behind and fires at them, using her Sneak Attack feature whenever possible. If the fight goes poorly, Harmony flees through one of the egresses in the southwest part of the room. Diego and his minions fight to the death.

CREATURE INFORMATION

Harmony was once a member of the Black Rose Clan of Greatwell to the south of Murktown. After she tried to kill her superior, she fled to Murktown to hide. Following a near run-in with a group of Black Rose assassins, she hid in the sewers. There, she met Diego and his gang.

What Does She Want? Seeing the raw power the werecrocodiles possessed, she convinced Diego to let her live, promising him wealth and prosperity (and all the children he could eat). So far, she's lived up to her promises. Her next play is to increase the ranks of the werecrocodiles by spreading their curse among Murktown's citizens. Ironically, she, herself, does not wish to contract the curse—despite Diego's constant nagging.

EGRESSES

Three caverns branch away from Diego's cavern. If things look bad for Harmony, she flees into the nearest cavern and dashes away until she can hide in shadows and wait for her enemies to pass. Where she goes and whether or not the characters catch up to her is ultimately up to you.

TREASURE

Diego wields the legendary *Realmswarden Greataxe* and Harmony carries a *charged rapier* (see the *Magic Items of the Ablino Crocodiles* supplement for details of both weapons). Both of these items were the "picks of the litter" for the pair.

Harmony also wears a *bag of holding* that contains 2,000 gp—her "rainy day" fund—plus a set of thieves' tools and the contents of a burglar's pack.

WRAP-UP: AFTER A WHILE, CROCODILE

Should the characters emerge victorious from their assault on the werecrocodiles lair, the Murktown Monarchs will be mighty impressed. Prat still expects the characters to split the magic items with them 50/50. However, if Prat sees that the characters are carrying Diego's *Realmswarden Greataxe*, they'll offer to take that one item in exchange for the rest of the goods.

If Harmony escapes, she won't seek revenge. At this point, she's used to letdowns with her gangs. Instead, she might approach the characters at a later date with a business idea or two. After all, a group that can beat a whole gang of werecrocodiles is probably a tough bunch. And if the characters are of "morally ambiguous" alignment, they might be worth working with (or even for).

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