

Advanced Dungeons &



Dungeon Module R1 The Sewer Smuggler's Syndicate

by C.J DeLee

AN INTRODUCTORY ADVENTURE FOR CHARACTER LEVELS 1-3

The city of Caerwyn is the bustling, river-side capitol of the magocracy of Alnor: the perfect place for a party of newly-anointed adventurers to prove their worth. Your party has been contracted by a powerful mage-priest: Lady Silra the Copper-Handed. The Lady Silra, known for her propensity of sponsoring new and brave adventurers, has asked you all to prove that you are worthy of her generosity by seeking out an associate of hers that has gone missing: Sir Aleks Drake.

According to Lady Silra, Drake was sent to investigate rumors of illegal smuggling activity taking place somewhere in the sewers on the north edge of town. He left 3 days prior, and has not been seen since. It is up to you to descend into the sewers, find Drake, and put an end to any smuggling activity that may be taking place there.

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Dungeon Module R1

The Sewer Smuggler's Syndicate

Background: The city of Caerwyn is situated on the RIVER_NAME River in the magocracy of Alnor. It is a bustling metropolis teeming with adventure. The party of adventurers are just beginning their careers as blades for hire. Young and ambitious, they have caught the attention of the Lady Silra the Copper-Handed, who has offered them a chance to prove they are worthy of her patronage.

The Lady Silra is stationed at the CHAPEL_NAME just outside the city. Reaching the chapel is perfectly safe as the road is a major highway leaving the city to the north and is often patrolled by Tome Keepers, royal guards of the magocracy. The party may find they need the assistance of the Lady Silra, or any of the other priests found at the chapel. \

Service Offered	Cost (gp)
Cure Wounds	20
Cure Disease/Poison	12
Remove Curse	15
Identify	10

Since this adventure is designed to be used with beginning players, the party should be fairly light in the pockets, which means one thing: time to loot some treasure!

Navigating to the sewer entrance is easy enough. The Lady Silra will have informed the party that Sir Drake was investigating the sewers on the northern side of the city. If desired, you can roll on the Wilderness Encounter Tables found on page 134 of the Old-School Essentials Advanced Fantasy Referee's Tome. Since Caerwyn is a very large city, there is a 3-in-6 chance of an encounter as opposed to the regular 1-in-6. You will only need to do this once, as the journey across the city to the sewers entrance will take no more than a couple of hours.

Information to read out to players at the table goes in boxes like these. Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

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A group of enemies are described as:

Number	Armor Type	Weapons	Armor Class	Hit Points
leader	chain & shield	sword, spear	4	17
2	ring mail & shield	flail, sword	6	6
3	leather	crossbow, club	8	4