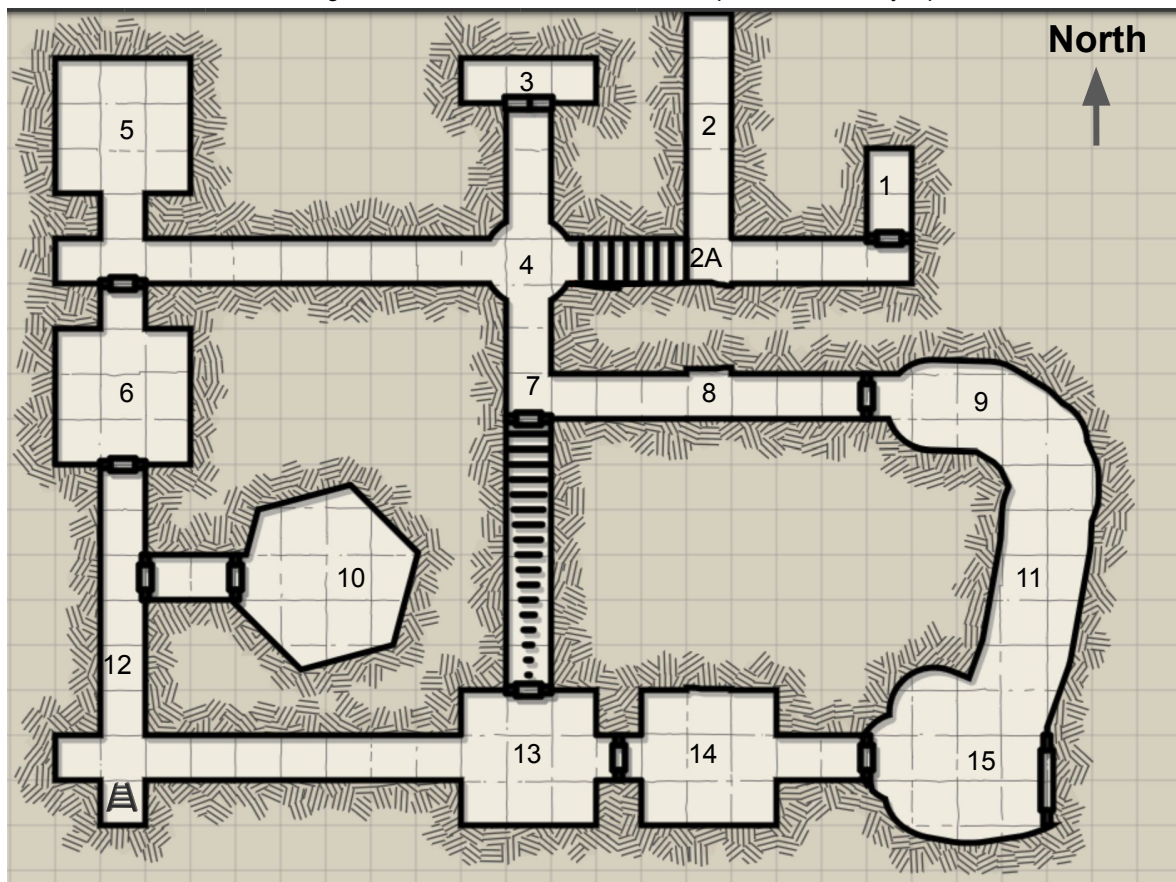


# Royal Flush by Christopher Selby

What began as a crappy job in the sewers turns into a discovery of wondrous magic and an ancient secret hidden deep beneath the royal palace.



1. Entrance, PCs begin here. They should have minimal arms and armor as their job of clearing the sewer blockage is more maintenance than adventuring. There is no light in #1-2 as well as #9-11. There is low magical light in #3-8, 12 and 15. Torches are burning in #13 and 14.
2. Drain from the street. It's a corridor of filth with a few coins, an interesting trinket and 8 rats. 2A. A large dead animal blocks the passage; the corridor stretches on in front of the PCs but in attempting to remove the blockage they activate a hidden slide and descend to the lower level (#4).
3. Secret stash: a few gems, a chest with a reasonable amount of coin, a few "valuable" trinkets along with 12 rats and 1 giant Rat King. Any guards on this level know the Rat King has made his home in that area, so they stay away—which is why the stash is undisturbed.
4. Corridor with dead bodies; these have a couple of melee weapons that allows PCs to upgrade their equipment.
5. Kobold Guard Room; PCs can hear 2 Kobolds complaining about having to fix the mechanism that opens ramp back up to the sewer. *"Why can't we just use the ladder? You know why we can't use the ladder. Do you really want to go down there? You saw what happened when she got loose before. Besides someone still needs to do something with those bodies."* This is referencing the giant croc in #10 and the bodies in #4. These Kobolds are not on duty so are not in armor. The room contains their leather armor, shields, and shortbows; they can use an action to take the shield and shortbow, but they don't have time to put on the armor. The PCs will have access to these if they defeat the guards. But if they make a lot of noise and give the kobolds enough time others in #8 will investigate.
6. Ancient temple with Runes on the wall and a puzzle to open passage to #12; runes show the ritual needed for werecroc transformation
7. Corridor leading down to guarded area. A locked door blocks the stairs leading down to #13. PCs can hear several guards further down the stairwell by #9 complaining about the smell. Stealth and perception checks allow the PCs to stay unnoticed and see these guards are armed; any direct conflict and they would be outmatched.
8. Kobold guards are armed with shortbows, leather armor, and shields which boost their AC. They are "on duty" to deal with the bullywugs, but also prepared in case of an emergency with the werecroc. These guards are more formidable foes if the PCs come this direction immediately instead of proceeding along corridor #4 and finding some upgrades. The door to #9 is locked. One of the kobold carries the key.
9. 5 Bullywugs are kept here in cages as food for the werecroc. They are belligerent and will fight the PCs even if rescued
10. The Croc Lair (Fake boss). She is kept by the handler as a mate for the werecroc. There are 4 baby crocs who emerge and join any fight.
11. Downward slope leading south towards #15. Depending on which direction the PCs approach, they might overhear the handler talking with the prince and beginning his transformation into the werecroc.
12. Corridor. There is a ladder up to a trap door that is locked. PCs who exit here find themselves in the above Royal Manor, who have been using these hidden passages to keep the prince's transformations a secret and use him as a weapon against their enemies.
13. Werecroc handler lab. Similar runes from #6 are here, connecting an ancient magic that turned the prince into a werecroc and the magic that is used to control his transformations. While the PCs traverse the sewers and undercity, the handler begins here. He will stay in this area until a certain amount of turns have transpired. He then moves to #14 to wake the prince and start his "treatment"—moving him to #15 where the ritualized transformation begins.
14. Prince's bedchamber. There are clues here that point to his royal heritage but no worthwhile loot; mostly books, games, other things to help pass the time. There's also some clues to his curse (i.e., strong odor from food stashes, rune markings on the hallway leading to #15). The prince stays here until the handler gets him.
15. Boss room. The exit requires a perception check to find and is the only way out. The door is locked but the handler has the key. It could be picked, but is difficult.