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BACKSTORY

There are always problems between the various groups living in the sewer systems in most major cities. Citizens have become accustomed to keeping their distance and letting city officials and adventurers deal with any problems that occasionally crawl or slither their way out. And for their part, the sewer residents allow bygones to be bygones and keep to their own, maintaining the peace whenever possible to protect their homes.

That peace was recently tested in the sewers beneath Dugan, the Scented City. Dugan is famous for its perfumes and the aromatic scents wafting through its winding streets. Few remember their city's nickname was originally due to the stench that emanated from its sewers. The Earl's gold financed the perfumeries that would dominate the city and shift the meaning away from the sewers. However, this just covered up the stink and did not remove the problems that still plagued the sewers.

It wasn't until the passing of the former waste management official that the newly placed supervisor, Parthus Magler discovered certain portions in the sewer were missing from the city blueprints. He sent city workers to open the dams, and instead, they stumbled upon an abandoned cultist lair. It lay closed for decades and was filled with the remains of their failed summonings and rituals. After running into the aberrations trapped in the den, the only surviving worker fled and triggered a collapse of the entrance to seal them away again. However, this caused a chain reaction throughout the sewers, and a pair of children found themselves trapped and cut off from their people. The two young friends were from rival wererat and werecrocodile tribes who met secretly by crawling through small pipes to reach their hidden playground. The resulting earthquake from the explosion slammed shut the door to the room they were playing in, and they're now trapped with their other secret friend—a baby Otyugh.

Each believing the other side has kidnapped their respective child, the already uneasy peace between the two factions has been fractured. War is brewing, spurred on by provocateurs within each camp who want to expand their faction's influence and territory. In his attempt to open more space and alleviate backed-up sewage, Parthus has unknowingly made the sewer much smaller as the pressure between the factions increases and threatens to explode into the city above.



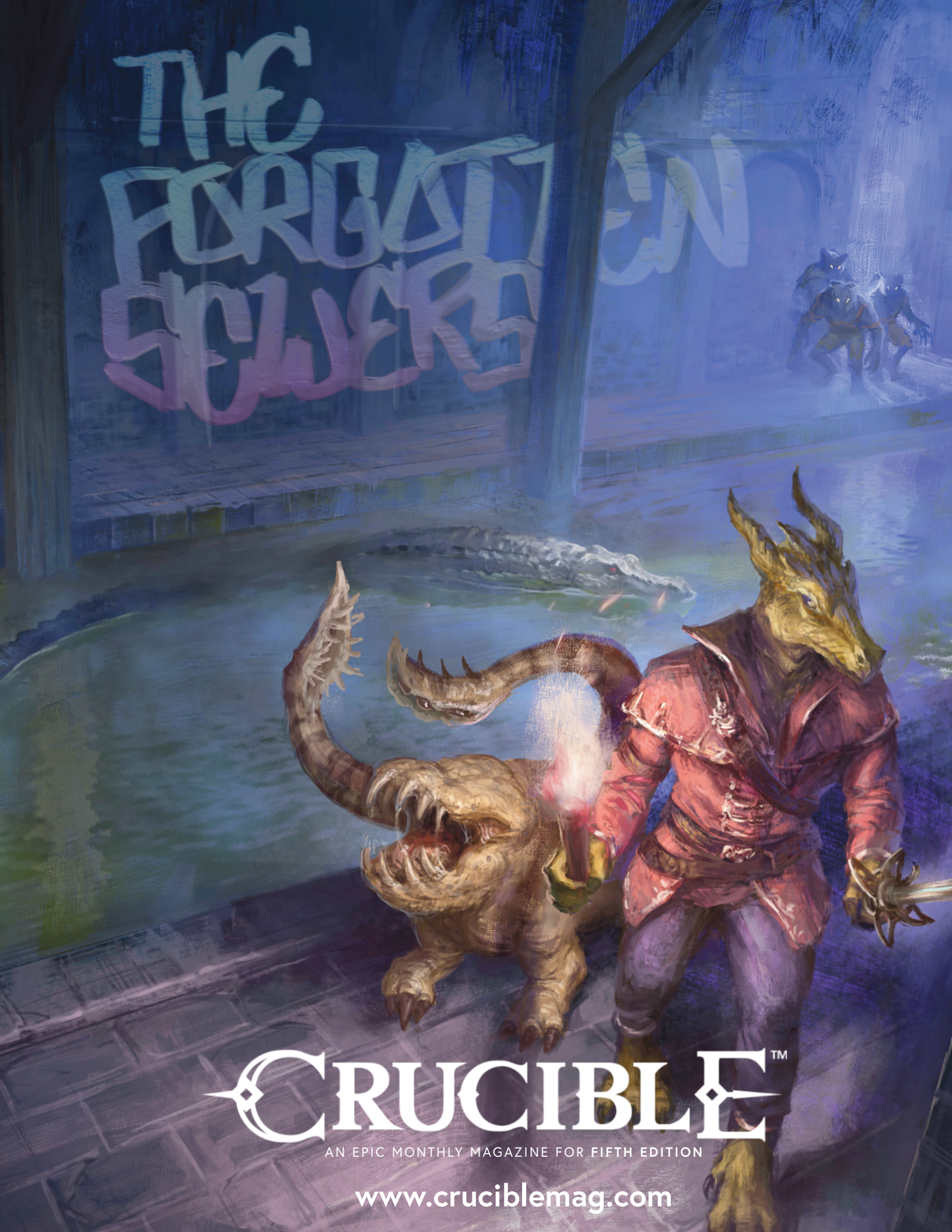
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The Forgotten Sewers is a 5th Edition adventure intended for **three to five characters of 6th to 8th level** and optimized for **four characters with an average party level (APL) of 7**.

Between a pair of missing lycanthrope children, demons trapped in an abandoned cultist lair, and a brutal war brewing between underworld factions, a lot is going on beneath the Scented City. Is it possible to achieve peace before the dams burst open and the city floods with sewage and war?

Any campaign with a large capital city with a complex sewer system can easily include this adventure.

THE FORGOTTEN SEWERS



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ADVENTURE SUMMARY

The characters enter the sewers to discover a wererat and werecrocodile engaged in combat. Depending on their choices, the characters meet with a sewer denizen leader who asks for assistance. The characters learn from the werecrocodile chieftain and the wererat king that both are missing a child, which may explain their ongoing animosity. After searching the sewers for clues, the characters find an abandoned cultist lair. It is filled with aberrations, the dusty remains of rituals gone wrong, and a makeshift playground. After locating the children and their new pet, the party encounters provocateurs from each side pushing for war. They must figure a way to broker peace between the hostile lycanthrope groups, secure their sewer homes before the city washes them away with the now accessible sLuce gates, and decide on what to do with the aberration the children befriended.

ADVENTURE HOOKS

Here are a few ways to get your characters hooked into this adventure:

◆ STOP AND SMELL THE SEWERS

Reports of strange rats pouring out of Dugan's sewers are rising along with more than the typical sewage flooding the streets. Residents are in an uproar as the heavy perfume fog that blankets the city is overpowered by the smell. Some swear they can hear the clash of combat coming from the sewer grates.

◆ A KING IN NEED

King Creep, the leader of the sewer wererats, sends the characters a messenger rat wearing a small felt hat with a "royal decree" tied to its back. The message is poorly written in Common and "requests their presence before Her Majesty King Creep be made with the greatest haste." The rat waits patiently to guide the characters to the sewer entrance and Sterling, the wererat town.

◆ OFFICIAL WORK

Dugan's new director of waste management, Parthus Magler, wishes to hire the party to clean up a dangerous portion of the sewers that was just reopened. He sent workers to alleviate flooding issues, but none have returned after an explosion was set off below. Subsequent worker crews refuse to enter, and Parthus is willing to pay a hefty reward of 500 gp for the party to find out what happened and fix the flow issues.

RUNNING THIS ADVENTURE

Throughout this adventure, the characters deal with the flaring tempers of rival lycanthropic factions. While the leaders have tried to keep the spilled blood down to a minimum, it isn't long before a full-scale war erupts between them. Certain members of each faction exploit the rising tensions, seeing it as an opportunity to oust their respective leadership by instigating fights. Diplomacy and calmer heads can prevail if the characters play the role of mediators as they talk to members in each camp, easing the rising pressure. Characters that take a more diplomatic approach to resolve the conflict directly impact the amount of support the war instigators have during the final confrontation.

FACTIONS

The city sewers are an expansive network of cisterns, chambers, and maze-like tunnels that snake beneath the Scented City. The central portions of the sewer are monitored and maintained by city officials, unaware of the factions that have made their homes in the darkness. The Savage Eyes werecrocodile pack and Silver Tooth wererats have lived here unseen for generations with an uneasy truce to leave each other to their territory. A war is on the horizon, and blood has already been shed as each side prepares for the seemingly inevitable conflict.

SAVAGE EYES WERECROCODILES

The werecrocodiles have made their nests in more flooded sections of the sewers, preferring the dampness and seclusion. While the pack is known for its explosive violence, especially when defending their territory and younglings, they are also exceptionally patient when working towards their long-term goals. There are only a few dozen members of the Savage Eyes, but what they lack in numbers is more than made up for with their ferocity and raw power.

Tork Groclaw is the chieftain of the Savage Eyes and an elderly albino male human **werecrocodile** (see Appendix) who is missing his left hand. He is larger than average in every form, his red eyes starkly contrasting with his ivory skin. Tork is a stoic leader of few words who carefully assesses a situation before making decisions. He has maintained a degree of control over the current situation in an attempt to avoid outright war and bring unwanted attention down upon them.



King Creep is a motherly female halfling **wererat** with bristling black hair and dark brown eyes that reflect the sparkle of her many bejeweled rings, most of which are glass fakes. The exuberant and talkative leader has ruled her people for sixteen years and brought progress and prosperity. She often leads midnight raids herself to steal supplies from carefully chosen targets.

When her daughter Petunia went missing and the werecrocodiles began attacking her people, she ended the topside missions and prepared defenses instead. King Creep is shrewd enough to know that outright war would be a Pyrrhic victory for her people, but the sentiment isn't popular among the clan.

Slips is a portly male human **wererat** with red hair, brown eyes, and a heavily freckled pinched face. Even at a young age, Slips's face has been creased from constant frowning. He is King Creep's closest ally and counselor and known for his cautionary tactics—except lately, his demeanor has changed drastically. Slips saw an opportunity to make a play for the crown and used his influence to stir the younger wererats to action. He says the patrols search for Petunia but Slips secretly orders them to hunt for werecrocodiles instead.

Kai Sungri is a willowy female half-elf **werecrocodile** with short nutmeg-brown hair and emerald green eyes that match her scales in hybrid and crocodile form. Her younger brother Brund disappeared from the werecrocodile nest, and when she looked for him, she came across angry wererats during the search. The encounter dissolved into accusations from both sides but parted without coming to blows. Kai's anger grew, however, and she started riling up the younger werecrocodiles to sneak out and fight the wererats. She uses Tork's unwillingness to go to war with Sterling to undermine his authority, seeing it as an opportunity for her to take control of the pack.

SILVER TOOTH WERERATS

The Silver Tooth wererats live in the bowels of an old cistern and use scraps of materials stolen from above to build the shanty village they call Sterling. The hundred-member-strong clan is ruled by a single King, the strongest and most capable among them. Silver Tooth wererats are a rambunctious group of thieves and ruffians who managed to carve out their own space in a hostile city. Despite not being as strong as werecrocodiles, they make up for it in sheer number and cunning. Their pride in home and clan is second only to their love of sparkly things. They have an eclectic style of high fashion clothing stolen from above combined with trash they found floating in the sewers.



DUGAN

The "Scented City" of Dugan is famous for its namesake perfumes, luxuries, and the alchemists who make them. Ironically, those same alchemists are the primary cause of the city's sewer problems, leading to the rise of the perfumeries. There are roughly 2,000 citizens living within Dugan's high walls with a diverse population. Wealth—and the subsequent showing off through high fashion clothing and jewelry—matters most in the society here, and even the poorest of residents are always dressed their best. Complimentary bathhouses are found throughout the city, supplied by the many aqueducts that carry water from an alpine lake in the nearby mountains. While this makes the populace one of the most hygienic in the region, the sewer system is constantly overworked and floods regularly.

The city has few shops that cater to adventurers' needs, and those few with items for sale are twice as expensive as the regular listed price; only the wealthy shop here, even for common goods. Characters with a noble background attempting to negotiate prices can bring the price down to just one and a half times higher with a successful DC 15 Charisma (Persuasion) check.

ENTERING THE SEWERS

Once the characters are ready to enter the sewers and make their way to the entrance, read aloud:

Dugan's cobbled streets are empty as everyone stays indoors due to the heat of the day strengthening the ripe sewage smell running through the city. This makes navigating the city toward the sewer entrance quick and easy. The crumbling stonework around the grated opening is older than any other within sight, a reminder of Dugan's long legacy. The sickly smell permeating the city grows stronger with every step closer to the grated doorway, but a familiar sound soon joins it: the clash of weapons striking each other in combat.

When the characters enter the sewers, proceed to the Entrance (area 1) as described in "The Scented Sewers."

THE SCENTED SEWERS

Dugan's sewers have been built and rebuilt over hundreds of years, leaving a—quite literal—rat's nest of tunnels and chambers without a coherent purpose. This haphazard construction has led to the flow of sewage from across the city to easily back up and overflow in various blocked areas and led to the actual cause of the Scented City's nickname.

The sewer section containing the Savage Eyes' nests and the Silver Tooth's village is one of the sewer system's oldest and completely forgotten areas. It is also where the Children of the Demise, cultists bent on summoning a cosmic entity, made their secret lair over a century ago. They hid too well, however, and the hideout was locked away until a recent discovery in the city records led to an attempt to reopen the area. City workers opened the hidden lair only to discover the horrors trapped within. One sacrificed himself to blow up the entrance and seal the creatures back inside, but the explosion also trapped a pair of lycanthrope children in their secret playground.

The wererocodile boy Brund and the wererat Princess Petunia have been meeting to play together for months. The children discovered old pipes in their respective settlements that were just big enough to crawl through and led them to part of the abandoned cultist lair—and a mini Otyugh they befriended. The three were playing in their secret playground when the explosion slammed a door that trapped them inside one of the rooms.

GENERAL FEATURES

These general features are prominent throughout the sewers unless otherwise noted in the area descriptions.

Ceilings, Floors, and Walls. The sewer tunnels have 10-foot-high arched ceilings constructed of mortared stone and supported by pillars at regular intervals in the brick walls. The tunnel walkways and chamber floors are rough-hewn stone blocks covered in muck and slime. Creatures attempting to move along the walkways faster than usual, such as by taking the Dash action, must succeed on a DC 15 Dexterity saving throw or slip and fall prone.



THE SCENTED SEWERS

1 SQUARE = 5 FEET

Doors. Sewer doors are rusted iron grating or solid iron panels designed to stop flooding. Unless oiled, the door hinges make noises loud enough to alert creatures in nearby rooms. Secret doors can be found with a DC 15 Intelligence (Investigation) check and can be opened with a DC 15 Dexterity check using thieves' tools.

Lights. Sunlight filters through grates in the streets above and provides dim light throughout most of the sewer. Both lycanthrope camps are brightly lit with torches and lanterns.

Climate. The location is damp, muggy, and oppressively foul-smelling. Perception checks that rely on smell are made with disadvantages. Creatures with a keen sense of smell that are not already acclimated to the scent must make a DC 10 Constitution saving throw after every hour spent in the sewers. On a failed save, the creature becomes poisoned for 1 hour from nausea.

Sewage. Any creature with half or more of its body submerged in sewer water receives a -2 penalty to Charisma checks made outside the sewer until it can both bathe and wash its armor and clothing. The smell dissipates on its own after 1 week. Creatures ingesting sewer water must succeed on a DC 11 Constitution saving throw or become infected with Sewer Plague (see *DMG* or *SRD* for more information).

Roaming Encounters. Every half-hour the party spends exploring the sewer outside the guarded areas 8 and 10, and the cultist lair areas 12-16, roll a d20. Initiate a random encounter on a roll of 18 or more by rolling a d8 and consulting the Sewer Encounters table. The hostile encounters assume the creatures listed are loyal to their respective instigator (see "Factions") and don't respect any alliances the characters have made with their leadership.

SEWER ENCOUNTERS

d8	Encounter
1	1d3 wererats
2	1d3 werecrocodiles
3	2 giant rats
4	1 giant crocodile
5	2 wererats fighting 2 werecrocodiles
6	1d3+1 swarm of rats
7	1d3 wererats
8	1d3 werecrocodiles

KEYED LOCATIONS

The following descriptions correspond to the keyed locations on The Scented Sewer map.

1. ENTRANCE

Read aloud the following the first time the characters enter this area:

The sounds of battle grow louder with each downward step, but they now include distinct animal grunts, growls, and panting. The stairwell ends and opens into a broad, angular room with a tunnel leading further into the sewer. Two combatants are squared off in the center of the chamber on riveted grating set in the slick, stone floor. A brown-furred rat-like humanoid wearing torn leather armor and wielding a pair of bloody shortswords circles a massive green-scaled crocodile-like humanoid dressed in rags and bits of chainmail and effortlessly swings a two-handed battle-axe in one hand. Battle rage fills their beady eyes, and they both bleed from multiple wounds.

Encounter: Rato a Croco. A wererat named Jitters and a werecrocodile (see "Appendix") named Kronk are tearing into each other in their hybrid forms as the characters enter this area. While they appear evenly matched, both are obviously injured, and it's only a matter of time before this fight is over. The battle's outcome and the subsequent interactions with the two factions are dependent on the characters' actions, as detailed below.

If the characters attempt to stop the fight without picking a side, one of the lycanthropes attempts to flee through area 2 and then on to their respective settlements (area 8 for Jitters and area 10 for Kronk) to warn of the characters' arrival. The remaining lycanthrope stays to talk with the party but is wary of them and begrudges answering questions. Whoever flees can be chosen randomly or decided at the GM's discretion.

If the characters pick a side to defend or attack, the opponent growls at the characters that they "shall remember your faces!" before attempting to flee towards area 2 and their settlement. This negatively affects the characters' initial interaction with that faction, as detailed in the adventure text. The combatant that the characters sided with is welcoming to the characters and expresses gratitude for their assistance, significantly improving the initial reaction with their faction leader.

If the characters don't interfere, one of the combatants eventually succeeds in breaking through their opponent's defense and lands a killing blow. The winner can be chosen randomly or at the GM's discretion. The victor isn't willing to talk with the characters and attempts to flee through area 2 towards their settlement.

JITTERS THE WERERAT

Jitters (chaotic-neutral human **wererat**) is a non-descript, pale-skinned man with short brown hair and black eyes. The wererat rogue has an overactive and nervous disposition, seemingly looking in all directions simultaneously while his hands are constantly in motion. However, when picking locks or dual-wielding his shortswords, those same hands are as precise as a surgeon's. As one of King Creep's most faithful followers, Jitters has been hunting for Princess Petunia on his own, staying clear of Slips's roaming gangs. Seeing as the characters are entering his clan's territory, he asks them their purpose for being here and offers to escort them to talk to King Creep.

If the characters helped Jitters or succeed on a DC 15 Charisma (Persuasion) check to convince him to open up, he shares the following information:

- Jitters is searching for Petunia, the king's missing daughter (see area 16).
- Recently, the werecrocodiles grew hostile and broke the longstanding truce, and a war is on the verge of erupting.
- He knows nothing about the city officials who visited the sewer (see "Adventure Hooks"), but he does recall a blast a few days ago that collapsed a tunnel (area 3).
- The King's right-hand advisor Slips is pushing for a more aggressive approach towards the Savage Eyes pack, and groups of angry youths are roaming the tunnels looking for trouble.

KRONK THE WERECROCODILE

Kronk (lawful-neutral human **werecrocodile**) proudly displays his numerous battle scars across his ivory albino skin. The barbarian, like most werecrocodiles, recognizes and respects strength and competence in others. Kronk is both Chieftain Tork's nephew and attempting to become Kai's mate. His search for Kai's missing brother Brund pushed him deep into wererat territory, where he eventually crossed blades with Jitters. After battling the wererat, Kronk is eager to return home and report his findings to his uncle. He suggests the characters join him before more wererats come this way.

If the characters helped Kronk or succeed on a DC 15 Charisma (Persuasion) check to convince him to open up, he shares the following information as he knows it.

- Kronk is searching for the youngling Brund (see area 16), the little brother of his mate-to-be Kai.
- The wererats have been attacking his people whenever they meet, and he suspects they are mobilizing for war.
- Kronk knows little about the goings-on in this section of the sewer as it isn't his pack's territory, and he is unaware of any cave-in or city official visit. He does remember the earthquake that happened a few days ago.
- He worries for his mate-to-be because she is pushing other warriors to become reckless and hunt the wererats. Kronk agrees with his uncle that war isn't good for the pack and has been searching on his own to find Brund and curtail further fighting.

2. CISTERN

Foul water spews from a collection of jagged pipes feeding a swirling whirlpool of sewage in the center of the room. The roar of rushing water filling the chamber is deafening. A slime-slickened walkway circles the vortex and branches out in all directions.

The noise makes verbal communication impossible in this room without magical assistance.

Hazard: Whirlpool. Any creature falling into the 10-foot-deep whirlpool must succeed on a DC 18 Dexterity saving throw to avoid being repeatedly battered, taking 14 (4d6) bludgeoning damage on a failed save and half as much damage on a successful one. A creature

caught in the whirlpool can spend an action to make a DC 18 Strength check at the start of each of their turns to fight against the current and swim normally. Otherwise, the creature's movement for that turn becomes 0, and at the end of their turn, the current carries them 15 feet along a clockwise path around the pool. Regular swimming and drowning rules apply.

2A. ACCESS TUNNEL

The bars blocking this submerged 3-foot-diameter tunnel were damaged in the blast caused by the city official. They can be completely removed with a successful DC 17 Strength (Athletics) check in order to gain access to the tunnel

3. BLASTED ENTRYWAY

The passage is covered with fresh scorch marks, and the ceiling has collapsed due to a cave-in.

A DC 15 Wisdom (Perception) check indicates the cave-in was recent enough that moss and slime haven't yet had a chance to cover any rocks. A character with the Stonecunning trait notices the stones automatically. Casually inspecting the scorch marks reveals they carry a faint smell of chemicals. Characters proficient with alchemist's supplies recognize the scent of compounds that, when mixed together, create alchemist's fire.

COLLAPSED ENTRANCE

Anyone searching the rocks who succeeds on a DC 13 Intelligence (Investigation) check uncovers the crushed and charred remains of a male human dressed in a city worker's uniform. He mixed the volatile acids and compounds used to unseal the entry to the cultist lair (area 4) to collapse the entrance, sacrificing himself to trap the creatures below.

A single character can clear a 5-foot section of debris and secure the roof from further collapse with 1 hour of hard labor. This time can be reduced by 15 minutes for each additional character (up to 2 due to space restrictions) that assists. The area is still subject to roaming encounters (see "General Features").

4. LAIR ENTRANCE

Three crumbling walls in this chamber are streaked in scorch marks and appear ready to collapse and join the fallen fourth wall at any moment. A boulder that fell from the ceiling now rests atop a rusted trapdoor in the corner of the room.

The boulder can be moved with a successful DC 20 Strength (Athletics) check or by multiple characters with a combined Strength score of 30 or higher. A casual inspection of the trapdoor reveals recently made alchemical marks on the hinges and latch from when the workers were here. The interior of the trapdoor is painted with arcane symbols that are instantly recognizable to those proficient in Arcana or with a DC 15 Intelligence (Arcana) check to be part of an inert warding spell. The trapdoor opens to a 60-foot-long access tunnel further down into area 12, directly below area 11.

5. BUTCHER'S DROP

A small cistern sits in the center of this chamber, directly below a grated refuse pipe leading up to the city above. The walkway ringing the room is covered in piles of bones and mounds of chattering rats chewing away at half of a rotting pig carcass and other garbage. Scattered among the animal bones are more than a few humanoid skeletons.

This room is directly below an alley with a refuse hole used by a local butcher who is unaware that a local assassin also uses it to dispose of bodies.

Encounter: Garbage Disposal. As the characters enter the room, six **swarms of rats** chitter in excitement over the fresh meal delivery.

Treasure. Since some of the assassin's victims had to disappear quickly, they didn't have time to search through their belongings. A character that spends at least 10 minutes scouring the piles can recover 6d6 gp, 4d12 sp, and a half-filled crystal bottle of rare perfume called Dark Nectar worth 100 gp. Anyone swimming (see "General Features") to the bottom of the 10-foot-deep cistern finds it filled with bones. A DC 15 Intelligence (Investigation) or Wisdom (Perception) check uncovers a skeleton with a crushed skull wearing an *amulet of proof against detection and location* and a gold signet ring (5 gp) with the family crest of a lesser noble house of Dugan. The family would reward any who returned the signet ring.

6. RUBBISH PILE

The fungi-covered tunnel ends in a wall with jagged pipes, one spewing a steady stream of putrid-smelling water and the other venting warm, lavender-scented steam. Directly below them is a large pile of broken furniture and other rubbish.

The pipes are connected to one of the workshops of Dugan's many alchemists. This one works explicitly on alchemically augmenting mundane objects such as furniture for increased strength and durability. A *detect magic* spell or similar effect used on the rubbish pile reveals an aura of transmutation magic.

Hazard: Poison Steam. The steam is tainted with various toxic chemicals. A creature ending its turn within 10 feet of the pipe that breathes in the mist must make a DC 15 Constitution saving throw. On a failed save, it takes 9 (2d8) poison damage and is poisoned for 1 hour. On a successful save, the creature takes half the damage and isn't poisoned.

Encounter: Trash Golem. The combination of sewage and alchemy mixed into the rubbish pile over the years created a semi-sentient construct that only attacks if touched. The **trash mound** uses **shambling mound** statistics with the following modifications:

- It is a Construct instead of a Plant.
- It is immune to poison damage.
- It is immune to the charmed and poisoned conditions.
- It has the **Constructed Nature** trait and doesn't require air, food, drink, or sleep.
- It has the **False Appearance** trait and is indistinguishable from a normal pile of trash while motionless.

7. JUNCTION

Wooden bridges and walkways span between crumbling causeways and over the rushing sewage in the center of this chamber. The walls are painted with colorful profanities in various languages that warn intruders from advancing further.


Characters who understand thieves' cant recognize symbols hidden within the graffiti that says 'Clan Silver Tooth Territory. Keep Out.'

Trap: Collapsing Bridge. This causeway (as shown on the map) is rigged with springs and hinges that drop anything weighing 20 pounds or more into the sewage below. The trap automatically resets itself. The edge of the door can be spotted with a successful DC 15 Wisdom (Perception) check and effortlessly stepped over once discovered. A character triggering the trap who succeeds on a DC 15 Dexterity saving throw manages to grab onto the bridge and avoid the dunking (see "General Features").

8. STERLING UPPER CAMP

This upper hall is a small section of the wererat town, most of which is spread out further below and to which the characters are denied access. King Creep, Slips, and two dozen wererats have been camped here while searching for Princess Petunia. This location is safe from roaming encounters (see "General Features").

Once the characters reach the entrance, read aloud or paraphrase the following:



Several wererat guards stand in front of a wooden barricade blocking the way forward. A wooden plank hangs from the ceiling that reads "Sterling" in bright red paint. Behind the guards is an active campsite filled with scurrying wererats stacking supplies under cloth canopies as if preparing for war.

If the characters are accompanied by Jitters (see area 1) or have the letter requesting their presence (see "Adventure Hooks"), the guards open the barricade, and you can proceed directly to the "Meeting the King" section below. Otherwise, the party must convince the guards to let them inside.

GAINING ENTRY

If Jitters fled the characters or was killed, the four wererat guards block access until the party explains who they are and their intentions. The party must succeed on a group DC 15 Charisma (Persuasion) check to convince the guards they mean no harm or that they intend to help. If Jitters fled and made his way here, these checks are made with disadvantage due to his warning the guards. If the characters fail to convince them, the guards deny them entry and demand they leave. Otherwise, they allow the party entry, and a guard escorts them to see King Creep. If the characters have gained Jitters's trust, he introduces the party to the King.

MEETING THE KING

The wererat king sits atop a crushed velvet cushion set on an ornately carved chair that would not be out of place in a royal palace. Thick golden necklaces lay draped across her neck, and jewels sparkle from rings adorning every finger. She is gazing intently at one of these jewels and frowns while a portly wererat dressed in heavy robes gestures urgently and whispers in her ear. As she catches sight of your approach, the king cuts off the conversation with a raised claw.

King Creep (chaotic-neutral halfling wererat **assassin**) is eager to find her missing daughter Petunia (see area 16) and stem further bloodshed with the Savage Eyes werecrocodile pack. Slips, the robed wererat standing beside her, has counseled a more aggressive approach that she disagrees with. She offers the party a reward of 500 gp for her daughter's safe return and can be convinced with a successful DC 17 Charisma (Persuasion) check to add a single +1 magic melee weapon of the party's choice to the reward. This check is made with advantage if the characters were backed by Jitters and disadvantage if he warned the clan.

While Slips shows no interest in chatting with the party, King Creep provides the characters with the following information:

- Princess Petunia disappeared a few days ago and right after an earthquake rocked the sewers.
- She doesn't know the cause of the earthquake, only that it burst a few pipes and caused some minor flooding.
- Search parties have been attacked by werecrocodiles who are now in breach of a longstanding truce. King Creep limited patrols to avoid instigating further hostilities.
- The King is concerned that the clan is restless and eager to confront the werecrocodiles.
- She recommends chatting with the clan members to see if they know anything helpful.

As soon as the characters accept the King's offer, she stands up and announces the party as "Clan Friends" loud enough for the rest of the wererats to hear. She firmly informs them all to assist the characters as best they can.

Development. If the characters have already spoken to Chief Tork (see area 10) and relay what they learned to King Creep, she uses this as an opportunity to reaffirm her decision to not engage in direct hostilities with the wererocodiles. She calls on the clan to stay within the confines of Sterling while the characters continue the search. This results in two fewer wererats supporting Slips (see the "Final Fight" section). This also removes the wererats from the roaming encounters (see "General Features"), resulting in none appearing if wererats come up on the table.

CLAN CHATTER

For every hour the characters spend chatting with clan members, roll a d6 and consult the Clan Gossip table to determine what they learn. A successful group DC 15 Charisma check at the end of each gossip hour results in one less wererat that supports Slips in the final fight. After 2 hours spent gossiping, King Creep sends a guard to firmly remind the party they still have a princess to find, and the clock is ticking.

CLAN GOSSIP

d6	Gossip
1	"We should be making peace, not war! We don't even know why the croc's are mad!"
2	"Slips is right! We need to fight back and go after the Savage Eyes!"
3	"Slips is very passionate about finding Princess Petunia. He keeps sending more and more patrols out to find her."
4	"The floods have been bad this year. Might be time to unlock the dams and open up the gates." (this references area 11)
5	"The earthquake a few days ago collapsed part of the sewers just south of here. I remember a door being where the rubble is now."
6	"I saw a Dragonborn lurking through the sewers a few weeks ago. He never came out of the room filled with spiderwebs down the dead-end tunnel." (this references area 9)

9. STICKY SITUATION

The walls of this old storage room are filled with old cobwebs and wooden shelves with boxes of rusted hand tools. A dusty chest decorated with elaborate elven patterns sits on the far wall.

Encounter: Not A Spider. There are three **mimics** in this room. Two are disguised as cobwebbed shelves on either side of the room, while the third is hidden as the chest. Once the characters touch a shelf or the chest, all three mimics attack.

Treasure. Searching the room uncovers a small golden pyramid-shaped lapel pin (100 gp) with the name 'Braz' etched onto the back that can be used as a paladin holy symbol. Characters proficient in Religion or Arcana recognize the pin as an emblem focus used by a Dragonborn society that legends say lived in a city built inside a hollow pyramid.



10. WERECROCODILE CAMP

The Savage Eyes werecrocodile nest is accessible through a tunnel submerged in the cistern in this chamber. A dozen **werecrocodiles** are gathered to guard the pool and coordinate search (and attack) parties. The characters' dealings with the werecrocodiles occur in this forward camp rather than at the nest. This location is safe from roaming encounters (see "General Features").

Once the characters reach the entrance, read aloud the following:

Torchlight flickers from either side of the tunnel and across an armored group of bulky humanoid crocodiles blocking the way forward. Each wields an iron-bound club and a look that suggests they're eager to use them. Behind them sits a pool of water and a group of warriors gathered on a platform.

If the characters are accompanied by Kronk (see area 1), the guards allow the party to enter, and you can proceed directly to the "Meeting the Chief" section below. Otherwise, the party must convince the guards to let them inside.

GAINING ENTRY

If Kronk fled from the characters or was killed, the four **werecrocodile** (see "Appendix") guards block access until the party explains who they are and their intentions. The party must succeed on a group DC 15 Charisma (Persuasion) check to convince the guards they mean no harm. If Kronk fled and made his way here, those checks are made with disadvantage due to his warning. If the characters fail to convince them, the guards deny entry and demand they leave at once. Otherwise, a guard dives into the pool to retrieve Chief Tork to speak to the party. If the characters have gained Kronk's trust, he introduces the characters to Tork and his mate-to-be Kai when they arrive.

MEETING THE CHIEF

After a few moments, the water churns as an albino male werecrocodile with bright red eyes breaches the surface. His heavily muscled body is covered in battle scars, and he's missing his left hand. A slender green-scaled female werecrocodile emerges from the pool and joins him at the edge, a mix of suspicion and concern in her eyes.

Chief Tork (lawful-neutral human werecrocodile **gladiator**) holds a quiet authority over his pack, and their deference for their chieftain is readily apparent. He is mainly concerned with finding Kai's missing younger brother Brund (see area 16) because it will de-escalate the brewing war with the Silver Tooth clan. When Kai is not instigating others to go hunting, she has been attached to Tork's hip, pressuring him to do more. Tork explains the current situation to the characters, seeing them as a possible solution to the problem. He admits the pack does not often use gold coins and instead offers a sapphire studded silver necklace of elven design worth 500 gp as a reward. A successful DC 17 Charisma (Persuasion) check convinces Tork to add his *bracers of defense* as an additional incentive. This check is made with advantage if the characters were backed by Kronk and disadvantage if he warned the pack.

Chief Tork and Kai provide the characters with the following information:

- Kai's younger brother Brund has been missing for a few days after he said he was going to play.
- Their search parties have been viciously attacked by wererats without explanation, breaking the unspoken truce between the two factions.
- Tork has attempted to contact the wererat leader, King Creep, but after the second messenger failed to return, he stopped sending them. (Slips killed them both)
- Much of this section of the sewer is unknown to the pack as their main territory lies elsewhere.

As soon as the characters accept the Chief's offer, he calls out to the werecrocodiles that the party members "are not to be eaten" and to answer any questions they may have. Tork and Kai return to the nest once the conversation is over, leaving the characters the opportunity to speak with the pack members at this camp.

DEVELOPMENT

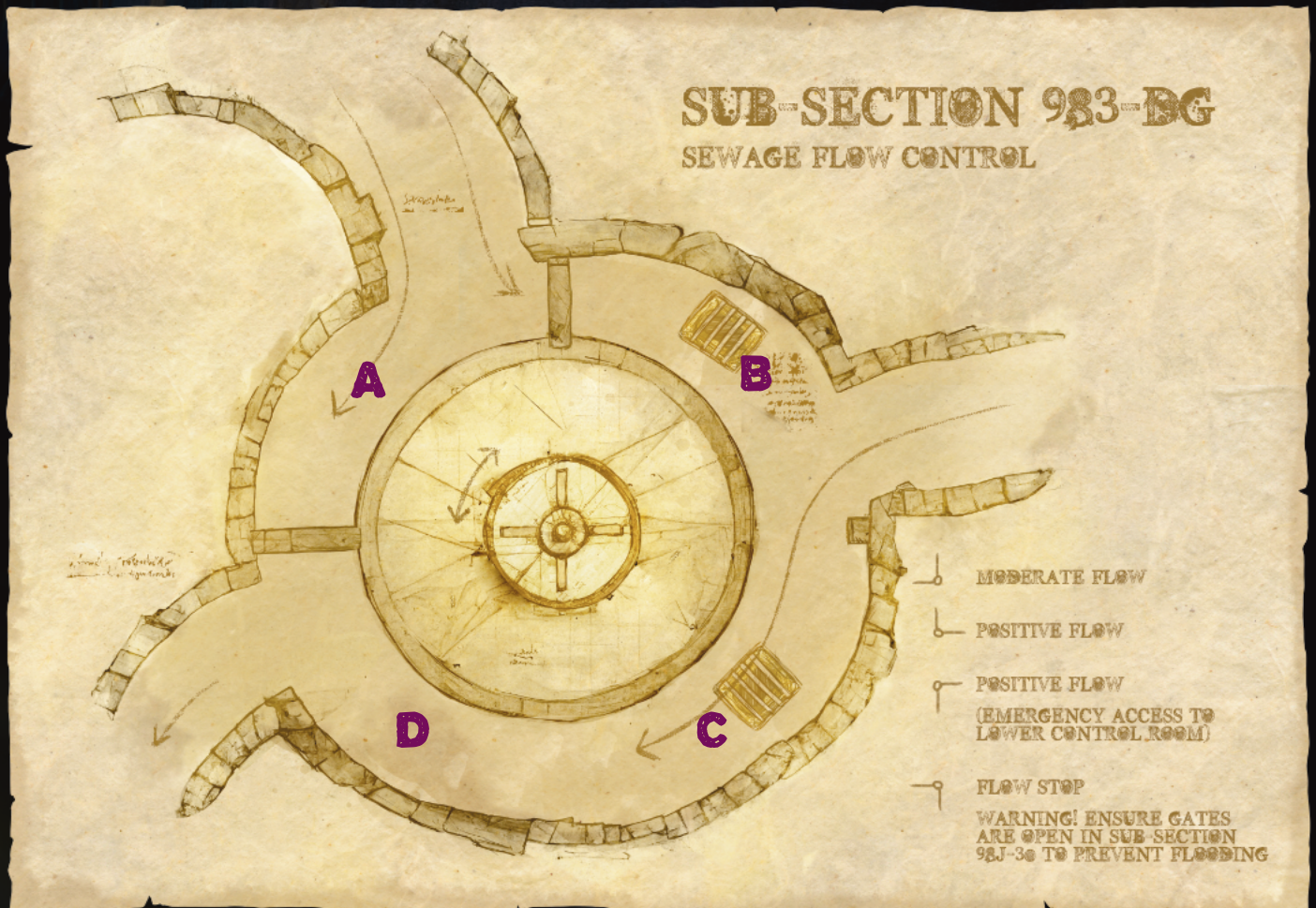
If the characters have already spoken to King Creep (see area 8) and relay what they learned to Chief Tork, he agrees with the wererat leader and makes a clear order to the pack to stay within the nest while the characters continue their search. This results in two fewer werecrocodiles supporting Kai (see the "Final Fight" section). This also removes the werecrocodiles from the roaming encounters (see "General Features"), resulting in none appearing if they come up on the table.

PACK CHATTER

For every hour the characters spend chatting with pack members, roll a d6 and consult the Pack Gossip table to determine what they learn. A successful group DC 15 Charisma check at the end of each gossip hour results in one less werecrocodile supporting Kai in the final fight. After 2 hours, Kai returns to the camp, and if the characters are there, she bitterly reminds them that her brother is still missing.

PACK GOSSIP

d6	Gossip
1	"We're not sure why the wererats attacked our people. We sent two messengers to talk, but neither returned!"
2	"I feel so bad for Kai. She is frantic over Brund disappearing! I see her talking to everyone who goes out looking for him."
3	"I think the Silver Tooth wererats took Brund. Kai is right! We need to hit them hard and rescue him!"
4	"Chief Tork is right. Cooler heads will prevail in the end, we cannot afford to go to war."
5	"The flooding is bad this year, especially in this section. Something must be blocking the flow further up the line."
6	"I'm surprised you top-siders have survived down here as long as you have. There's magic and worse flowing through these waters."



11. SEWER VALVE

Rusted iron bridges connect the causeway to a stone platform in the center of this gigantic circular chamber. Sewer water rushes around the pillar and under the bridges, guided by massive welded iron dams that direct the flow. In the center of the post is a four-armed windlass similar to those used to raise a ship's anchor.

Puzzle: Sewer Overflow. The windlass connects to chains that rotate the iron dams that direct the flow of sewage coming from two primary sources to the northwest and the east. If turned to the proper location, an entrance into area 12 is uncovered, and the flow of the sewer is resolved enough to please Parthus Magler (see "Adventure Hooks"). It can flood the entire sewer if turned in the wrong direction, impacting both factions. Multiple characters with a combined Strength score of 40 or higher can rotate the windlass in either a clockwise or counter-clockwise direction. As it rotates, hidden chains pull on the post and the attached dams spin in the opposite direction the characters are turning. There are four locations the dams are designed to lock into that are marked as A, B, C, and D on the provided graphic of the Dam Instructions.

As the two dams straddle a marked location, the following events occur:

- This is the initial position that the dams are locked into when the characters enter the area. The overflow grates are activated, but not within optimal parameters.
- The dams' movement disturbs a pair of **black puddings** feeding off refuse that was stuck in the overflow grate and they attack the characters. The water begins to settle to a good flow from both rivers.
- All overflow grates activate and give the sewage the best flow possible. The section drains, limiting the flow of the eastern waterfall in the Cultist Lair (area 12) enough to grant access through the exposed chute.
- When the dams start turning to this position, they begin to shake and creak as a warning, giving the characters time to reverse course. Locking into this position causes the sewage to back up further, and a flood

rips through other areas in the sewers including Sterling and the werecrocodile nest. The waters eventually settle and lower back to normal levels after other overflow measures are activated further in the system. Lives have been lost, however, and both factions blame the other side for what happened (see the "Final Fight" section).

12. CULTIST LAIR

This room was originally the control room for the sewer overflow system in area 11 before it was taken over by the Children of the Demise cultists. A summoning ritual went awry, and their bodies were twisted into aberrations that became trapped in this room.

When the characters enter the room for the first time, read aloud the following:

The horrific smell is the first thing you notice as it cuts through even the sewer stench like a knife through butter. Immediately after is the sound of incoherent babbling that quickly grows into a shrieking cacophony.



Encounter: Failed Cultists. The former cultists were transformed in a ritual gone awry that twisted them into four **gibbering mounthers**.

Once the characters defeat the aberrations and explore the chamber, read aloud the following:



Every surface in this chamber is scarred and bubbled everywhere as if the stone were partially melted. Remnants of smeared arcane symbols remain on the least damaged parts. On the northern wall is a large metal panel with multiple levers and a detailed illustration of a complex winch and dam system. On either side are two closed welded-iron doors with a painted five-point star inset with an lidless eye adorning the center of each one.

A search of the area and a successful DC 15 Wisdom (Perception) check finds a corroded iron key sitting on the control panel. This key bypasses the poison needle trap and unlocks the iron box located in area 14.

CONTROL PANEL

A control panel with multiple levers sits under a detailed illustration (see Dam Instructions graphic, page 36) outlining the proper rotation of the windlass in area 11 for the best possible flow. If the characters follow the instructions to use the levers to rotate the dams clockwise twice, the sewer flow is regulated to the level Parthus Magler wants (see "Adventure Hooks").

13. DARK CHAPEL

An old podium holds a heavy, leather-bound book before a collection of rusty pews. Beyond it, a flight of stairs leads up to an iron door locked with a simple brass key still in the keyhole.

This chamber was the chapel where the cultists gathered to worship together. A few scraps can be deciphered from the book that mentions the worship of the "Great Arkanoth." A character who succeeds on a DC 13 Intelligence (History) check recalls that Arkanoth was an entity from the Plane of Madness that was worshiped by cults that haven't been heard of in centuries. If the check succeeds by 5 or more, the character recalls that every attempt to summon Arkanoth into the Material Plane backfired in such a horrible way that it eventually killed off or dissuaded anyone from further attempts.

The brass key in the door also unlocks the doors to areas 14 and 16.

14. LIVING QUARTERS

The door to this room is locked, and the key can be found in area 13.

Rows of dusty bunk beds with thin mattresses line the walls of these ancient living quarters. A faded mural on one wall depicts a scene of hooded worshippers kneeling before a brightly glowing rift in the sky. The faint outline of an oddly shaped figure is in the center of the light. A handful of wardrobes and footlockers sit against the otherwise bare walls.

The cultists kept few personal belongings, and the chests and wardrobes in this room contain only tattered robes and other ruined attire. Spending 10 minutes searching the room uncovers a few loose coins totaling 2d6 gp, 3d12 sp, and a locked iron box.

Trapped Lockbox. The box is trapped with a necrotic poison needle in the lock, which can be safely opened with the corroded iron key located in area 12. When the trap is triggered, the needle extends 3 inches straight out from the lock. A creature within range takes 1 piercing damage and 10 (3d6) poison damage and is poisoned for 1 hour. They must make a DC 13 Constitution saving throw at the end of that hour or take 10 (3d6) necrotic damage. The character must repeat the saving throw at the end of each hour. The character takes 3 (1d6) poison damage on each successive failed save. After three successful saves, the poison effect ends. The poison can be removed with a *greater restoration* spell or

DAGGER OF LIFE STORING

Weapon (dagger), uncommon (requires attunement)

This gold-handled dagger has a reverse-curved steel blade and a large emerald in an intricate pommel setting. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While attuned to this dagger, you can use an action to choose to either lose 2d4 hit points and store them into the dagger or regain hit points already stored. The weapon must be completely empty before storing new hit points. Unused hit points are lost after 24 hours which also empties the dagger.

similar effect. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

Inside the lock box is a *dagger of life storing* (see sidebar).

15. PLAYGROUND

A small wooden fort has been constructed in the center of the room using broken wood slats from broken furniture. A cloth-stuffed sack resembling a dragon stands guard on one miniature tower, and wooden swords lay discarded on the floor along with makeshift child-sized armor.

This room is where Brund and Petunia have been meeting to play for months. The tunnels that led them here collapsed in the same earthquake that locked them and their friend Sloppy Jr. in area 16.

16. SUMMONING CHAMBER

The door to this room is locked, and the key can be found in area 13. Arcane symbols and engravings are etched into the door that a character proficient in Arcana or who succeeds on a DC 13 Intelligence (Arcana) check can determine to be part of a powerful

warding spell strong enough to withstand almost god-like power. Damage to the etchings has made the ward inert, but the lock still holds the door tightly shut.

Read aloud the following when the characters first open the door:

Every inch of this chamber is covered in arcane symbols that glow in shifting hues of purple and teal. A small boy with a tangle of curly brown hair and a splash of freckles is holding the hand of a little girl with long black hair tied in twin braids as they run around the room screaming. They're being chased by a small aberration running on three stumpy legs and reaching out at the children with a pair of rubbery tentacles tipped with spikes. Suddenly, the children spin around and tackle the creature, and you realize the screams are actually laughter—they're playing together! The children notice your presence in the doorway and freeze in place just as you hear a voice in your mind say, "New friends!" as the creature waves its tentacles in your direction.

Princess Petunia and Brund are eager to be reunited with their respective families but wish to keep their friend Sloppy Jr.—so named for being slobbery—a secret. Sloppy Jr. is a **mini otyugh** (see Appendix) that can be convinced to bond with a character as a familiar. As soon as the children have been rescued, all paths that lead back to the settlements also pass area 2, where the final battle between the wererats and the werecrocodiles occurs as described in the "Final Fight" section.

17. SEWER TUNNELS

As detailed below, a number of the sewer tunnels have been marked by the different denizens or include hazards and puzzles that the characters may come across.

17A. PIPES

A large pipe juts out of the wall in this section and whenever a creature steps within 5 feet of it, a *magic mouth* spell activates that says "Place trash at end of

receptacle. Please remove your hands quickly. Thank you for using Mr. Tully's Terrific Trash Removal service!"

Any object that is placed at the end of the pipe is quickly scooped up by the **gelatinous cube** dwelling inside before it scampers back with its prize.

17B. WERECROC TERRITORY

The walls of this tunnel are painted with pictographs of humanoid crocodiles involved in a series of scenes ranging from simple farming to battle.

A DC 15 Intelligence (History) check reveals the pictographs as a visual history of a werecrocodile farming village along a lush river valley. Those who weren't slaughtered by raiders were sold into slavery and made to fight in gladiator arenas. Some eventually escaped and made their way to safety, gathering here in the sewers of Dugan to form a new pack.

17C. DEAD END

This section of the sewer dead-ends at a wall with drainage pipes and random junk floating in the water. Characters searching the trash find a random item on the below Junk table, re-rolling on duplicates.

JUNK

d6	Item
1	A filthy teddy bear with both eyes torn out and a pouch containing 5 gp stuffed inside.
2	A bloodstained handkerchief with the initials K.L. embroidered on them.
3	Two mismatched sandals tied together. One has a gold coin peeking from out of a hidden slot.
4	An empty whiskey bottle shaped and colored to resemble an owlbear.
5	A rope necklace of multi-colored wooden beads with a single black round <i>bead of force</i> at the center.
6	A wicker basket holding a broken baby doll swaddled in a dirty blanket.

FINAL FIGHT

By the time the characters rescue the children, Kai and Slips have gathered their followers for one final battle in area 2. Those followers may be diminished depending on the characters' actions and their diplomacy between settlements (areas 8 and 10). If the sewers were flooded (see area 11), all diplomacy benefits would have been negated and each group has the max supporters.

Kai and Slips each have five followers assisting them in this fight if they are not diminished. They ignore the fact that the children have been rescued and demand the characters return them and leave the sewers immediately. Both children hide behind Sloppy Jr., the **mini otyugh** (see Appendix), who protects them.

Encounter: War of the Weres. Slips the **wererat** and his **wererat** followers are battling Kai the **werecrocodile** (see "Appendix") and her **werecrocodile** followers. The factions are spread around the chamber. Each wererat is paired with a werecrocodile opponent, with Slips and Kai paired off. If one side has more followers, the extra followers stay at a distance and use ranged attacks.

When the characters come into view, both sides see them as enemies. The two wererats and two werecrocodiles nearest to the party break away to attack them directly. If either group was reduced to a single follower remaining, that follower defends their leader. If the characters attack any of the followers not currently focused on them, those followers join in attacking the party.

Both Kai and Slips disengage from each other if they lose half or more of their followers. They rage at the characters for interfering in their war before attempting to retreat back to their respective settlements with any surviving followers. If either is attacked while retreating, they defend themselves to the death.

CONCLUSION

This adventure can end in various ways based on the characters' actions throughout their journey through the sewers and their interactions with each faction.

Both faction leaders honor their word and pay the characters their promised reward once each child is safely returned. Neither allows Sloppy Jr. to stay with them and tells the characters to take it with them, or it will eventually be hunted down and killed if it remains in the sewer. Brund and Princess Petunia are apologetic but happy to return home and thank the characters by presenting them with their most prized treasures as gifts—a shiny hunk of green glass from Brund and a stuffed rabbit toy that's only missing one eye from Petunia.

If the sewers were not flooded, each faction looks at those who pressed for war and curtails any future efforts from either Slips or Kai. Chief Tork and King Creep agree to meet in person to build trust and communication between the factions.

If the sewers were flooded, both factions prepare for all-out war as they point the finger at each other for the loss of life. Both sides ask the party to join them if they were previously on good terms. Joining either faction in their war causes the other to declare the characters personal enemies. The battle can be avoided entirely if the characters take responsibility for the flooding. They will have made bitter enemies, and only the return of the children is enough for the leaders to allow the characters to leave unharmed. The future may find the party pitted against Silver Tooth wererats or Savage Eyes were-crocodiles seeking revenge.

HOOK RESOLUTION: OFFICIAL WORK

Parthus Magler pays out the promised reward if the characters manage to optimize the flow in the sewer overflow system (area 11 or 12). He is not pleased to hear about the factions living beneath the streets but does not have the manpower to deal with the situation. Perhaps the characters may be interested in helping with pest control in the future?

APPENDIX

MINI-OTYUGH

A much smaller and rarer breed of Otyugh, the mini-otyugh never grows beyond its miniature size. They are naturally more friendly than their larger counterparts and can sometimes be found accompanying adventurers on their travels and eating their scraps.

CR 1
200 XP

MINI-OTYUGH

Small aberration, neutral

Armor Class 14 (natural armor)
Hit Points 55 (10d6 + 20)
Speed 30 ft.

Proficiency Bonus +2

STR 12 (+1)	DEX 13 (+1)	CON 14 (+2)	INT 6 (-2)	WIS 11 (+0)	CHA 8 (-1)
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Saving Throws Con +4

Senses darkvision 120 ft., passive Perception 10

Languages Otyugh

Limited Telepathy. The Mini-Otyugh can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The Mini-Otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 2 (1d4) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) piercing damage. If the target is Small or smaller, it is grappled (escape DC 11) and restrained until the grapple ends. The Mini-Otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The Mini-Otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 11 Constitution saving throw or take 4 (1d6 + 1) bludgeoning damage and be stunned until the end of the Mini-Otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

WERECROCODILE

Medium humanoid (any race), chaotic neutral

CR 3
700 XP

Armor Class 11 in humanoid form, 12 (natural armor) in crocodile or hybrid form
Hit Points 58 (9d8 + 18)
Speed 30 ft. (20 ft. swim 40 ft. in crocodile or hybrid form)

Proficiency Bonus +2

STR
16 (+3)

DEX
12 (+1)

CON
15 (+2)

INT
10 (+0)

WIS
13 (+1)

CHA
11 (+0)

Saving Throws Str +5

Skills Intimidation +2, Perception +5

Damage Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in crocodile form)

Shapechanger. The werecrocodile can use its action to polymorph into a crocodile-humanoid hybrid or into a crocodile, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Senses. The werecrocodile has advantage on Wisdom (Perception) checks that rely on hearing, sight, or smell.

Hold Breath. The werecrocodile can hold its breath for 15 minutes.

Actions

Multiattack (Humanoid or Hybrid Form Only). The werecrocodile makes two attacks, only one of which can be a bite.

Bite (Crocodile or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the werecrocodile can't bite another target. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werecrocodile lycanthropy.

Tail Bash (Crocodile or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Warhammer (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands.

PLAYER CHARACTERS AS WERECROCODILES

A character who becomes cursed with lycanthropy retains their statistics except as specified by the specific type of lycanthrope. The cursed character gains the lycanthrope's immunities, speeds, traits, and actions that don't involve equipment. Their alignment changes to reflect the one defined by their lycanthrope type if they embrace their cursed state.

The following information applies to those characters infected with werecrocodile lycanthropy.

Werecrocodile. The character gains a Strength of 16 if their score isn't already higher and a +1 bonus to AC while in crocodile or hybrid form (from natural armor). Attack and damage rolls for the bite are based on whichever is higher of the character's Strength or Dexterity scores.

WERECROCODILE

In their humanoid forms, werecrocodiles are bulky with thick jawlines, a long nose, and heavily ridged brow. Pureblood werecrocodiles tend to be larger than their cursed kin and often act as pack Alpha.

Werecrocodiles are natural brawlers that use their brute strength to overpower foes. When in hybrid or crocodile form, they prefer to use their powerful jaws to grapple opponents and drag them into the water to drown.

They band in packs typically led by their Alpha elders who are revered in their culture for their cunning and strength. While many eschew civilization and prefer the muddy swamps or tropical jungles, it's not uncommon to find werecrocodiles traveling as merchant guards or fighting in gladiatorial rings.