

Rats in the Rain

Part 3: Black of the Rainbow

There is trouble afoot as an old friend calls for help. The cult of the black Rainbow are ready to make their move. An ancient legend is coming to life and the sewers of Vollenchia will never be the same.

A 5-hour adventure for 6th level characters

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Rats in the rain

A series of small adventures based in the city streets, the sewers and hidden places where low level characters can learn and grow.

Part 1: The Falling of the Rain
Part 2: beneath the storm
Part 3: The Black of the Rainbow

The Black of the Rainbow brings together a final battle between druids and the cult of the black rainbow.

Level of play

This module is designed for a group of 4-6 sixth level characters in a balanced party.

It could be adapted for a stronger or weaker group. Suggested modifications are in margins.

It is best to do the first encounter as average and modify following encounters based on the results of that fight,

Adaptability

If played as a League of Rats game, this module would be set in the [Golden Kingdom](#) town of Vollenchia. A mostly human city on the southern coast with a long stretch of elven lands to the north west, dwarven hills to the north and gnoll pride lands to the south.

It is a fairly dry city, so long periods of rain are unusual.



The module could be adapted to be set in any location such as a city near deep water in realms that have been forgotten.

It could also be placed in any large city in a world of your own device.



Background

The cult of the Black Rainbow has been on the move in Vollenchia. Most of their agents have avoided detection but Victoros Winter and Lindon Sirell have allowed the name of their group to be heard on the street.

Lindon was involved in a daring mission to retrieve information used by an ancient giant to summon a demon. This was only a small part of the cult's overall strategy.

The cult's leader Rhoash, a black pelted were-tiger warlock seeks powers from beyond. He has also summoned and bonded his agent; masquerading as the human Krispin Zane. Another demon is coming to do his bidding. Gorgor'xth who hangs half summoned waiting for Rhoash to complete his ritual.

One party aware of their progress is the city's sewer guardian Jasper Grain. He knows the cult operates on his doorstep and that they threaten the stability of life beneath the city.

In recent weeks, Jasper has taken to spying on the cult and learning their movements, but he made the mistake of reporting their actions to his mentor, a half sea-elf named Grindella Karralee, who has been blackmailed by the cult and now operates as their stooge.

Reluctantly she led Jasper into an ambush, but she allowed him enough time to get a message away before he died. Her goal is to return to reincarnate him.

Outline

Part 1: An animal messenger from Jasper brings the party to an ambush where they find the body of their friend. In his possession is a letter asking the characters for help.

Part 2: Seeking out Jasper's sanctuary in the sewers, the characters run into one of Kendra the Mouse's rivals.

Part 3: On finding the sanctuary, the party comes across some cultists and Jasper's mentor Grindella. She attempts to lure the party into an ambush meant for Jasper.

The following parts can occur in different orders.

Part 4: Lured into a trap, the party must face a pick of half dragon giant rats.

Part 5: The party confronts the Black Rainbow by attacking a hidden base in the sewers.

Part 6: Knowing Grindella is being blackmailed, the party attempt to rescue her cousin, thus earning an important ally.

Part 7: A final battle with the leader of the Black Rainbow.

Part 1: An old friend

Read Aloud:

The rains that have plagued Vollenchia of late seem to have ended for now as blue skies have finally returned to the coastal town.

Passing by the old crow tavern, a small bird speeds past you, more like an annoying insect, it seems to buzz each of you before landing on a barrel and speaking. This is not the first time Jasper Grain has gotten your attention with such a twenty five word message.

"Help!" the bird says clearly, "No time to explain, come quick. Road to Alzeera, oak grove by Hahn's mill."

Depending on what Jasper knows of the party, the message will either conclude with

- "I'll pay gold this time." or
- "Black Rainbow are after me."

Alzeera is south of Vollenchia, Approximately seven hours journey by foot. Hahn's Mill is about half way between the two towns. Run by Adamar Hahn, the mill grinds locally farmed grains to flour before sale to the city. It also has a small tavern for travelers. Apparently there is some kind of grove of oak trees there. Even for seasoned travelers this will be news.

Read Aloud:

After travelling fifteen miles on the road to Alzeera, you spot the way marker and the side road leading to Hahn's Mill. The area is mostly farmland where crops are growing, benefitting from the recent rains.

The road to the mill is well trodden, used by both grain traders and travelers in need of respite.

Far less travelled is a path that leaves the road to the Mill and heads northward towards a nearby hill. The rocky ground of the hill appears to make it less suitable for farming as the trees have not been cleared. Even at this distance they appear to be oak trees.

Following the path into the grove will lead the party straight into an ambush set by eight gnolls who have been paid to attack anyone entering the grove.



If the party approaches carefully or from another side, they may avoid being the victims of surprise attacks.

Two of the gnolls are master throwers (see new rules) and will attempt to do ranged trip attacks while the rest of the band will charge in.

The gnolls each carries a spear, a longbow, 20 arrows and 10gp

Adjusting the module: The party should have no trouble with this encounter, but it will help you to judge the ability of the party. If they win easily, later encounters should be made more difficult. Should they struggle, later encounters should be made easier.

Leaning against one of the trees in the grove, the party will find the body of Jasper Grain. A DC 10 medicine check will reveal he has been dead for several hours. A DC 15 medicine check will reveal his wounds were caused by blades rather than the weapons used by gnolls.

What also seems illogical is that he has with him a small pack containing two gold trade bars worth 50gp each and a note. (See handout 1)

The note reads:

My friends.

They have me trapped. Take the gold, use it as you wish. There are unnatural rats in the sewer, very dangerous ones. They have something to do with the black rainbow.

Please go to my sanctuary in the sewer. Below pump room 7. You will find some shackles made of vine. They are stronger than they look. We will need them to bind the enemy. Don't open stone chest – very dangerous.

Help is coming. Don't worry about me. Bind Rhoash. Buy us some time.

I can no longer trust Grindella, she led me here.

- Jasper

Allow the characters time to ponder the note and decide what they should do. At this point, there is only really one option presented, but if given time to talk about it, the players may realise it is very suspicious that he was able to write the note before dying, send an animal messenger and that his gold was undisturbed.

This may lead the group to go to Hahn's Mill to ask questions. It may lead the group to investigate Grindella before proceeding to Jasper's sanctuary.

They may also choose to bury or cremate Jasper's body. This will not prevent his later reincarnation.

They might return to Vollenchia and do some research on the sewers hoping to get a map. Sadly no such comprehensive thing has been produced. Town planning isn't advanced enough yet. Certain thieves and fences (such as Kendra the Mouse) will know their area of the sewer quite well. Any dedicated research on this topic will lead to two names of the most knowledgeable people in the city: Jasper Grain and Grindella Karralee.

If they visit the tavern at Hahn's Mill there will be four patrons and a single barman in the room. They will all have similar stories to tell.



- There are a large number of gnoll tribes living to the south. There have been issues in the past, but usually they keep to themselves.
- Grindella will be known to one of the travelers. He will only know that she is a sea elf druid that lives in Vollenchia (He is wrong about her race)
- Grindella has not been seen around Hahn's Mill (at least not by those present.)
- A person fitting Jasper's description had visited the tavern the night before. He was nervous and only had water to drink.

Part 2: Into the sewers (yet again)

Following the only viable lead, the character should head back into the sewers in search of pump room number seven. The pump room is located beneath the town's music hall with the most convenient entrance located behind the hall.

They could choose to enter the sewers at any location and make their way to the pump room, but as they approach the pump room they will come across a band of thieves led by a rival of Kendra the mouse.

If the characters have played *Falling of the Rain* or *Beneath the Storm*, they will already be known associates of Kendra. Read the first text block. If they have not played the other modules, read the second block:

Read Aloud:

From the shadows up ahead, you hear movement and see shadowy figure.

"Well, well, well," says a commanding voice as two hulking figures step into the light. They are a half orc and a human, both looking mean. The half orc could be a brother or cousin to Morrow Crane. Behind them is a shorter figure, the speaker, who steps into the light as well revealing his dwarven nature.

"My good mouse Kendra has sent her Dutchmen to bother me. That won't do at all. I say we send them back to the Mouse with a message."

"A message for the mouse?" mutters the half orc trying to be funny.

"Yes," says the dwarf, "A message for the mouse. Mayhap a mangled message for the mouse?"

His voice then rises, "Mangle them lads!"

Or:

From the shadows up ahead, you hear movement and see shadowy figure.

"Well, well, well," says a commanding voice as two hulking figures step into the light. They are a half orc and a human, both looking mean. Behind them is a shorter figure, the speaker, who steps into the light as well revealing his dwarven nature.

"Trespassers on my turf lads. That won't do at all."

The Dwarf is Regginax also known as Reggie the Axe, his men or Torban Crane and Josiah Dawson.

They are only interested in protecting and controlling their turf and are more than happy to get into a scrap with the PCs.

These thugs are not involved in the *Black Rainbow*. If captured and questioned they will not be able to reveal anything. They are unaware of Jasper's sanctuary, though they will admit they know the man and essentially have a truce with him. He leaves them alone and they leave him alone.

Adjusting the encounter.

If the party is weak, use a bandit captain and two berserkers.

For an average party, use a veteran and two berserkers.

If the party is strong, use a Gladiator and two berserkers.

Reginax is carrying 40gp and a +1 handaxe. Each of his men carries 10gp

The party can easily make their way to the pump room and through a manhole in the floor to a lower level of the sewer.

Part 3: Sanctuary

Beneath the pump station, the characters will be able to find a hidden door that leads into a small Spartan dwelling. They are not the first to arrive however, as a pair of cultists are already looking through Jasper's things.

Read Aloud:

You traverse a narrow ledge beside a deep flowing waterway. It is at least fifteen feet wide. You cannot gauge the depth in the darkness, though you are fairly certain it flows towards the harbor.

It takes a little concentration to balance, but nothing prevents you moving along to a section of the wall covered in moss.

A well hidden door gives way to an odd room. Some exotic potted plants provide unexpected greenery, but otherwise the room is quite Spartan: A simple bed, a near empty bookcase, a chest sitting by the wall. There is a small cooking area with some supplies of food. Most of these details escape your attention as there is a gnome and a tiefling in the room looking through Jasper's things.

The gnome is a spy; the tiefling is a warlock. They will attack at the first sign of trouble. The warlock will use vampiric touch at every opportunity. The gnome will move to gain sneak attacks by attacking the same opponent.

Both carry black rainbow brooches and will refuse to talk if questioned. They both carry their weapons and armour as well as 20gp each. The Tiefling has a key in his possession, which can unlock the Black Rainbow safehouse in part 5.

If captured, they will be unwilling to talk, but under extreme duress (DC 20 intimidation check), they will reveal the following:

- Jasper is suspected of being involved in two murders: Victoros Winter and Lindon Syrrrel. (This is not true, but they believe it is)
- They are investigating and looking for Jasper. (They know nothing about his murder)
- They want to recover things stolen from Lindon and Victoros (this is a lie as they really want the manacles.)
- Their instructions come from Krispin Zane, who they will describe as a tiefling (not quite accurate, but they believe he is)
- They do not know Grindella.
- They are not associated with Reggie the Axe and his men.

The "shackles made of vine" are growing in one of the pot plants which will be revealed by a detect magic spell or a DC 15 investigate check. There is not much time to find them though.

There is a chest crafted from stone. It sits locked against the wall. It is trapped. (See below)



Moments after the battle has ended, Grindella will arrive. This will not leave time to search the room, the bodies or find the shackles.

Read Aloud:

You hear the door moving once again, and looking up you see an elven woman. Her attire is not unlike the clothes usually worn by jasper: wet and with signs of sewer travel on them.

Her skin colour marks her as a sea elf, or perhaps a half sea elf.

She pauses, as if surprised by the scene ahead of her.

"What are you doing here?" She says.

It is possible the characters will be able to guess that this is Grindella and if they move to threaten or attack, she will flee, allowing the party to follow.

She will take on the form of a giant toad to take advantage of its swimming speed and jumping ability.

Should the party engage her in conversation she will reveal her name as she does not know the party were warned.

Roleplaying Grindella

Grindella is an unwilling pawn of the Black Rainbow. She will not admit this, but it will have an affect on her choice of words.

She will initially say that she is checking on her friend Jasper as she hasn't seen him in several days.

She will demand to know what the characters are doing there and who the bodies belong to.

She will be ready to run and at the first sign of trouble, she will wildshape and hit the water.

Following Grindella is no easy task. Characters are unlikely to be able to match her swimming speed and if they try to stick to the ledge they will need to move at half speed or succeed in a DC 10 acrobatics roll.

If the characters pursue her, she will lead them into an ambush (see part 4)

If the characters choose not to pursue her, but instead focus on searching the sanctuary, they will find the manacles and also find some maps of the sewers. Included in the maps will be the location of Grindella's sanctuary. There is also a section of the sewer labelled as "Black Rainbow?"

At this point, characters will have three options:

1. Investigate Brindella's sanctuary
2. Investigate the Black Rainbow area
3. Return to the surface to gather information
4. Try to open the chest
5. Give up and go home (This should not seriously be considered an option)

Opening the chest

Unknown to the characters, their friend Jasper was once a gnome, died in battle and was reincarnated. This chest contains precious memories of that life.

It appears locked. Any attempt to open the chest will trigger a magical ward that casts Insect Plague. The trap can be detected with a DC 20 investigate roll and disarmed with a DC 20 use of thief tools.

The chest is not actually locked or even openable. It is made from stone and sealed with a stone shape spell.

Should the characters manage to open it, they will find a series of portraits on top showing a gnomish family. clothes for a gnome including druidic vestments and a suit of dragon scale armour: sized for a male gnome and made from scales of a bronze dragon.

Jasper will want all of this back, though he won't object to a PC gnome wearing the armour while he is "dead"

Think of this as the equivalent to the Captain's chest in Avengers #276 (The culmination of one of the greatest comic book epics ever written – it would be an understatement to say I highly recommend it. It is also a great example of the building of a story over time.)

Investigating Grindella's sanctuary

Grindella's sanctuary is in a difficult to reach area of the sewers. She prefers to enter in giant toad form. She has used stone shape to remove any nearby ledges, so characters will need to swim against a strong current before doing a ten-foot vertical leap to reach the only available ledge.

If unable to replicate Grindella's leap, it will be necessary to climb ten feet up wet polished stone. Determined players should have no trouble finding a solution.

They will then need to open a concealed, locked and trapped door.

Finding the way to open the door requires a DC 20 investigate check. Characters expecting to find the door will have advantage.

Spotting the trap will require a DC 15 investigate check. Disarming the trap will require a DC 15 dexterity check using thieves' tools. Unsuccessfully doing this will trigger the trap. Attempting to pick the lock will also trigger the trap.

If the poison needle trap is activated, the person working the lock takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

Opening the lock will require a DC 15 dexterity check with lock picks, or a good amount of brute force.

Read aloud:

Grindella's room is not unlike Jasper's, though she lacks the greenery. It is quite Spartan with a desk, a small bookshelf and a stone tank full of water and pet fish.

On the wall, held in place by a dagger coated in dry blood is a note that reads:

Mirrell went to the market today. She was looking at new shoes. It would be a pity if she fell and her feet were broken so badly she couldn't wear them.

Your friend is getting too close. It is time you got him out of the picture.

Even the thickest of players should work out from this that Grindella is being blackmailed. This should give the characters some more options.

They can still pursue Black Rainbow, go in search of Grindella with the new information or go looking for Mirrell.

Any search for Mirrell at this point will likely be futile as there is simply not enough information to go on.

Should they attempt to locate Mirrell, move on to Part 6

Searching for Black Rainbow

Should the characters decide to search for Black Rainbow using Jasper's map, they travel back through the sewer and need to pass the area where Grindella has set up the trap. A DC 10 perception check will allow them to spot her up ahead in the sewer. She will let them approach (to get them over the trapped area) and then spring the trap. She is too nervous to listen even if they announce that they know about Mirrell. Move on to part 4.

If the party has Mirrell with them, Grindella will be very cooperative and give the party the information they need to bypass part 4 and move straight to part 5

Module Designer's tip:

The ambush at part 4 was designed before any other part of this module. Everything else is there to give the DM an excuse to surround the party with half dragon giant rats. It would be a great shame to skip that part, but players will find a way to do it, so be prepared.

If they skip the trap, the rats can all be at the safe house, but spread them out so it takes more than one fireball to kill them.

Part 4: An Ambush of Rats

Critical Tip:

Sometime you just need to scare the \$%@@ out of the players. This is your chance, don't blow it!

Make the first round devastating and even if the rats back off, the players should not want to ever see them again.

At any point that the players pursue Grindella, she will lead them into the trap she had prepared for Jasper.

She will be travelling through the sewers in the form of a giant toad. By now the characters should have seen her in that shape.

Knowing they will follow slowly, Grindella will give away her position by croaking. It is not far before she reaches a crossroads and turns right to go upstream. She will attempt to lure the party into a trap. She will pick her spot and wait for the party to be in the right spot. Earlier, she weakened the stone with a series of stone shape spells. As a sewer druid, she knows how to do this. All it will take is one more spell and a twenty-foot section of the tunnel will give way. The weight of armoured characters may help.

Read Aloud:

The chase continues around the corner and now against the flow of water. There is no ledge in this section and you must wade in waist deep water to pursue.

In the distance you spot the toad transform back into her half-elven form.

She looks up the waterway at you and then utters words of magic.

As she does so, you feel the ground beneath your feet fall and the water rush in to drag you under.

Character at the front of the party could leap to solid ground by making a DC 10 acrobatics roll, but will then need to succeed on a DC 15 strength saving throw to avoid being knocked back by the water.

It is possible for one or two characters to remain there and have access to Grindella. Grindella braced herself against the current and she will flee at the first sign of trouble by again taking the giant toad form and leaping further up the channel.

If anyone is far behind the rest of the group, they may make a DC 15 strength saving throw to avoid being swept in by the current.

Should a character wish to secure a rope they will find it difficult as there is only polished wet stone. An iron spike may be hammered in, but this will risk weakening the stone further.

At this level, it is possible a character will be flying or walking on water. Just go along with it. There is no real problem with them rescuing everyone else. They will still get a scare.

The rest of the party will find the ground beneath their feet is gone and the water sweeps them under.

There is a forty-foot drop into shallow water (3d6 damage)

The chamber is forty feet in diameter and forty feet to a ruptured ceiling the water flows in through. There are over a dozen openings in the wall, large enough for a character to crawl through. Each is ten to twenty feet from the ground and distributed evenly around the chamber.

Read Aloud:

You crash into the floor of a dark chamber with shallow water at the base. It was a good forty foot fall. The room you are in is round, about forty feet in diameter with almost no light.

Spread evenly around the chamber are a dozen holes in the wall, each between ten and twenty feet from the floor

Moments after they fall, half of the giant rats will stick their heads out of holes and breathe acid. If they can hit two characters in one line, they will, otherwise they will hit separate targets each.

In the second round, these rats will withdraw as the other half come forward and breathe. Four of the first group will leave the area, to be seen again in part 5. The other rats (if they survive) will remain to continue this battle.

In subsequent rounds, any rat with its breath recharged will breathe and the others will hold back.

Anyone attempting to climb the wall will be their primary target.

Should the characters escape through rat holes, any remaining rats will swarm them on the other side.

Should they escape the way they entered, all surviving rats will be present in part 5.

Adjusting the encounter

If the party is weak, reduce the range of breath weapons to fifteen feet and reduce the chances of breath weapons recharging to 6.

The goal of this encounter is to wear the party down and use their resources. Aim to knock half the characters to zero hit points.

Characters at this level should be resourceful enough to get out of this situation. They can certainly take the rats out one by one with held actions, but they will take a lot of acid blasts in the process.

Tip:

Many years ago I decided that any scenario in a module should have a solution that I know of, so that I know it's possible. I would have no objection to players finding another solution, just so long as I knew it wasn't impossible.

What I noticed was that every time I did this, the players would find some totally different way out of the problem.

So, I gave up making sure things were possible. Resourceful players will find a way to survive anything. This is one of those scenes. I don't know how they'll get out of it. You won't know until they try.

After the first round of combat, I suggest a toilet break. By the time you get back, they'll have a plan. Whatever happens, try to kill them, but enjoy the way they thwart you.

Part 5: The rats that got away

Characters will approach the cult's sewer base by one of the following:

- Tracking those escaping the ambush
- Information from Grindella
- Using Jasper's map
- Questioning the right prisoners
- Any combination of the above.

Should Grindella be with the party and be on good terms with them, she will need an excuse to leave before entering the safe-house. (She is secretly going to get Jasper – See Part 8)

- Have to check that Mirrell is safe
- Have to get more allies
- She can't face them again as they may have more power over her
- She is completely out of spells for the day
- She cracked a nail and can't go on.
- Any excuse, it really doesn't matter, just so long as you don't end up role playing with yourself.

The Black Rainbow maintains a safe house within the sewers. Most agents know about it, but few know any other location. It contains a meeting room, a lounge area, a library and a storage area.

When the characters arrive, the remaining rats will be there along with Krispin Zane and two cult fanatics. The rats are in the storage area, Zane and the cultists are in the meeting room. If more than 4 rats are there, 4 will be in the storage area and the rest in the rat nest behind it. They will join the battle once they are alerted by the screeching of their brethren.



The sound of battle in either location will likely summon those located elsewhere in the safe house.

The main entry way is via a door from the sewers. It is locked. The Tiefling from part 3 had a key which characters may be in possession of. If not the door will require a DC 20 lock pick roll or a significant amount of violence.

Krispin Zane has jewelry and coins worth 100gp and carries two potions of healing and a vial of acid. The fanatics each carry 15gp

Part 6: Damsel not quite in distress

Should they ask around town: specifically about a sea elf named Mirrell. Characters may make a persuasion check or similar role to get information.

DC 20 will reveal that a half sea elf named Mirrell is an apprentice wizard, but no further information.

She could be tracked down by investigating the local wizards, magic stores and libraries. This will take several hours of asking around. They can eventually learn that she serves under a wizard named Crab-claw Drake, a gnome specializing in abjuration magic. He is currently out of town and has left Mirrell to do some research on her own.

Mirrell is currently working in a three story property in the north of town. There is a butler, who is an agent of Black Rainbow, but otherwise she is alone.

The house is being watched constantly. Almost any attempt to enter will gain their attention. Crab-claw has set up magical wards to prevent burglary which will make it more difficult for the characters should they wish to rescue the girl.

Mirrell is not actually a prisoner, so doesn't really need rescuing. She is under threat though, and the threat can be alleviated by removing the watchers and/or moving the girl.

If characters do a good reconnaissance, they should be able to identify the best vantage points for watching the house and possibly launch an attack on the watchers here.

Black Rainbow agents in the area are the butler (spy) located in Crab-claw's home, two cult fanatics watching the building, two thugs in the back room and two more thugs masquerading as city watchmen.

Should characters break into or attack the wrong building, the commoners within will cry for city guards, but the black rainbow thugs will rush in to "assist" first.

If Mirrell is moved while Black Rainbow Agents are watching, they will either attack immediately or gather reinforcements to attack as soon as possible.

If all the agents in the area are defeated, Mirrell can be retrieved. If the situation is explained to her, she could go to another relative's house to be safe, or the characters may decide to take her with them or to take her to Gindella's sanctuary. All of these options are fine and Mirrell will not be under threat again.

Each of Mirrell's watchers carries 15gp as well as their weapons and armour. The cult fanatics each carry a black rainbow brooch.

If the characters have Mirrell with them when they find Grindella in the sewer, they will not be led into the trap. More rats will subsequently be available in part 5.

Part 7: Lair of the black rainbow

There are two ways into the lair, from street level or from the sewers. Characters will most likely enter from the sewers directly from the safe-house.

Rhoash will be in the basement where he is summoning a demon. The demon is stuck mid-way between worlds. Rhoash has a large supply of books and is looking for a way to finish bringing the demon through.

Read Aloud:

The basement is large, with a long bookcase and two desks covered in books.

On the western wall is a shimmering shape of a being perhaps twenty feet tall with red scales, black horns and dark wings. It appears to dwell between worlds as if stuck mid-way through being summoned from the hell where its kind dwells.

It has an aura of unspeakable anger and power. Its eyes grow more solid as it spies you, its clawed hands grow in substance as its rage builds.

It roars, yet all that is heard is an echo.

"Power that should be unbound don't you think," comes the voice of a dark furred humanoid by the bookcase. He looks like a humanoid panther.

"You are not going to help are you?" he says before springing claw first at the party.

Upon seeing the demon, all characters must make a DC 12 wisdom save or gain a level of madness and a short term madness effect.



Note: Madness sucks. If the party is low in wisdom characters, you can get a TPK without having to lift a figure.

There will be no surprise round. Everyone is expecting battle. In the first round Rhoash will pounce if he can, otherwise he will lash out with a claw and bite. On the second round, he will cast mirror image. After that, he will switch to using his scimitar.

If he has warning that he will be attacked. (Party bashes in the front door or enters noisily) he will already have cast mirror image.

Adjusting the encounter

This is actually a weaker encounter than the one in part 5, but it is unlikely the party will be able to fully rest before this one. There is also a good chance that the party will be weakened by madness.

Should they be at full strength, the half materialized demon may furnish some attacks on initiative rank 20 as though this were a lair.

Its options are to cast:

- Blight (DC 14)
- Flame Strike (DC 14)
- Fear (DC 14)

If not used during the battle these will begin once Rhoash dies or the demon is attacked in any way. This effect ends if the manacles from Jasper's sanctuary are placed on its wrists.

When the battle is done, the half materialized demon will remain and continue to use lair power until it is banished or the manacles are placed on it.

If the manacles are placed on it, or even near it, they will immediately entwine its hands and leave it present, but powerless.

Sometime later, two druids will appear: Grindella and a gnome. Curiously the gnome will seem to know the party, but will be too focused on the demon to explain why. The two druids will perform a ritual together that will cut the demon off and send it back to its home plane.

At this point, the gnome will reveal himself to be a reincarnated Jasper Grain and will thank the party for all their efforts.

If Grindella did not survive, another druid will have cast the reincarnate spell.

If she never allied with the party, she will still go back for Jasper, though the final scene may be awkward.

If any member of the party has Jasper's armour, he will ask for it back.

Rhoash has jewelry and coins worth 200gp and spell scrolls of: Branding Smite, Crown of Madness, Moonbeam and Spider climb.

A further 180gp is in a bag on the table. This is the funding he uses to pay his agents.

Wrapping Up

Both Jasper and Grindella will thank the party.

There are no specific rewards for saving the city, although characters can keep the gold bars that Jasper was carrying earlier.

Rewards

The party have had the opportunity to collect the following treasure:

Found on Jasper	100gp
Gnolls	10gp each
Reginax	40gp
Reginax's thugs	10gp each
Gnome and Tiefling	20gp each
Mirrell's watchers	15gp each
Krispin Zane	100gp
Fanatics with Krisin	15gp each
Rhoash	380gp

And the following magic items to be distributed as the players see fit.

+1 Hand axe
2 potions of healing
1 vial of acid.
Spell scrolls of: Branding Smite, Crown of Madness, Moonbeam and Spider climb.

Experience Points

Experience points for enemies defeated are listed with the monsters' stats. Add these up and divide by the number of player characters.

Award each character the following additional bonuses

Rescuing Mirrell	200XP
Not opening Jasper's chest	100XP
Binding the demon	500XP

Character Directory

Adamar Hanh: The proprietor of Han's Mill

Crab-claw Drake: A gnomish wizard specializing in abjuration magic, currently tutoring Mirrell, but out of town at the moment.

Grindella Karralee: A half sea elf sewer druid who once mentored Jasper Grain. She has been blackmailed by the cult and now reluctantly serves them while looking for a way out.

Jasper Grain: Human druid specializing in sewers who protects the underworld of Vollenchia.

Josiah Dawson: A Human thug working for Reggie the Axe

Kendra the Mouse: A half elven fence with a few connections around town.

Krispin Zane: Agent of the Black Rainbow. He has demonic ancestry and is researching demon summoning. He commands a litter of half dragon giant rats which was created by one of his allies. Krispin is blackmailing Grindella, arranged the murder of Jasper and wants revenge on the killers of Lindon and Victoros.

Lindon Sirell: A now deceased human blade shaper. Lindon belonged to the cult of the black rainbow.

Mirrell: Grindella's younger sister who lives in town. She is an apprentice wizard, but being stalked by the black rainbow.

Morrow Crane: A Half Orc thug working for Kendra the Mouse.

Rhoash: Were-tiger warlock with a black pelt. Has directly manipulated Krispin Zane into researching demons for him.

Regginax a.k.a. Reggie the Axe: A dwarven criminal gang leader. A rival of Kendra the mouse, he leads a small brutal band in the sewers near Jasper's sanctuary.

Torban Crane: Brother of Morrow Crane. A Half orc thug working for Reggie the Axe.

Victaros Winter: A now deceased Tiefling member of the Cult of the Black Rainbow.

Monsters/NPC Statistics

Bandit Captain

Armor Class 15 (studded leather)

Hit Points 65

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Dwarven

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Berserker

Armor Class 13 (hide armor)

Hit Points 67

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages Common

Challenge 2 (450XP)

Reckless.

At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit* 9 (1d12 + 3) slashing damage.

Cult Fanatic *Medium humanoid*

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Dark Devotion.

The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

The fanatic has the following cleric spells prepared:
Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *inflict wounds*, *shield of faith*

2nd level (3 slots): *hold person*, *spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.



Gladiator

Armor Class 16 (studded leather, shield)

Hit Points 112

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.



Gnoll *Medium humanoid (gnoll), chaotic evil*

Armor Class 15 (hide armor, shield)

Hit Points 22

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge ½ (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bow master Gnoll

The Bow master has the same stats as other gnolls but is also trained in ranged combat options as if they have levels of the Master Thrower option (see new rules)

Ranged Trip

When you hit an opponent, you do half the normal amount of damage and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

The save DC 11.

Grindella Half Sea Elf Druid – Level 9 Druid
Armor Class 16 (hide armour, shield)
Hit Points 67
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	9 (-1)	18 (+4)	12 (+1)

Senses passive Perception 14

Languages Common, Druidic

Wildshape

Prepared Spells:

Shillelagh +7 to attack, 1d8+4 damage
 Cure Wounds, Lesser Restoration, Darkness,
 Gaseous Form, Control Water, Stoneshape,
 Cloudkill, Contageon.

If the characters attack Grindella and she can't escape, you have done something wrong. The punishment for that is that you have to build the rest of her character on the fly to do the battle.

Half-dragon Giant rat Small beast evil

Armor Class 12

Hit Points 7

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses blindsight 10 ft, darkvision 60 ft., passive Perception 10

Amphibious. The half-dragon can breathe air and water.

Resistances: Acid

Languages draconic

Challenge 1 (200 XP)

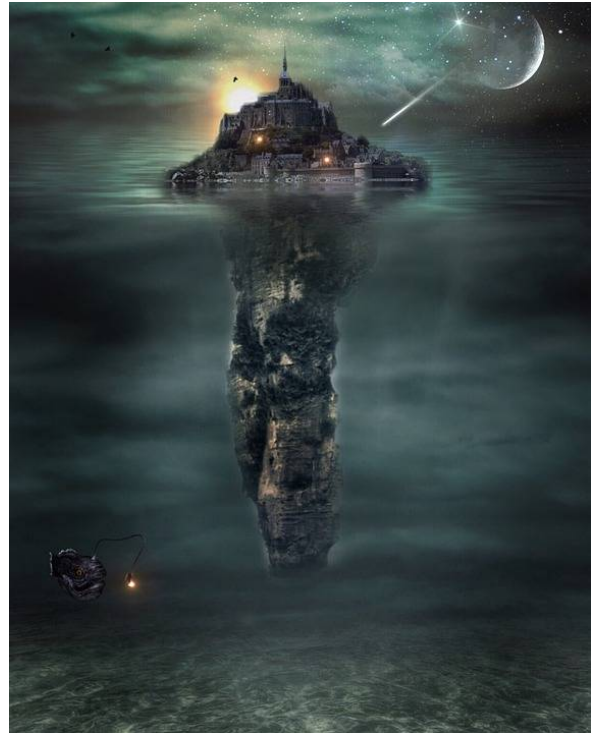
Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

AcidBreath (Recharge 5–6). The rat exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.



Krispin Zane Medium Fiend, (evil)

Armor Class 19 (scale armour)

Hit Points 82

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Persuasion +6,

Damage Resistance fire, cold, lightning, poison; bludgeoning, slashing and piercing from non-magical weapons.

Senses Darkvision 60', passive Perception 14

Languages Common, Abyssal, Infernal

Challenge 5 (1,800XP)

Fiendish Blessing. Armour Class includes charisma bonus

Actions

Multiattack Krispin makes two melee attacks or uses his acid burst twice

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 11 (2d6+4) bludgeoning damage.

Acid Burst Ranged Spell attack, +7 to hit, range 120', one target, hit 10 (3d6) acid damage

Rhoash *Medium humanoid*
(human, shapechanger), neutral evil
Armor Class 12
Hit Points 120
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	19 (+4)

Skills Perception +5, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 15
Languages Common (can't speak in tiger form)
Challenge 4 (1,100 XP)
Shapechanger. The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, 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 Hearing and Smell. The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.
Pounce (Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.
Actions Multiattack (Humanoid or Hybrid Form Only). In humanoid form, the weretiger makes three scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.
Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.
Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft. one target. *Hit:* 7 (1d8 + 3) slashing damage.
Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.
Longbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
Spell Casting: Rhoash uses his charisma as his spell casting ability (DC 15 save)

Spells:

- Eldritch Blast +7 to hit, 1d10+4 damage
- Witch Bolt +7 to hit, 2d12 lightning damage
- Mirror Image

Tip:

When adapting a monster by making it a spell caster, you can spend ages working out every detail and every spell they have or you can just give it the three spells it will actually use and assume it has other spells that won't really matter.

Spy
Armor Class 15
Hit Points 19
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	12 (+1)

Saving Throws: Int+3, Dex +5
Skills Deception +3, Insight +2, Investigation +3, Perception +3, Persuasion +3, Sleight of Hand +7, Stealth +7, thieves tools +5
Senses: Passive Perception 14
Challenge 1 (200 XP)
Actions:
Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.
Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.
Rapier: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.
Shortbow: *Ranged Weapon Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 5 (1d6+3) piercing damage.

Thug *Medium humanoid*

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge ½ (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Veteran

Armor Class 17 (splint)

Hit Points 58

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common, dwarven

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, Range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Warlock

Armor Class 16

Hit Points: 38

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Saving Throws: Wis +3, Cha +6

Skills Deception +3, Insight +2,

Senses: Passive Perception 10

Challenge 1 (200 XP)

Actions:

Rapier: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) piercing damage.

Spells:

Vampiric Touch Attack +6, Damage 3d6

Eldritch Blast Attack +6, Damage 1d10+3

Playtest notes:

The first party suffered a TPK (Total Party Kill) in scene 4, which is not a total surprise.

The simulated parties I made up survived the trap, so it is technically possible.

I think the problem is that play-testers don't care enough about their characters to properly play them and make use of all their abilities. This could become an issue with higher level modules.

Also, had they used the same characters as were used in Old Frog and Toad and Rats in the Rain 2, they would have had some defenses against the acid, as there are a few such things dropped in those modules.

Maps and Handouts

Handout 1: Jasper's note

My friends.

They have me trapped. Take the gold, use it as you wish. There are unnatural rats in the sewer, very dangerous ones. They have something to do with the black rainbow.

Please go to my sanctuary in the sewer. Below pump room 7. You will find some shackles made of vine. They are stronger than they look. We will need them to bind the enemy. Don't open stone chest – very dangerous.

Help is coming. Don't worry about me. Bind Rhoash. Buy us some time.

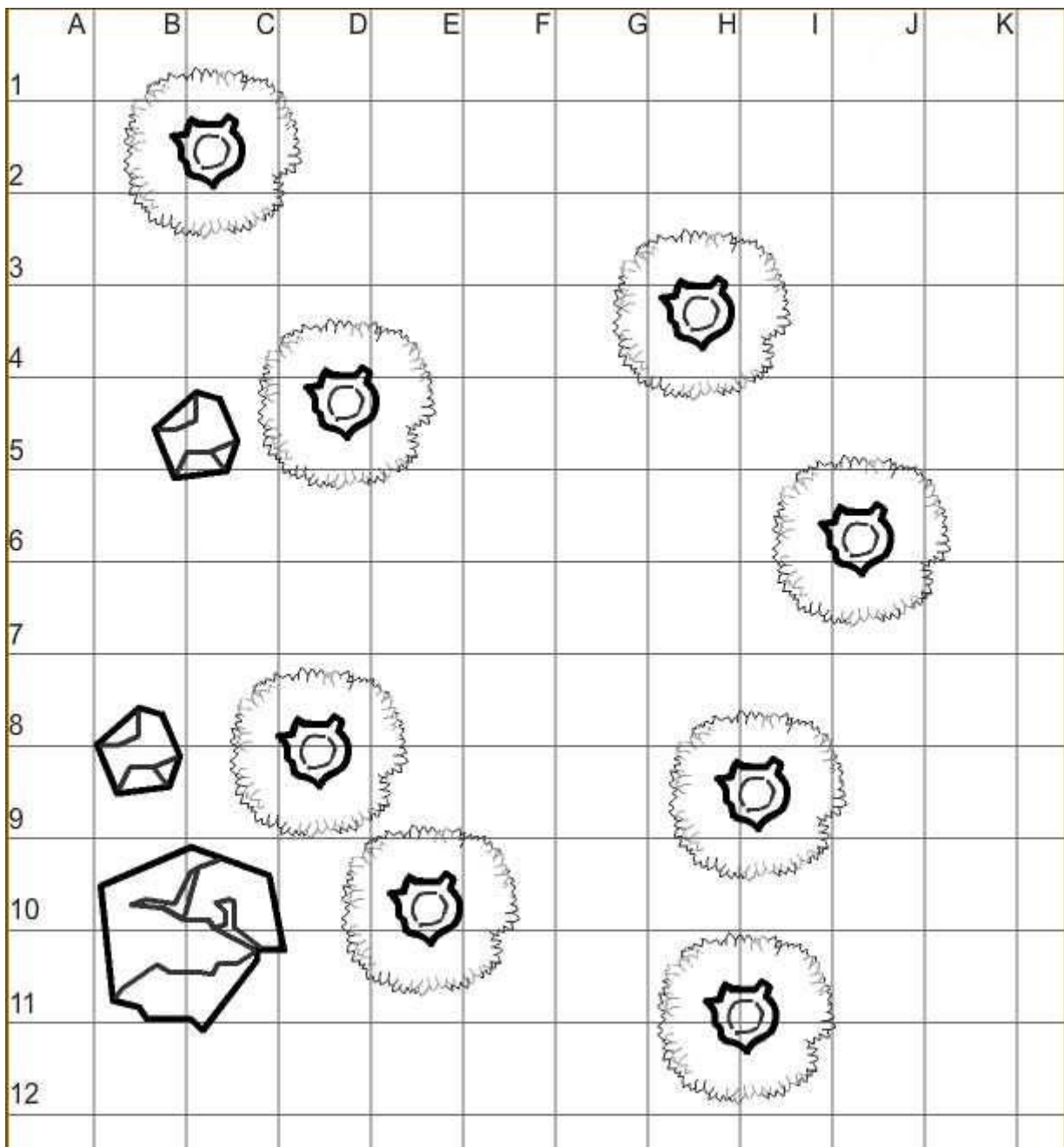
I can no longer trust Grindella, she led me here.

Jasper

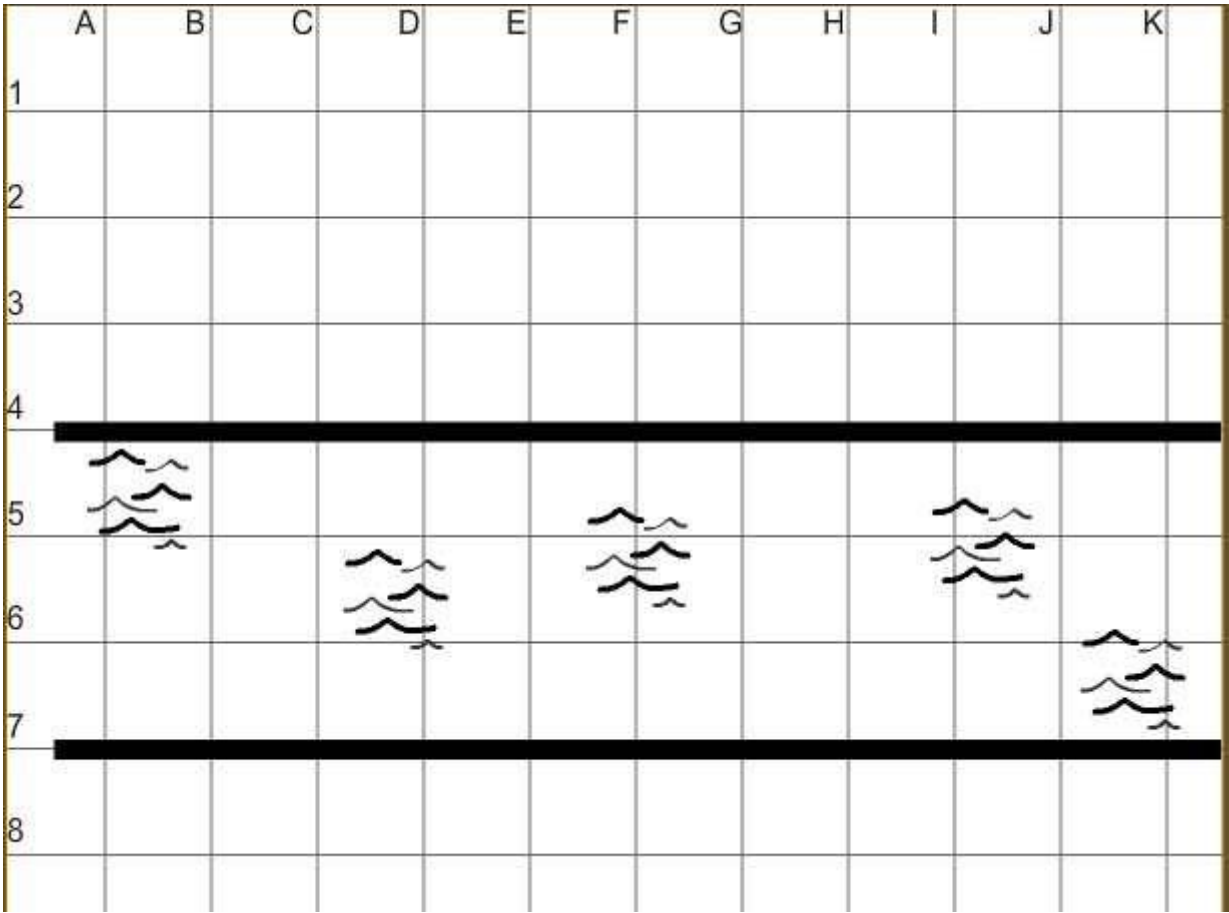
Mirrell went to the market today. She was looking at new shoes. It would be a pity if she fell and her feet were broken so badly she couldn't wear them.

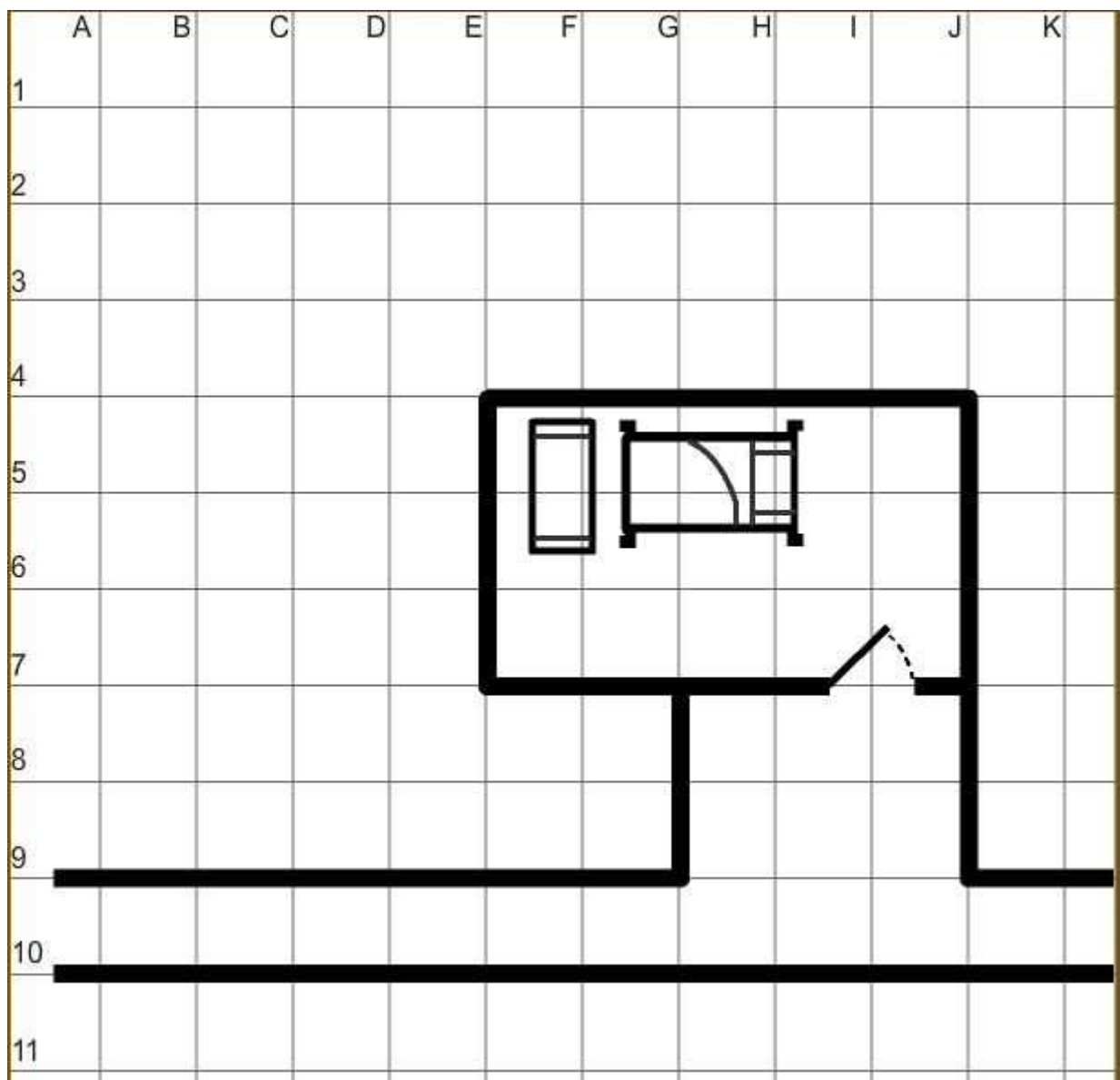
Your friend is getting too close. It is time you got him out of the picture.

Ambush in the grove.



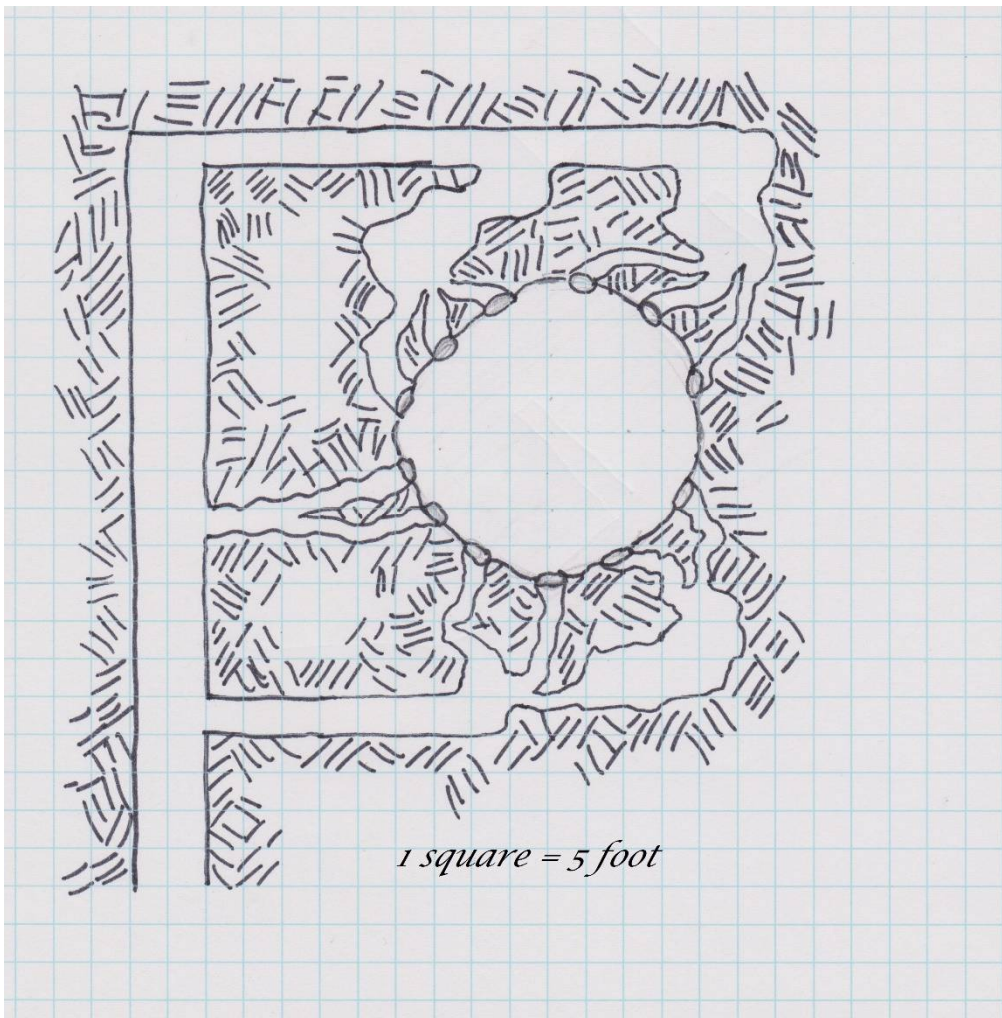
This could be used for any battle in a sewer.





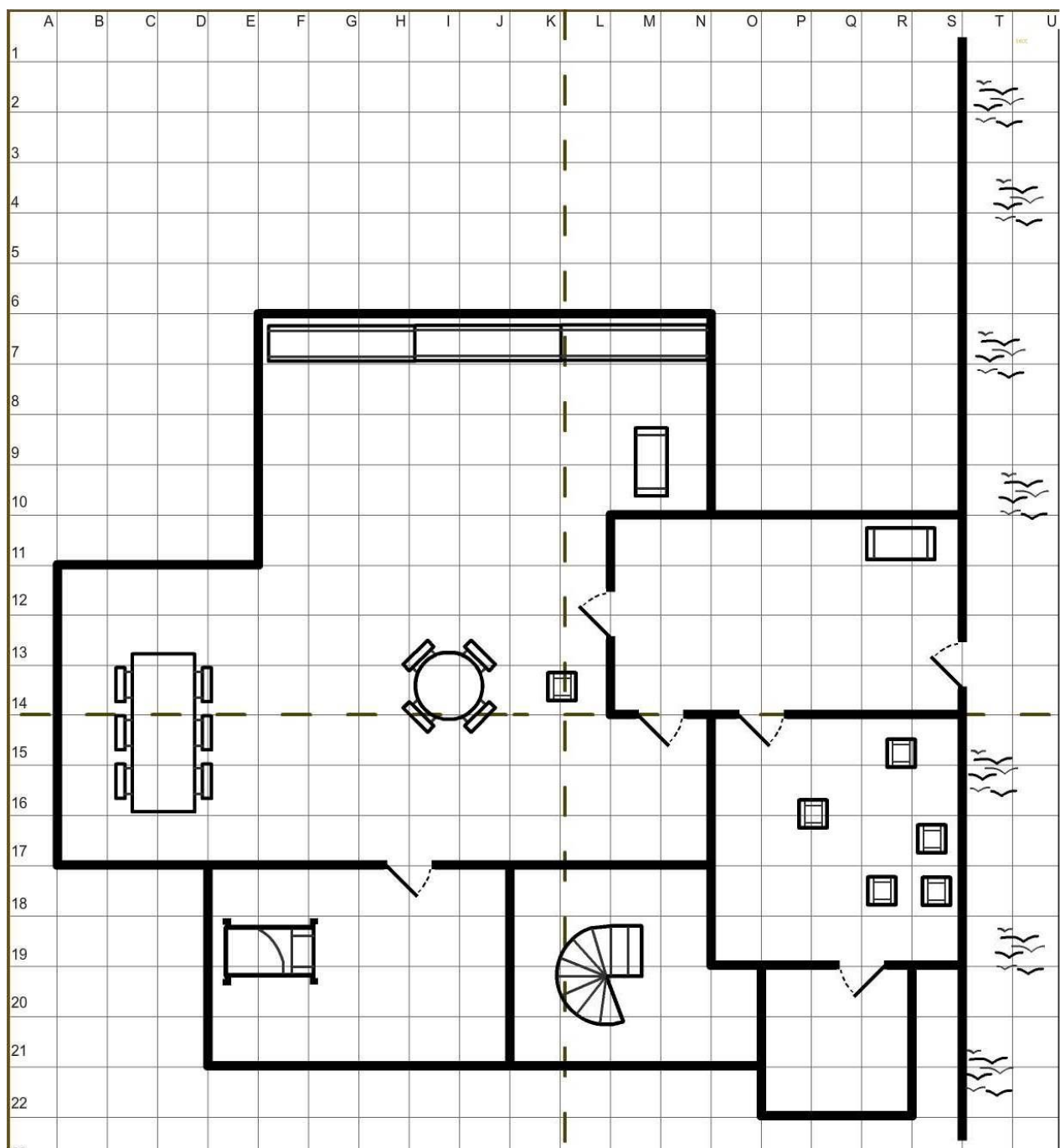
Jasper's sanctuary (feel free to make it bigger)

A good place for an ambush.



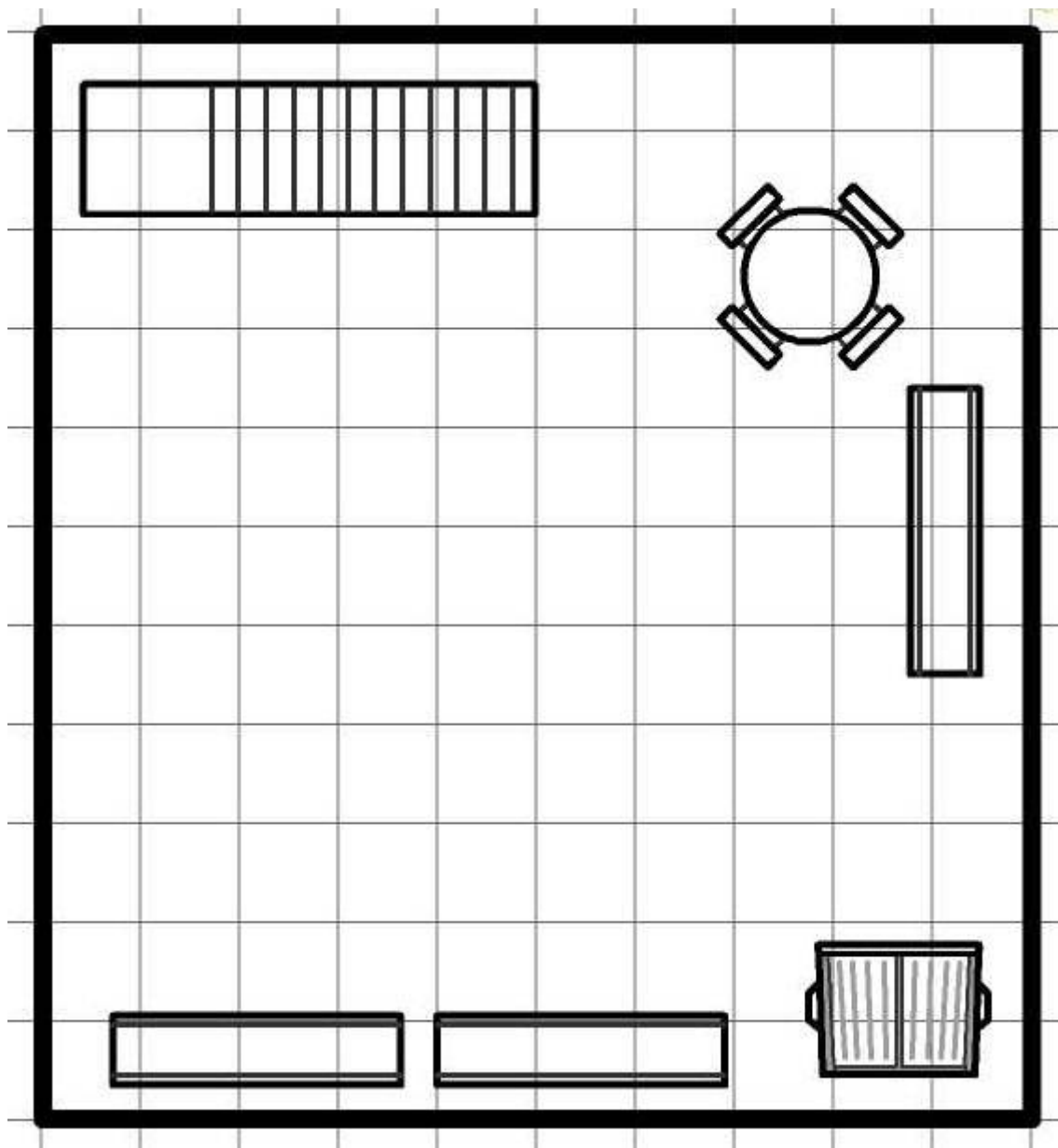
Personally I prefer hand drawn maps. They carry a sense of authenticity about the world and a great feeling of nostalgia. All maps were hand drawn in the 80s

Adventurers do not carry odometers, theodolites or GPS mapping systems. They just see stuff and draw it. Try that sometime. I bet you can't accurately draw your own home and you've been living in it for yours. We had a guy come in to measure our kitchen for a quote and it took him 45 minutes to measure one wall!



The Safe-house.

There is a hidden door (L17) that can easily be found if time is spent searching for it, otherwise a DC 12 perception check will notice it.



The Basement.

Note that the trapdoor leads down into the safehouse. The stairs lead up into Rhoash's house. No map is provided of this.

New Rules

Master Thrower

A master thrower is a specialist with ranged weapons, but prefers the heavy thrown weapons to the bow. In combat he will begin with one or two well placed throws and then move in with melee weapons.

The Master Thrower is a martial archetype for the fighter class as described on page 72 of the Core Rules. It can be selected at level 3 in place of the existing archetypes.

Extra Range

At 3rd level, you are able to throw a weapon further. The range of any thrown weapon you are proficient with is doubled.

This applies to both the short and maximum ranges.

Trip Attack

At 7th level, you may make a ranged trip attack by throwing your weapon at the leg of your opponent. When you hit an opponent, you do half the normal amount of damage and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

The save DC is equal to 8 plus your proficiency bonus plus your strength modifier.

Two Handed throw

At 7th level, you may do a large two handed throw which allows you to throw larger weapons two handed such as large rocks, heavier hammers or a caber.

See the new weapon section of this volume.

Extra range does not apply to these weapons.

Abilities beyond 7th Level are detailed in [Seekers of Fortune](#).

Sewer Druid

A sewer druid is a druid belonging to circle of the Land who has chosen the city sewer as his terrain type. Often they will patrol sewers looking for rogue animals, water blockages or any other problem that may affect the city above.

It grants a new set of circle spells, but is otherwise identical to any other circle of the land druid.

Circle of the Land: Sewer Spells

Druid Level / Circle Spells

3rd *darkness*, *darkvision*

5th *gaseous form*, *stinking cloud*

7th *control water*, *stone shape*

9th *cloudkill*, *contageon*

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- Wizards of the Coast for the SRD 5E rules and OGL

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