

Carrion As You Were

[Rumour Summary](#)

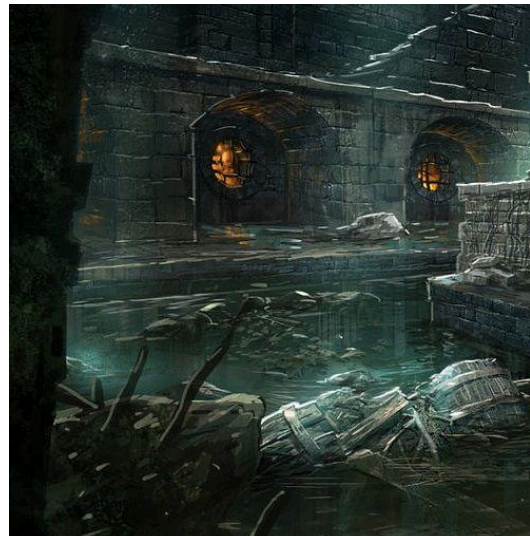
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Rumour Summary

Read to players: The Thieves Guild have asked for one of their underground routes to be cleared out. They haven't given any specifics beyond a payment of 50 gp per head for those who help clear the route.

For GM: The Thieves Guild has been having trouble with [Carrion Crawlers](#) infesting certain underground and sewer tunnels that they use to run goods and messages on jobs. The party can either wipe out the infestation (which is originating from the mega-dungeon under the Academy) or look for alternative ways to clear the route.

Finding A Way In

The party is approached in the Fuzzy Drumstick or is looking for jobs at the Star & Cape dive bar at the docks. A Thieves Guild Runner offers them the job.

- If there is a Rogue in the group they can use Thieves Cant to locate one of the three entry points (see map below). You can be vague about where exactly in Avalon these entry points are.
- If there is no Rogue in the group, a member of the Thieves Guild will meet them (roll a d6 to randomise the entry point). If you're feeling generous or the party is persuasive enough, this Thieves Guild member may join them in the tunnels.

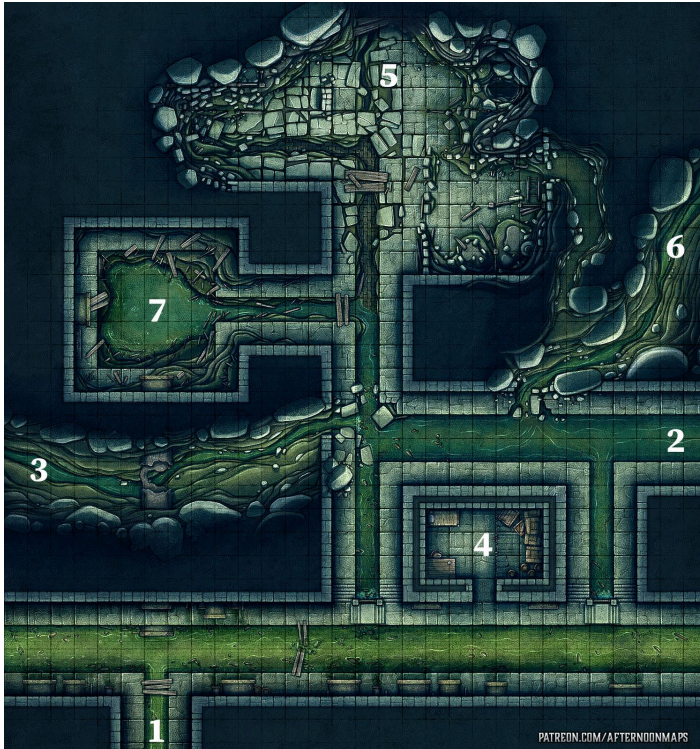
If the party heads down during the day, they will have to avoid the City Watch or nosy Avalonians but the Carrion Crawlers will be sleeping. At night it will be easier to slip in unnoticed but the Carrion Crawlers will be more active. Getting into the tunnels may provide a great opportunity for some PCs to use face skills like **persuasion** or **deception**. If needed, remind the party that killing or attacking city guards is **not** an option.

The Tunnels

You can bunch the [Carrion Crawlers](#) in their nest (Area 7) or you can have them wander the tunnels for random encounters. Depending on the average party level and session timings you can decide on the number of Crawlers required.

The tunnels are about 7ft tall and on average 10-12ft wide. Magical torches are scattered throughout and offer dim lighting in most areas.

A shallow stream runs through the tunnels. The Thieves Guild has placed [bear traps](#) in random locations hidden in the water. This not only deters strangers from wandering but also deals with the Crawler problem. However, the Carrion Crawlers are using their *spider climb* to avoid them.



1. Tunnel entrance/exit

2. Tunnel entrance/exit

3. Tunnel entrance/exit

4. **Thieves Guild Runner stash** is hidden here and can be found on a successful **DC14 Perception** check (lower to **DC8** if there is a Rogue using Thieves Cant). The stash contains:

- 2d10 [Cat's Tongue](#)

- 1x Bait Box

The **bait box** is a small wooden box with a hand hole on one side. Inside is a rubber band that stretches across the inside of the box. The band is pulled through the hand hole and released to use. It has **two**

charges and does not function outside of the sewers. On use (1 charge) creates the sound of a chicken's cluck out to a range of 60 feet.

5. A **swarm of rats (scale depending on party level)** rushes out from the walls if the party stays in this area too long. You can also roll a d4 on the encounter table below. The soil and walls here are quite loose and a **DC12 Nature** check will reveal this is probably how the Carrion Crawlers are getting in.

1	Swarm of Rats (3)
2	Giant Poisonous Snake (2)
3	Swarm of Bats (4)
4	Mud Mephits (6)

6. **Dead End.** Just a Dead End. Nothing to see here. Feel free to use this spot to have a discarded trinket that may resonate with a party member or use it as an area to call

back to a funny incident earlier in the session. Or it can just be...a Dead End!

7. **Carrion Crawler Nest.** A mass of discarded bones, waste material and leaves have all been amassed in this area. **This area is difficult terrain.** If you are feeling particularly devious some bear traps or iron spikes may have found their way into the mass. Remember the Carrion Crawlers have *spider climb* so may just wait patiently on the ceiling for the perfect time to strike.

Conclusion

The party may wipe out all the Carrion Crawlers through combat. They could somehow convince them to leave. They could potentially trap them in the Dead End. Regardless of the method, the party must have cleared out all of the Carrion Crawlers if they wish to be paid.

Stat Blocks

Bear Trap

A bear trap resembles a set of iron jaws that springs shut when stepped on, clamping down on a creature's leg. The trap is spiked in the ground, leaving the victim immobilised.

Trigger. A creature that steps on the bear trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can't gain advantage or disadvantage. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a successful **DC 15 Strength** check by the creature or another creature adjacent to the trap.

Countermeasures. A successful **DC 10 Wisdom (Perception)** check reveals the trap. A successful **DC 10 Dexterity** check using thieves' tools disables it.

CARRION CRAWLER

Large Monstrosity, Unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

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

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

SWARM OF RATS

Medium swarm of Tiny beasts, Unaligned

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages --

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Map

[Above map for use on TV.](#)

Or use the layout as a guideline and use a combination of sewer tiles and theatre of the mind.

Loot for completing (per player)

- 50 GP
- 2XP

Location in the world

- Avalon sewers

World change upon completion

- The Carrion Crawlers will eventually find their way back into other areas of the sewers and the Thieves Guild may require another clearout.