

Smugglers in the Sewers

Overview: The Characters are wading through the sewers when they encounter a band of smugglers trying to open up a closed smuggler's way.

Act 1: Noices in the Dark

While on their way to open up a blockage on one of the bigger sewer gates the characters realise there's something up ahead.

A band of smugglers has been using the gate to move contraband into and from the city. They are now trying to open blockage before someone notices it. Little do they know they are already late.

Characters have the option to either comfort them or let them do their job for them. Either way the smugglers have something to hide and if they notice the characters they'll certainly try to get rid of them.

Act 2: The Hidden Cache

After comforting the smugglers they notice a small crack on the sewer wall that turns out to be hidden door to the storage of the smugglers. There's little contraband there currently but some traces of larger amounts of illegal goods, substances etc. can be found if search properly.

There are however a large number a forgotten papers with writing in different languages laying all around. Some are torn from books when others are only written in small parchments.

While going through the room the characters will hear a noise as someone walking coming from seemingly behind the wall. Then a loud growl can be heard.

Suddenly another small door open to one of the walls of the storage. After a quick gasp a huge guard dog is released to the storage and its master runs back up the stairs.

Act 3: A Noble Conforted

After hounding the dog against the characters the minor noble whos basement the smugglers were using runs back upstairs to get his rapier and pistol, and naturally to alert guards.

If the characters don't get to him quickly enough he leads a small force of manor/city guards to capture "the cursed thieves".

Possible Complications

The smugglers could be replaced with skavens trying to get in to the nobles house to assassinate him. Or maybe the contraband wasn't mundane and its lingering precense in the hidden cache could still cause an exposure to mutating force.

The nobles comitment to the smugglers could be a leading one or maybe he didn't actually have any idea about the cache before he heard fighting from his basement.

And what were papers littered throughout the cache? Why were they in so many different languages? Has the noble been involved in somekind of counterfeiting of praying parchments or what? Or might he even be a renegade wizard?

Alternative Uses

This episode could easily lead to *The Chase* from Game Master's Toolkit as the noble grabs something along his way to flee from the characters. Or if the characters are arrested by the guards they are sure to face *The Trial*.