The worms must die

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Predator worms are known to creep out of a dry well to snatch drunks and vagrants. But now, the mayor's only son is missing. Find the boy and kill all worms to score a generous reward.

A system-agnostic dungeon for four new characters.

Alchemist's journal

Day 2*: Mushrooms from this level plus crushed stalagmite will make a healing potion.*

Day 57*: Today I found an abomination growing in one of my experiments. It was about the size of a coin and had a single blinking eye. It had five worm-like tentacles. I tossed the ugly little thing into the drain outside.*

Day 159*: I should have killed it when I had the chance.*

WORM [1HD]: 5 HP, 11 AD, 9 STR, 12 DEX, 8 WIL
- Hold (PC make STR check to escape, or skip action),
- Drain (after hold, next action is leech 1d2 HP)
- Whack (1d4 damage)

ROACH [1HD]: 3 HP, 13 AD, 6 STR, 10 DEX, 6 WIL
- Bite (1 damage)

RATFOLK [2HD]: 8 HP, 12 AD, 8 STR, 13 DEX, 9 WIL
- Weapon damage

A humanoid rat appears to check noise. If PCs are trustworthy, the creature provides a plank to cross.

Logs make creaking noise underfoot. The platform's middle log is broken. Make a DEX save or fall.

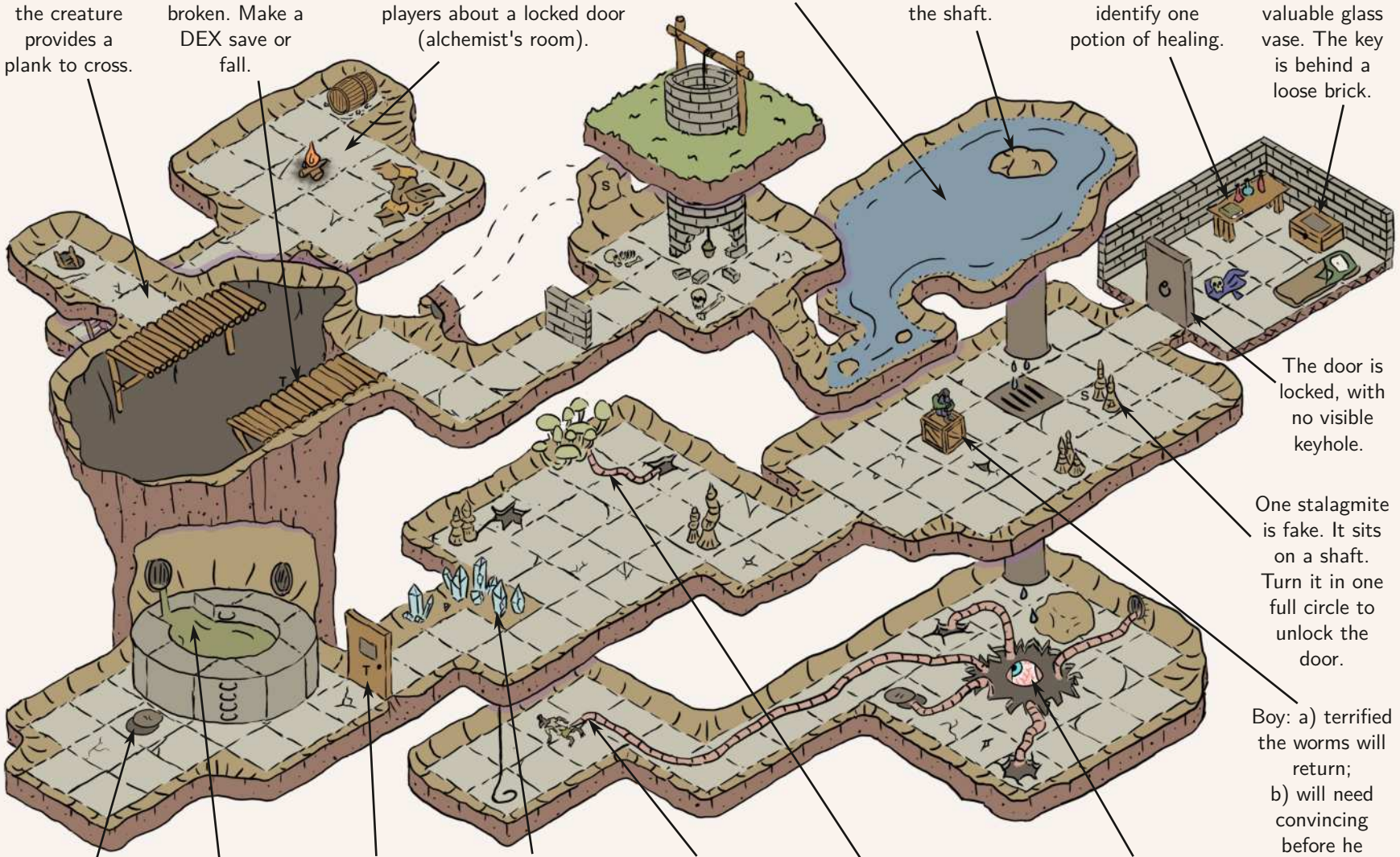
Three ratfolk: a) offer items they scavenged in exchange for information about their missing friend Marshall; b) provide players with a rope to descend into chasm; c) tell the players about a locked door (alchemist's room).

A small bag of coins and a dagger are under the water.

The rock is fake. PCs can find a lever that opens the shaft lid. A ladder leads down the shaft.

Potions and an alchemist's journal. PCs with a suitable skill or backstory can identify one potion of healing.

The locked chest contains a +1 sword, an alchemist's kit and a valuable glass vase. The key is behind a loose brick.



The door is locked, with no visible keyhole.

One stalagmite is fake. It sits on a shaft. Turn it in one full circle to unlock the door.

Boy: a) terrified the worms will return; b) will need convincing before he agrees to get down from the crate; c) while the PCs are talking, a worm creeps out; d) the crate contains a shield.

Four roaches are in the manhole. Eggs block the drain. Unblock it to drain the putrid liquid from the tank.

The liquid is putrid. Make a CON save or become sick. If the liquid level drops, PCs can find chain armour.

If PCs open the door carefully, the PCs can hear a clicking sound. The trap is set to explode, 1d4 damage.

A rogue hides behind crystals. They got robbed. They will share how to unlock the alchemist's room in return for a weapon.

The worm senses the PCs and retreats. The rat, Marshall, needs healing (potion, spell, etc) or will die in one round.

The worm is busy eating. Most of the mushrooms are gone but there is enough for one healing potion.

Abomination: a) retracts its remaining worms as PCs approach; [PCs might have killed some]; b) remembers its creator's rejection; c) has gone mad with the constant dripping from above; d) when PCs kill all worms, make the killing blow.