

GC1-2

5
FIFTH
EDITION

From Below

Special Gen Con Compilation Series



PACESETTER
GAMES & SIMULATIONS

From Below

Designed by Bill Barsh

Special Gen Con Compilation Series



This compilation module includes module GC1 It Lurks Below and module GC2 They Lurk Below.

The GC series are limited release adventure modules produced for specific game conventions.

Each adventure features a new adventure area in a massive sewer system
built among the remains of an ancient city.

Designed for 6 - 8 characters of first to second level.



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From Below

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IT LURKS BELOW

This adventure module is designed for use with the **Fifth Edition** game. The scenario is best played with four to eight characters of first level. No particular class is required, but at least three fighter types are recommended.

The adventure is set in a generic seaside city. No particular campaign setting is required. If using the Misty Isles campaign setting, the adventure is located in Sla-Morac, a major port city on the Scorched Isle.

Dungeon Master's Background

In this adventure the PCs will be adventuring in an expansive and ancient sewer system. The sewers are actually the remnants of an ancient city that now rests (mostly buried) beneath a now vibrant seaside city. For the most part, all that remains of the ancient city are the streets. The streets now form the sewer system of the city above.

The streets were modified to serve as sewers by an army of dwarf miners many years ago. Now, the sewers are maintained by a just a handful of men led by the elderly Havel Runsic. Unfortunately, Havel has run afoul of a group of bandits who learned that he had a stash of golden treasure hidden in the sewers.

The bandits are led by Clarisa Blackdagger, though she goes by Clarisa Suncloud. Clarisa is a thief and scoundrel who prefers to enrich herself through con games and deception. However, when that fails, she has no compunction about resorting to more severe methods including kidnapping, rob-

bery, blackmail and murder.

Clarisa, stumbled across Havel by chance. She was fencing some ill-gotten loot at the establishment of a somewhat shady jeweler. Clarisa arrived just in time to see Havel sell a few ordinary-looking gold rings and small chains. However, one of the piece of jewelry caught her eye. It was a silver ring inset with a small, but exquisite emerald. Clarisa, a connoisseur of fine jewelry recognized the ring immediately. It was part of a jewelry collection that was stolen from a princess's royal galley some years ago. The jewelry and thieves were never found.

Clarisa waited for Havel to exit and then questioned the jeweler, who to her amazement did not recognize the ring. She learned that Havel came to the shop every few months with a small collection of jewelry to sell. Apparently, Havel found the jewelry while performing his duties in the sewers. He would always tell the jeweler, "You would be amazed at the stuff I find down there!"

Clarisa learned that Havel had no family in the city and he frequently sent money to his children who lived in far off lands. That was all that Clarisa needed to know. She was sure that Havel had stumbled upon the princess' jewels in the sewers. She approached Havel some days later but failed to gain any more information. It seemed that the old Havel was on to Clarisa from the start. He had no idea what she wanted, but he was not deceived by the beauty and charm of Clarisa.

Not deterred by Havel's resistance, Clarisa called upon



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her thugs to ambush Havel in the sewers. The bandits followed her orders but Havel knew the sewers better than anyone and he managed to escape the ambush. Fleeing deep into the sewers, Havel managed to lead the bandits into several of the more dangerous sections of the sewers and some of the men fell to the hazards.

But Havel was old and he eventually was captured by the bandits. They murdered the old man when refused to divulge the location of the jewelry. The bandits made their way back to the exit but were ambushed by a squad of Gor-Essiam (Sewer Elves). The bandits were killed but not before telling the elves of their mission. Now, the sewer elves are searching for the jewelry.

When the bandits failed to return, Clarisa immediately assumed she had been double-crossed. But her contacts throughout the city soon made it clear the bandits had simply disappeared and never returned from their mission. Then, while sitting at a street-side café, saw the PCs casually walking down the street. An idea came to her in a flash. What better fools to send into a dangerous sewer system than a group of novice adventurers. And clearly, the group walking her way were novices.

Clarisa's Sob Story

The adventure begins with the PCs meeting Clarisa. This can be at any location—market, inn, tavern restaurant, general store, pawn shop, etc. She will be dressed in somewhat fine clothes and appear very feminine and delicate. Her manner will be innocent and sorrowful.

She will claim that she was advised to seek out a party of adventurers as the city guard refused to help her. Clarisa will say that her father, Havel Runsic disappeared and that he is chief engineer of the sewer maintenance group. She attempted to have the city guard search for her father (which is true; Clarisa covers her tracks very well). The city guard has no desire to crawl through the sewers and they see no need to perform such a lowly task. Since the sewer system is working fine, and will for years, no one is in a hurry to address the disappearance of Havel. She also attempted to find Havel's crew members but they have all disappeared (Also, true, though Clarisa had a hand in their disappearance).

Clarisa will tell the PCs that her father recently told her that he had found something spectacular in the sewers and that she was to come quickly to the city. When she arrived, no sign of her father could be found. No one had the slightest clue as to his whereabouts. She will tell the PCs that the city guard recommend she hire some "mercenaries" to search for her father. She is offering 500 gp for the recovery of Havel.

The Sewers

The sewers are located 50' beneath the city streets. Access to the sewers is via the Sanitary Maintenance Building which is unlocked and unguarded. There are two large shafts that lead to locations 1 and 3. The building contains nothing of particular interest unless the methodology of sewer cleaning is of concern to the PCs.

The sewers are the remains of cobblestone streets from an ancient city that now lies buried beneath the current city. The vast majority of the buildings within the ancient city are buried under tons of earth and stone. The streets (main sewer paths) are 20' wide. There are some smaller paths that are 10' wide. Channels have been excavated in the paths at the center and most are no more than 8' wide in the 10' wide paths and 4' wide in the 10' wide paths. The cut channels are three to five feet deep. The paths and channels were excavated many years ago by large contingent of unemployed dwarf miners. The dwarves also excavated some of the paths that were caved in and reinforced those that had survived. The dwarves also bored holes in numerous places in the city into the new sewers. As the new city grew, people tapped into the sewer lines.

The sewers are fed by an underground river at one end that flows throughout the entire system and exits at the other side. The current is moderate which keeps the sewage from collecting. The movement also creates enough air flow that harmful gases do not build up.

There is no light within the sewers and PCs must provide artificial light. Each tunnel/path is marked with a number/letter combination. The numbers identify the particular path and the letter (N, S, E, W) identifies the direction of the water flow. The numbers increase as they move away from the central sewer area (location 2).



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Sequence of Play

The adventure is fairly basic. The PCs get to crawl through the sewers in search of Havel's corpse. As they do so, they will be beset by some of the more dangerous denizens of the sewers. Most were will known by Havel and his crew and they either avoided them or had an unspoken truce with the more intelligent creatures.

The PCs do not need to search any particular area of the sewers as they are quite large (and you can expand them as you wish). There are several keyed areas for the PCs to discover. The main areas are the Sewer Entry, the Mansion, the Caves and the Crypt. Havel's corpse is located in the Crypt, naturally.

The Sewer Entry

1. Entry Shaft

DM's Description: A 10' wide shaft descends from the surface (sanitation building) to the sewers. The shaft is lined with brass rungs and a safety cage so that a fall can be mitigated. A rope and harness system can also be used to prevent a fall. A lantern is maintained at this location. Several more sit on a shelf. Five oil flasks are also on the shelf to refill the lanterns.

2. Road

DM's Description: the path here is 20' wide and covered with cobblestones. There is no sewer channel in this section, but there are numerous crates. Shovels, broom, buckets and ropes line the walls. The crates contain additional tools for work in the sewers. More equipment can be found at location 6.

3. Entry Shaft

DM's Description: A 10' wide shaft descends from the surface (sanitation building) to the sewers. The shaft is lined with brass rungs and a safety cage so that a fall can be mitigated. A rope and harness system can also be used to prevent a fall. A lantern is maintained at this location. Several more sit on a shelf. Five oil flasks are also on the shelf to refill the lanterns.

4. Sewers

DM's Description: This part of the sewer is 20' wide with a 8' channel cut through its center. The channel is generally three

to five feet deep. In some parts of the sewer, the channel has overflowed the channel and it fills the entire pathway (due to settling, etc.). In these locations the water is no more than two feet deep.

In varied locations, clay pipes penetrate from the ceiling and spill sewage, storm water and whatever else is put in them, into the sewers. Some run almost continuously.

5. Brass Door

DM's Description: The door to this chamber is locked. The entire door is made of brass and it is very solid. Havel had the key, but one of his murderers took it from him. It can be found at in the Caves (location 10).

6. Storage

DM's Description: The larger pieces of equipment and materials are stored here. Piles of brick, bracing, and sand fill most of the room. Also, there are wheelbarrows, buckets, shovels, etc. in the room.

7. Break Room

DM's Description: A heavy cloth curtain acts as a partition between this room and location 6. Numerous candles, in varied states of use, fill the room. Unlike the rest of the sewer system, this room has a pleasant odor. A table, six chair and some casks are the only decorations. The casks are filled with water (Havel did not let his men drink on the job). A dozen pewter mugs hang from pegs on the wall.

In the northwest corner of the room, a bucket rests on the floor. The bucket is filled with water (clear) and sand can be seen at the bottom. A thin gold necklace (75 gp) is under the sand. Havel uses the bucket to clean his findings.

8. Crocodiles

DM's Description: A group of large crocodiles is moving through the sewer. The water in this area is deep and has overflowed the channel. The crocodiles generally ignore Havel and his crew (they often feed the crocodiles dead rats), but they will attack anyone else, including the PCs. These crocodiles are not very large as the sewers inhibit their growth.



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Sewer Crocodile (4) - Large reptile, neutral

Armor Class: 15 (natural hide)

Hit Points: 18, 15, 14, 12 (3d8+3)

Speed: 30 ft.

S 13 (+1) **D** 9 (-1) **CN** 12 (+1) **I** 4 (-3) **W** 7 (-2) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Languages: none

Challenge: 1/2 (150 EXP)

Martial Advantage: On a bite attack that hits by four or more the crocodile has seized its target and will submerge and death roll on the next round. Target may make a DC 10 dexterity in order to attack; target cannot move while seized. Alternatively, target may make a DC 15 strength to escape.

ACTIONS

Bite - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 2d6, piercing

Tail Whip - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d6+1 bludgeoning (this attack cannot be same target as bite).

EQUIPMENT

None

9. Tunnel

DM's Description: A crudely carved tunnel leads away from the sewer here. The tunnel is higher than the sewer path and no water enters this area.

10. Basement

DM's Description: The rough tunnel leads into a well-carved chamber. The room is barren and has a 15' tall ceiling. Several large, stone columns (plain) reach from floor to ceiling. A secret trap door in the ceiling leads to the Mansion (see map, location M1).

The Mansion

This section of the sewer is a surviving building of the ancient city. Havel and his crew discovered the chamber (location 10) but have not found the secret trap door that leads to location M1. The building is dry and filled with dust. It was the home of a magic-user who perished inside when the ancient city was struck by an earthquake that buried most of the city.

M1 Storage Room

DM's Description: This room once held food and general home provisions. All the crates and barrels are now empty as the wizard who lived here, consumed it all after he was caught inside the home due to an earthquake.

M2 Hall

DM's Description: This hallway is lined with framed maps of the campaign world. Many mark interesting adventure locations such as old keeps, castles, cave systems, etc.

M3 Foyer

DM's Description: This room is paneled with wood and disintegrating tapestries hang from the walls. A couch has collapsed along the east wall. A large pair of wooden doors is set in the north wall. The door cannot be opened (they open out) as earth and stone block movement.

M4 Great Room

DM's Description: Once an opulent room, the contents of this chamber have rotted and crumbled with age. There are more framed maps on the walls. A fireplace is set against the east wall. The fireplace chase provided air to the home after the earthquake, but it has filled in since that time. Sitting in cushioned chair is the robed skeleton of the owner of the home. The wizard died when he ran out of food and water.

The skeleton is not animate, but hiding behind the chair is a skeletal imp. It will attack anyone who approaches the dead wizard. The wizard's robes are ruined but he wears a **+1 ring of protection** and carries a **+1 dagger** (in an obvious sheath).
(*Imp statistics on next page*)

M5 Bedroom

DM's Description: This room is simple and contains the remains of a bed and some accompanying furniture. It is in general ruin. Under the bed is an iron footlocker. It is locked but not trapped. Inside is a sack containing 100 gp and a **scroll with four first level magic-user spells (magic-missile, burning hands, shield, read magic)**. The sack is a **bag of holding**.



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The Caves

Havel and his crew avoided this area of the sewers as much as possible. The caves are sometimes used by a group of Gor-Essiam, or, as commonly known, sewer elves. These foul creatures have an unspoken truce with Havel and his crew, but the humans did not trust the evil elves. The caves are also occupied by some giant rats.

C1 Cubes

DM's Description: A group of junior gelatinous cubes is in the area looking for an easy meal. They often come by this area in search of the giant rats that live in the caves.

Each gelatinous cube has a 50% chance of having a piece of jewelry worth 1d6x10 gp inside its membrane.

C2 Empty Cave

C3 Giant Rats

DM's Description: Three giant rats have retreated from the gelatinous cubes at location C1. The rats are panicked and will attack any who enter. They will not leave the chamber in any case for at least one day.

C4 Empty Cave

C5 Sewer Elves

DM's Description: A single sewer elf is on guard duty in this cave. He is sound asleep as he has just finished off a bottle of wine. If he is alerted to the PC's approach (combat with the rats, for example), he will exit and warn the elves at location C7. Unfortunately for him, the other elves left in search of more bandits and left him in his drunken stupor.

C6 Empty Cave

C7 Sewer Elves

DM's Description: A group of five sewer elves have taken up residence in this chamber. There are five bedrolls on the ground. A small fire barely smolders in the center of the room. Several broken crates lie in a heap near the fire (used as fuel for the fire). A small wooden chest lies against the north

wall. The chest is locked and trapped (DC 10; 2d6 poison). The chest contains 78 gp, 110 sp, six 10 gp gems and a silver necklace worth 150 gp.

C8 Rats

DM's Description: A group of six giant rats is moving through this area toward the exit (location 1).

Gelatinous Cubes, Small (5) - Small ooze, unaligned

Armor Class: 6

Hit Points: 12, 10, 8, 6, 5 (1d10+2)

Speed: 15 ft.

S 12 (+1) **D** 3 (-4) **CN** 13 (+2) **I** 1 (-5) **W** 6 (-2) **CH** 1 (-5)

Senses: blindsight (60 ft.), passive perception 8

Languages: None

Challenge: 1/2 (100 EXP)

Conditional Immunity: blinded, charmed, deafened, exhaustion, frightened, prone

ACTIONS

Pseudopod - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 1d6 acid damage

EQUIPMENT

None (see encounter description).

Imp, Skeletal (1) - Tiny undead, lawful evil

Armor Class: 13

Hit Points: 15 (2d8+2)

Speed: 30 ft. / 90 ft. fly

S 6 (-2) **D** 17 (+3) **CN** 13 (+1) **I** 11 (0) **W** 12 (+1) **CH** 14 (+2)

Senses: darkvision (60 ft.), passive perception 11

Languages: infernal, common

Damage Vulnerability: bludgeoning

Damage Immunity: Poison

Conditional Immunities: exhaustion, poisoned

Challenge: 1 (200 EXP)

Shape Changer: Can polymorph into skeletal rat, raven, or spider.

Devil's Sight: Magical darkness has no effect on imp.

Magic Resistance: Has advantage with saving throws against spells or magical effects.

ACTIONS

Sting - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 1d4 +3, piercing;

Invisibility - per spell.

EQUIPMENT

None



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C9 Empty Cave

C10 Bandit Corpse

DM's Description: The sewer elves threw one of the bandits they killed into this room for the rats to devour. This keeps the rats from attacking the elves. The body is partially devoured. In one of the pockets the PCs will find a brass key (for location 5).

C11 Empty Cave

C12 Rat Nest

DM's Description: This chamber is nearly full of debris that the rats have accumulated to make their nest. There are 15 rats in the nest. They will attack any who enter the area. Inside the nest, under a pile of debris is a **+2 short sword**, a **+1 shield**, and **boots of elvenkind**. A total of 16 rats are in this chamber.

The Crypt

This section of the sewer system is also part of the ancient city. Havel fled in panic into the crypt as he was tired and just could run much further. He hoped the bandits would not follow him, but they caught him in location 3 and killed him. Only two bandits remained as the others were killed by crocodiles. However, the bandits were ambushed by the sewer elves as they exited the crypt area. Mortally wounded Havel dragged himself to location T6 where he cursed his attackers at the step of the temple altar. Havel has been animated as a ghoul and resides at location T12.

When Havel entered the crypt several undead animated and prowl the tombs within the crypt area. Also, a group of sewer elves have entered in search of treasure. The sewer elves are at location T5.

T1 Door

DM's Description: A huge iron door, now corroded and rusted, hangs open into the cobblestone street. A corpse of one of the bandits lies in front of the door. It will arise as a zombie as soon as the PCs enter the crypt area.

(statistics on next page)

T2 Statues

DM's Description: Two alcoves just inside the crypt hold statues of tall warriors clad in armor and wielding great swords. The statues hold their swords high and into the corridor. The PCs must pass under the statues to proceed. There is nothing special in this area.

Giant Rat - Small beast, unaligned

Armor Class: 12

Hit Points: 8 each (2d6)

Speed: 30 ft.

S 7 (-2) **D** 15 (+2) **CN** 11 (0) **I** 2 (-4) **W** 10 (0) **CH** 4 (-3)

Senses: darkvision (60 ft.), passive perception 10

Languages: None

Challenge: 1/8 (25 EXP)

Keen Smell: Advantage on wisdom checks that involve smell

Pack Tactics: Advantage when target is within 5' of another rat

ACTIONS

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

EQUIPMENT

None

Sewer Elf - Medium humanoid, chaotic evil (demi-human)

Armor Class: 18 (chain mail & shield)

Hit Points: 14 each (2d8+2)

Speed: 30 ft.

S 13 (+1) **D** 12 (+1) **CN** 12 (+1) **I** 10 (0) **W** 10 (0) **CH** 9 (-1)

Senses: darkvision (60 ft.), passive perception 10

Languages: elf, common

Challenge: 1/2 (100 EXP)

Sneak attack: Once per turn, the sewer elf can deal an extra 2d6 damage to a creature it attacks with surprise.

Shadow Hide: Gains benefit of *invisibility* (per spell) in darkness; movement or taking any action negates.

ACTIONS

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

Longbow - *Ranged Weapon Attack:* +3 to hit, range 150/600, one target. Hit 1d8 +1, piercing

EQUIPMENT

Longsword, longbow, 20 arrows, chain mail armor, shield, pouch with 4d10 gp.



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T3 Murals of Battle

DM's Description: This room is empty but the walls are covered with faded murals. Scenes of horrific battle are the focus of each mural. Five men in armor, wielding great swords, are battling various enemies of humanoid form. One of the men is clearly more prominent than the others.

In the center of the floor a pool of dried blood is clearly visible. A trail of blood leads to location T6.

All fighter character types that take the time to study the murals will receive the benefits of a *bless* spell for the duration of the adventure.

T4 Skeletons

DM's Description: Five stone coffins line the walls of this room. A tattered banner hangs over each coffin. Each banner features a great sword and some other runes that cannot be read or understood without the aid of magic. Also, each banner is a different color. The runes are simply names of the lord associated with the banner. The coffins hold the skeletal remains of a favorite squire. The skeletal remains will animate as skeletons when the room is breached.

T5 Horses

DM's Description: Five horses are displayed in this chamber. As in location T4, a colored banner hangs over each horse. The horses were stuffed (taxidermy) and they have survived well. They will not animate. One of the horses is shod with *horseshoes of speed*.

T6 Temple

DM's Description: This large chamber is mostly bare of decoration. Numerous colored banners, each depicting some great sword and runes, hang from the ceiling. 20 large great swords hang from pegs along the north and south walls (10 each). The swords are normal but if a sword is touched, it will leap off the wall and attack whoever touched it. The sword will continue to attack until the offender is either dead or the sword has suffered 10 damage at which point it will fall to the floor, broken. An animated sword has an AC 15, +2 to hit, and inflicts 1d10 damage.

A trail of dried blood leads to a plain stone altar at the

east wall. At the altar the trail ends in a small pool of dried blood.

If a fighter-type places his weapon on the altar, it will glow and become a +1 weapon. Each fighter can only do this with one weapon. The weapon will glow in a 30' radius on command. The color of the light must be chosen by the fighter when he retrieves his weapon from the altar.

If the altar is desecrated in any way, all of the swords

Zombie (1) - Medium undead; neutral evil

Armor Class: 8

Hit Points: 25 (3d8+9)

Speed: 20 ft.

S 13 (+1) **D** 6 (-2) **CN** 16 (+3) **I** 3 (-4) **W** 6 (-2) **CH** 5 (-3)

Senses: darkvision (60 ft.), passive perception 8

Languages: languages it knew in life; cannot speak

Saving Throw: Wisdom +0

Damage Immunity: Poison

Conditional Immunities: poisoned

Undead Fortitude: If damages reduces zombie to 0 hp, makes a constitution save DC 5 +damage taken. Success means zombie is reduced to 1 hp.

Challenge: 1/4 (50 EXP)

ACTIONS

Slam - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d6+1, bludgeoning;

EQUIPMENT

None

Skeleton (7) - Medium undead, lawful evil

Armor Class: 13 (armor pieces)

Hit Points: 14 each (2d8+4)

Speed: 30 ft.

S 10 (0) **D** 14 (+2) **CN** 15 (+2) **I** 6 (-2) **W** 8 (-1) **CH** 5 (-3)

Senses: darkvision (60 ft.), passive perception 9

Languages: languages it knew in life; cannot speak

Damage Vulnerabilities: bludgeoning

Damage Immunity: Poison

Conditional Immunities: exhaustion, poisoned

Challenge: 1/4 (50 EXP)

ACTIONS

Shortsword - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 1d6 +2, piercing;

EQUIPMENT

None



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hanging on the walls will animate and attack any who stay in this chamber.

T7 Statues

DM's Description: Two alcoves hold statues of tall warriors clad in armor and wielding great swords. The statues hold their swords high and into the corridor. The PCs must pass under the statues to proceed.

T8 Statues

DM's Description: Two alcoves hold statues of tall warriors clad in armor and wielding great swords. The statues hold their swords high and into the corridor. The PCs must pass under the statues to proceed.

T9 Statues

DM's Description: Two alcoves hold statues of tall warriors clad in armor and wielding great swords. The statues hold their swords high and into the corridor. The PCs must pass under the statues to proceed.

At the end of this hall, in the west alcove, a great sword hangs on the wall. The sword is free of dust or corrosion. It is a **+2 two handed sword** with the power to detect invisible 3x per day.

If the sword is taken off the wall, nothing unusual will happen immediately. However, as the PCs pass through the statue areas (T9, T8, T7) the statues will take one attack at the first PC who crosses. The statues attack at +1 melee and inflict just one point damage. Each has AC 10, 10 hp.

T10 Sewer Elves

DM's Description: This room contains 20 wooden coffins. Each coffin rests on a stone slab. Several of the coffins have been opened by the four sewer elves that are in the chamber. One of the elves was watching the corridor for undead, and he has seen the PCs approach. The elves have extinguished their lanterns and they are hiding in the room in hopes of ambushing the PCs.

Each coffin holds the remains of a woman (concubine of the warriors interned in the crypt). Each skeleton has a 50% chance of wearing a piece of jewelry worth 2d4x10 gp. The

skeletons will not animate.

One of the sewer elves carries two *potions of healing*.
(stats on page 7)

T11. Trophy Room

DM's Description: Mounted on the walls of this room are the heads of dozens of humanoids. They have been preserved by taxidermy and in good shape. If the PCs enter the room, the heads will animate and begin to yell and scream. Each PC in the room must make a save vs. spell or suffer the effects of a *fear* spell. There is no treasure in this room.

T12 Trophy Room

DM's Description: 24 humanoid figures fill this room. Each is in an aggressive pose. They are all dead and preserved by taxidermy. They will not animate. Each has a pouch with 1d10 gp.

Hiding among the figures, but standing perfectly still in plain sight, is Havel the ghoul. He will attempt to surprise any who move through the room.

Ghoul (1) - Medium undead, chaotic evil

Armor Class: 12

Hit Points: 24 (5d8)

Speed: 30 ft.

S 13 (+1) **D** 15 (+2) **CN** 10 (0) **I** 7 (-2) **W** 10 (0) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Languages: languages it knew in life; cannot speak

Damage Immunity: Poison

Conditional Immunities: charmed, exhaustion, poisoned

Challenge: 1 (200 EXP)

ACTIONS

Bite - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 2d6 +2, piercing;

Claws - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 2d4 +2, slashing; target creature hit by ghoul must make a DC save constitution or be paralyzed for one minute; save may be attempted after successive minute.

EQUIPMENT

None



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T13 Crypt

DM's Description: This room has two large, stone sarcophagi set along the east wall. A colored banner hangs over each sarcophagus. If the lid is removed, a giant armored skeleton wielding a two handed sword will emerge and attack. These skeletons cannot be turned while in the crypt area. However, a successful turn roll will inflict 1d10 damage.

Each sarcophagus is a wooden box containing 5d6x10 gp, 2d10x100 sp, and 1d10 gems worth 20 gp each. One sarcophagus contains a **+2 shield** and the other a **+1 mace**.

T14 The Chief

DM's Description: A single stone sarcophagus is set in the center of the room. A bright blue banner hangs over it. If the cover of the sarcophagus is removed an apparition of a huge human warrior will rise. It will ask the PCs why they are in the crypt. If they answer truthfully, the apparition will grant them a boon or answer any one question (within reason and logic). For example, the PCs could ask if Clarisa is really Havel's daughter. The apparition will then command the PCs to leave. If they do not, his remains will animate and attack.

If the skeletons in locations T13 and T15 have not been destroyed, they will arrive to help in one turn. Inside the sarcophagus, in a small, wooden chest is 1,000 gp and four large rubies worth 300 gp each. Also, a **+2/+4 vs goblinoids two handed** sword lies in a false bottom.

T15 Crypt

DM's Description: This room has two large, stone sarcophagi set along the east wall. A colored banner hangs over each sarcophagus. If the lid is removed, a giant armored skeleton wielding a two handed sword will emerge and attack. These skeletons cannot be turned while in the crypt area. However, a successful turn roll will inflict 1d10 damage.

Each sarcophagus is a wooden box containing 5d6x10 gp, 2d10x100 sp, and 1d10 gems worth 20 gp each. One sarcophagus contains a **+1 cloak of protection** and the other a **+1 staff**.

Ending the Adventure

When the PCs eventually exit the sewers, Clarisa will spy on the PCs (in disguise) to learn what they have accomplished while in the sewers. If she has any suspicions that her ruse has been discovered, she will simply call it day and move on. If she is tricked by the PCs, she will use her ring of invisibility and flee. Clarisa has no intention of fighting the PCs, but may seek revenge at a later date.

Skeleton Chief (1) - Medium undead, lawful evil

Armor Class: 15 (armor pieces)

Hit Points: 30 (4d8 +8)

Speed: 30 ft.

S 10 (0) **D** 14 (+2) **CN** 15 (+2) **I** 6 (-2) **W** 8 (-1) **CH** 5 (-3)

Senses: darkvision (60 ft.), passive perception 9

Languages: languages it knew in life; cannot speak

Damage Vulnerabilities: bludgeoning

Damage Immunity: Poison

Conditional Immunities: exhaustion, poisoned

Challenge: 1 (200 EXP)

ACTIONS

Shortsword - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit 1d10 +2, piercing;

EQUIPMENT

None



THEY LURK BELOW

This adventure module is designed for use with the **First Edition Advanced** game and is completely compatible with the **OSRIC™** game system. The scenario is best played with four to eight players and characters of second level. No particular class is required, but at least three fighter types are recommended.

The adventure is set in a generic seaside city. No particular campaign setting is required. The adventure can be played as a sequel to the module GC1 *It Lurks Below*.

Dungeon Master's Background

In this adventure the PCs will be adventuring in an expansive and ancient sewer system. The sewers are actually the remnants of an ancient city that now rests (mostly buried) beneath a now vibrant seaside city. For the most part, all that remains of the ancient city are the streets. The streets now form the sewer system of the city above.

The streets were modified to serve as sewers by an army of dwarf miners many years ago. Now, the sewers are often used by those with nefarious goals. One particular villain, Clarisa Blackdagger, has hired a group of bandits and thugs to help her plunder an ancient temple complex within the sewers.

The bandits are led by Clarisa Blackdagger, though she goes by Clarisa Suncloud. Clarisa is a thief and scoundrel who prefers to enrich herself through con games and deception. However, when that fails, she has no compunction about resorting to more severe methods including kidnapping, robbery, blackmail and murder.

Clarisa found the temple during another of her evil schemes, but she did not have time to investigate the hidden

area. She has hired new bandits after her first crew was defeated by adventurers and now has decided that plundering the ancient temple could be very lucrative.

Unfortunately for Clarisa, her thugs ran into a problem almost immediately upon entering the ancient temple complex. A large room with four doors and a blue altar was the first chamber they entered. The doors could not be opened or broken down. Clarisa, after inspecting the room and some murals, determined that a virgin must be sacrificed on the altar in order to open the doors.

Not deterred, she sent some of her men to kidnap a young girl, named Sira. The bandits managed to accomplish the mission but the screams of the girl's mother caught the attention of the PCs (who were nearby [at a tavern, inn, etc.]). A luminair (a guy who maintains street lights), saw the bandits enter the sewers just a few blocks from the kidnap scene. The PCs must chase the bandits while they can.

The bandits, girl in tow, re-enter the temple area and seal the secret entrance door behind them. But, as the door closes, the girl will manage to scream, which will give the PCs a general direction. However, all the activity has attracted a group of sewer crocodiles.

The Sewers

The sewers are located 50' beneath the city streets. Access to the sewers is via the Sanitary Maintenance Building which is unlocked and unguarded. There are two large shafts that lead to locations 1 and 3. The building contains nothing of particular interest unless the methodology of sewer cleaning is of concern to the PCs.

The sewers are the remains of cobblestone streets from an



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ancient city that now lies buried beneath the current city. The vast majority of the buildings within the ancient city are buried under tons of earth and stone. The streets (main sewer paths) are 20' wide. There are some smaller paths that are 10' wide. Channels have been excavated in the paths at the center and most are no more than 8' wide in the 10' wide paths and 4' wide in the 10' wide paths. The cut channels are three to five feet deep. The paths and channels were excavated many years ago by large contingent of unemployed dwarf miners. The dwarves also excavated some of the paths that were caved in and reinforced those that had survived. The dwarves also bored holes in numerous places in the city into the new sewers.

The sewers are fed by an underground river at one end that flows throughout the entire system and exits at the other side. The current is moderate which keeps the sewage from collecting. The movement also creates enough air flow that harmful gases do not build up.

There is no light within the sewers and PCs must provide artificial light. Each tunnel/path is marked with a number/letter combination. The numbers identify the particular path and the letter (N, S, E, W) identifies the direction of the water flow. The numbers increase as they move away from the central sewer area (location 2).

Sequence of Play

The adventure is fairly basic. The PCs must rescue the girl. However, the girl has managed to escape from her captors and she is now hiding within the temple complex (location 15). When the PCs arrive at location 4, a group of sewer crocodiles will launch an attack. The sound of the attack will momentarily surprise the bandits and the girl will escape into the temple area. While the bandits were gone, Clarisa discovered she had made a mistake and a human sacrifice was not needed (see location 6).

When the PCs enter location 6, Clarisa will have ordered her men to hide in the secret rooms. She wants to try and ambush the PCs.

The Sewer Entry

1. Entry Shaft

A 10' wide shaft descends from the surface (sanitation building) to the sewers. The shaft is lined with brass rungs and a safety cage so that a fall can be mitigated. A rope and harness system can also be used to prevent a fall. A lantern is maintained at this location. Several more sit on a shelf. Five oil flasks are also on the shelf to refill the lanterns.

2. Road

DM's Description: The path here is 20' wide and covered with cobblestones. There is no sewer channel in this section, but there are numerous crates. Shovels, broom, buckets and ropes line the walls. The crates contain additional tools for work in the sewers.

3. Entry Shaft

DM's Description: A 10' wide shaft descends from the surface (sanitation building) to the sewers. The shaft is lined with brass rungs and a safety cage so that a fall can be mitigated. A rope and harness system can also be used to prevent a fall. A lantern is maintained at this location. Several more sit on a shelf. Five oil flasks are also on the shelf to refill the lanterns.

4. Sewers

DM's Description: This part of the sewer is 20' wide with a 8' channel cut through its center. The channel is generally three to five feet deep. In some parts of the sewer, the channel has overflowed the channel and it fills the entire pathway (due to settling, etc.). In these locations the water is no more than two feet deep.

In varied locations, clay pipes penetrate from the ceiling and spill sewage, storm water and whatever else is put in them, into the sewers. Some run continuously.

4a. Crocodiles

DM's Description: A group of large crocodiles is moving through the sewer. The water in this area is deep and has overflowed the channel. The crocodiles generally ignore sewer workers (they often feed the crocodiles dead rats), but they will attack anyone else, including the PCs. These croco-



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diles are not very large as the sewers inhibit their growth.

The crocodile attack will occur at the secret entrance to the temple complex. It is very possible, during the attack, that one of crocodiles will smash into the door, partially opening it.

Temple Complex

The ancient temple complex was a shrine to the god of the troglodytes. A great calamity buried the entire city (see GC1 It Lurks Below for details) and the temple complex survived. However, the exit was blocked by heavy debris and the temple's staff was trapped. They asked their horrific god for boon and the troglodyte faithful were placed in a deep, magical sleep only to awaken if the temple complex was uncovered.

When Clarisa and her minions entered the complex and operated the altar at location 6, the troglodytes were awoken. They are now alive and searching for intruders within the temple area. The temple area is not illuminated and the PCs must provide their own light. The troglodytes - an ancient breed - can see perfectly well in the darkness up to 90'. They also have infravision.

5. The Entry

DM's Description: The room empty by faded murals on the walls depict particularly large and savage-looking troglodytes destroying human villages.

6. Doors

DM's Description: There are four doors leading out of the main chamber. Next to each door, in the four corners of the room, are identical statues of female troglodytes holding a shallow bowl. If a coin is dropped into a bowl, the corresponding door nearest that statue will open for one turn. It will then close. The doors can be opened at will from outside the room.

A blood-stained altar rests in the center of the room. Carving on the sides of the altar show troglodytes sacrificing all manner of demi-humans on the altar. If the altar is blessed by a cleric or holy water is poured onto its surface, all good characters in the chamber will receive a +1 to all hit and damage rolls for the duration of the adventure. Also, the character

performing the deed will gain +1 point to their wisdom score permanently.

Six of Clarisa's thugs are hiding in the secret chamber attached to this room. They will attempt to ambush the PCs when the PCs leave the room.

Sewer Crocodile (5) - Large reptile, neutral

Armor Class: 15 (natural hide)

Hit Points: 18, 15, 14, 12, 10 (3d8+3)

Speed: 30 ft.

S 13 (+1) **D** 9 (-1) **CN** 12 (+1) **I** 4 (-3) **W** 7 (-2) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Languages: none

Challenge: 1/2 (150 EXP)

Martial Advantage: On a bite attack that hits by four or more the crocodile has seized its target and will submerge and death roll on the next round. Target may make a DC 10 dexterity in order to attack; target cannot move while seized. Alternatively, target may make a DC 15 strength to escape.

ACTIONS

Bite - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 2d6, piercing

Tail Whip - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 1d6+1 bludgeoning (this attack cannot be same target as bite).

EQUIPMENT

None

Thug - Medium humanoid, chaotic evil

Armor Class: 11 (leather armor)

Hit Points: 12 each (2d8 +2)

Speed: 30 ft.

S 13 (+1) **D** 10 (0) **CN** 12 (+1) **I** 9 (-1) **W** 9 (-1) **CH** 9 (-1)

Senses: passive perception 10

Skills: intimidation +2

Languages: common

Challenge: 1/2 (100 EXP)

Pack Tactics: Has advantage on an attack roll if ally is within five feet to target.

ACTIONS

Shortsword - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 1d6 +2, piercing;

Multiattack - makes two attacks

EQUIPMENT

Pouch with 2d10 gp.



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7. Another Door Puzzle

DM's Description: A statue of a massive troglodyte is set in the center of the room. The troglodyte is pointing a trident directly at the PCs as they enter. The statue will "follow" the PCs (pick one if they split up) as they move around the room. The statue cannot move, it simply pivots. If a PC attempts to open a door, a bolt of electricity will shoot from the trident and inflict 1d4 damage to the PC operating the door.

The only way to ward off the electrical attack is utter the troglodyte god's name. It is inscribed at the base of the statue, but it has faded and can only be detected if a PC approaches within two feet of the base.

The doors will not open without the god's name spoken out loud.

8. Troglodytes

DM's Description: Three Greater Troglodytes are in this chamber. They have only recently awoken from their magical sleep, but they are now fully recovered. They will attack any who enter.

Alternatively, if not discovered, they will exit the room to find intruders if name of their god is spoken in location 7, or if the PCs arrive at location 19.

9. Troglodytes

DM's Description: Three Greater Troglodytes are in this chamber. They have only recently awoken from their magical sleep, but they are now fully recovered. They will attack any who enter.

Alternatively, if not discovered, they will exit the room to find intruders if name of their god is spoken in location 7, or if the PCs arrive at location 19.

10. Egg Chamber

DM's Description: The floor of this room is sunken two feet below the door. Water covers the floor area to a depth of just under two feet (barely beneath the door). The air has a salty taste (the water is salt water). Although the water is brackish, 20 large eggs (1.5 feet long) can be seen lying in the pool.

A giant sea snake is also in the water. It is a guardian of the eggs and it will only rise to attack if the eggs are dis-

turbed. The eggs, are long since calcified and no longer viable.

11. Empty Room

DM's Description: This chamber is empty.

Greater Troglodyte - Large humanoid, chaotic evil

Armor Class: 15 (natural hide)

Hit Points: 20 each (3d8+6)

Speed: 30 ft.

S 16 (+3) **D** 10 (0) **CN** 14 (+2) **I** 6 (-2) **W** 10 (0) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Skill: Stealth +2

Languages: troglodyte

Challenge: 1/2 (100 EXP)

Chameleon: Advantage on dexterity stealth check.

Stench: Creatures within five feet must make a DC 10 constitution save or be poisoned on start of next turn. If save is successful, creature is immune to stench for one hour.

Sunlight Sensitive: Disadvantage when in sunlight.

ACTIONS

Multiattack: Makes bite and two claw attacks

Bite -

Claw - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 1d4 +3, slashing

Stone Axe - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 2d8 +3, piercing

EQUIPMENT

None

Sea Snake (1) - Large reptile, nonaligned

Armor Class: 14

Hit Points: 17 (2d8+2)

Speed: 30 ft., swim 40 ft.

S 10 (0) **D** 18 (+4) **CN** 12 (+1) **I** 3 (-4) **W** 10 (0) **CH** 3 (-4)

Senses: blindsight (20 ft.), passive perception 10

Skill: perception +2

Languages: none

Challenge: 1/2 (100 EXP)

ACTIONS

Bite - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 1d4, piercing; DC 10 constitution save or target suffers 2d10 damage.

EQUIPMENT

None



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12. Trap!

DM's Description: The floor of this room is false and it will collapse into a 15' deep pit. The pit is full of extremely salty water. The floor of the room will collapse on a roll of 1d4d6 per character moving across the chamber. The trap can be avoided by stepping on the floor stones that cross the center of the room, from door to door.

The water is so corrosive that it will inflict 1d4 damage per round a PC is immersed in the liquid. All equipment that is not metal, glass or bone, must make a DC 8 save or be destroyed for each round it is in the water.

13. Secret Chamber

DM's Description: The floor of this chamber is sunken two feet below the door. The floor area is covered with two feet of clear water. A pedestal in the center of the room is made of white sea shells. A three foot wide clam shell rests on the pedestal. The clam shell is closed.

The shell holds a massive black pearl worth 3,000 gp. However, the clam shell is magically sealed and protected. A *knock* spell or *dispel magic* will open the clam shell and remove the trap. Otherwise, if opened by force, a massive surge of electricity will fill the room inflicting 2d10 damage (DC 15 constitution save for half damage) to each PC. The pedestal cannot be removed from the chamber.

14. Clams

DM's Description: The floor of this room is sunk one foot below the entry door. Six inches of water fill the entire chamber. 1,000 clams rest in mud under the water. A massive clam, 10' wide, rests near the north wall of the room.

Movement across the room is difficult as the mud is very slippery. If a PC travels at half speed he has no chance of falling. However, a PC moving at full speed, or running, must make a dexterity check to avoid falling.

The large clam is actually a cloptopus (see **New Monster Section**). The cloptopus will open if disturbed and attack any PCs in range. Also, 1d8 small clams will open and fire a small pearl at random PCs in the room. Each small clam has a +2 attack. A PC hit by a small pearl will suffer 1 point of damage. The pearls are worth 1gp each.

The body of one of Clarisa's thugs is lying near the Cloptopus. Initially, Sira fled to this room and was chased by the thug. Sira escaped when the thug got too close to the cloptopus and was killed. Sira escaped managed to reach location 15 while Clarisa and her thugs were occupied. Sira picked up one of the pearls that flew into the hall outside this room.

15. Sira

DM's Description: This room is filled with numerous nets hanging from the ceiling. The nets appear to made of thin wire. The nets are so thick that the PCs cannot see more than 10' in any direction.

Any PC that enters this room will be entangled by the nets (DC 10 dexterity check). A net fills a 10' x 10' square. The nets will not attack anyone in possession of a pearl from location 14. Sira, having fled from location 14, is hiding in this room. She has a pearl from location 14 and therefore ignored by the magical nets.

16. Empty Room

DM's Description: This room has murals of troglodytes devouring humans, but otherwise it is empty.

Cloptopus (1) - Large beast, neutral evil

Armor Class: 20

Hit Points: 40 (6d10 +6)

Speed: 10 ft. / swim 50 ft.

S 17 (+3) **D** 12 (+1) **CN** 12 (+1) **I** 7 (-2) **W** 10 (0) **CH** 3 (-4)

Senses: blindsight (60 ft.), passive perception 10

Languages: none

Challenge: 2 (550 EXP)

ACTIONS

Multiattack - Makes six attacks; may target multiple creatures within 10' range

Tentacle - *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit 1d6 +3, bludgeoning; if a target is hit by two tentacles it must make a DC 10 (+1 per tentacle) strength check to avoid constriction. Constricted targets make take no action but may attempt a further DC strength checks to escape. Constricted targets suffer 1d6 damage per tentacle constriction damage on round following failed DC save.

EQUIPMENT

None



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17. Clarisa

DM's Description: Clarisa and four of her thugs are in this room. She is talking to a troglodyte mystic; three greater troglodytes stand nearby. She has managed to *charm* the mystic (by using her magic ring). When the PCs enter, she will immediately claim that they are here to debase the temple. The troglodytes will then attack the PCs with the help of Clarisa's thugs. Clarisa will simply seek to escape and flee for her life. The room is otherwise empty.

18. Troglodytes

DM's Description: Two greater troglodytes are guarding the entrance to the main temple area. They will attack any intruders on sight. The troglodyte priest at location 19 will not come to their aid, but will instead begin to summon his god!

19. God of the Troglodytes

DM's Description: This chamber is covered with water that is one inch deep. The walls are painted with murals of a massive 50' tall troglodyte destroying human villages near a sea coast.

An altar made of shells is set against the north wall of the room. Standing on the altar is a 15' tall stone likeness of the troglodyte god. A troglodyte priest is chanting in front of the altar as the PCs enter the area. If any PCs enter the main temple area, the statue will animate and attack. The priest will cast spells and then join in the melee.

Lying on the altar are six huge black pearls worth 250 gp each and a golden trident worth 2,000 gp.

Thug - Medium humanoid, chaotic evil

Armor Class: 11 (leather armor)

Hit Points: 12 each (2d8 +2)

Speed: 30 ft.

S 13 (+1) **D** 10 (0) **CN** 12 (+1) **I** 9 (-1) **W** 9 (-1) **CH** 9 (-1)

Senses: passive perception 10

Skills: intimidation +2

Languages: common

Challenge: 1/2 (100 EXP)

Pack Tactics: Has advantage on an attack roll if ally is within five feet to target.

ACTIONS

Shortsword - *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit 1d6 +2, piercing;

Multiattack - makes two attacks

EQUIPMENT

Pouch with 2d10 gp.

Clarisa - human rogue, neutral evil

Armor Class: 17 (leather armor)

Hit Points: 30 (5d8+5)

Speed: 30 ft.

S 16 (+3) **D** 10 (0) **CN** 12 (+1) **I** 13 (+1) **W** 10 (0) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Skill: Stealth +2

Languages: troglodyte

Challenge: 1 (300 EXP)

Chameleon: Advantage on dexterity stealth check.

Stench: Creatures within five feet must make a DC 10 constitution save or be poisoned on start of next turn. If save is successful, creature is immune to stench for one hour.

Sunlight Sensitive: Disadvantage when in sunlight.

Spells: Can cast three, first level sorcerer spells.

ACTIONS

Multiattack: Makes bite and two claw attacks

Bite -

Claw - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 1d4 +3, slashing

Stone Axe - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 2d8 +3, piercing

EQUIPMENT

None



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Greater Troglodyte - Large humanoid, chaotic evil

Armor Class: 15 (natural hide)

Hit Points: 20 each (3d8+6)

Speed: 30 ft.

S 16 (+3) **D** 10 (0) **CN** 14 (+2) **I** 6 (-2) **W** 10 (0) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Skill: Stealth +2

Languages: troglodyte

Challenge: 1/2 (100 EXP)

Chameleon: Advantage on dexterity stealth check.

Stench: Creatures within five feet must make a DC 10 constitution save or be poisoned on start of next turn. If save is successful, creature is immune to stench for one hour.

Sunlight Sensitive: Disadvantage when in sunlight.

ACTIONS

Multiattack: Makes bite and two claw attacks

Bite -

Claw - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 1d4 +3, slashing

Stone Axe - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 2d8 +3, piercing

EQUIPMENT

None

Greater Troglodyte Mystic - Large humanoid, chaotic evil

Armor Class: 15 (natural hide)

Hit Points: 30 (5d8+5)

Speed: 30 ft.

S 16 (+3) **D** 10 (0) **CN** 12 (+1) **I** 13 (+1) **W** 10 (0) **CH** 6 (-2)

Senses: darkvision (60 ft.), passive perception 10

Skill: Stealth +2

Languages: troglodyte

Challenge: 1 (300 EXP)

Chameleon: Advantage on dexterity stealth check.

Stench: Creatures within five feet must make a DC 10 constitution save or be poisoned on start of next turn. If save is successful, creature is immune to stench for one hour.

Sunlight Sensitive: Disadvantage when in sunlight.

Spells: Can cast three, first level sorcerer spells.

ACTIONS

Multiattack: Makes bite and two claw attacks

Bite -

Claw - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 1d4 +3, slashing

Stone Axe - *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 2d8 +3, piercing

EQUIPMENT

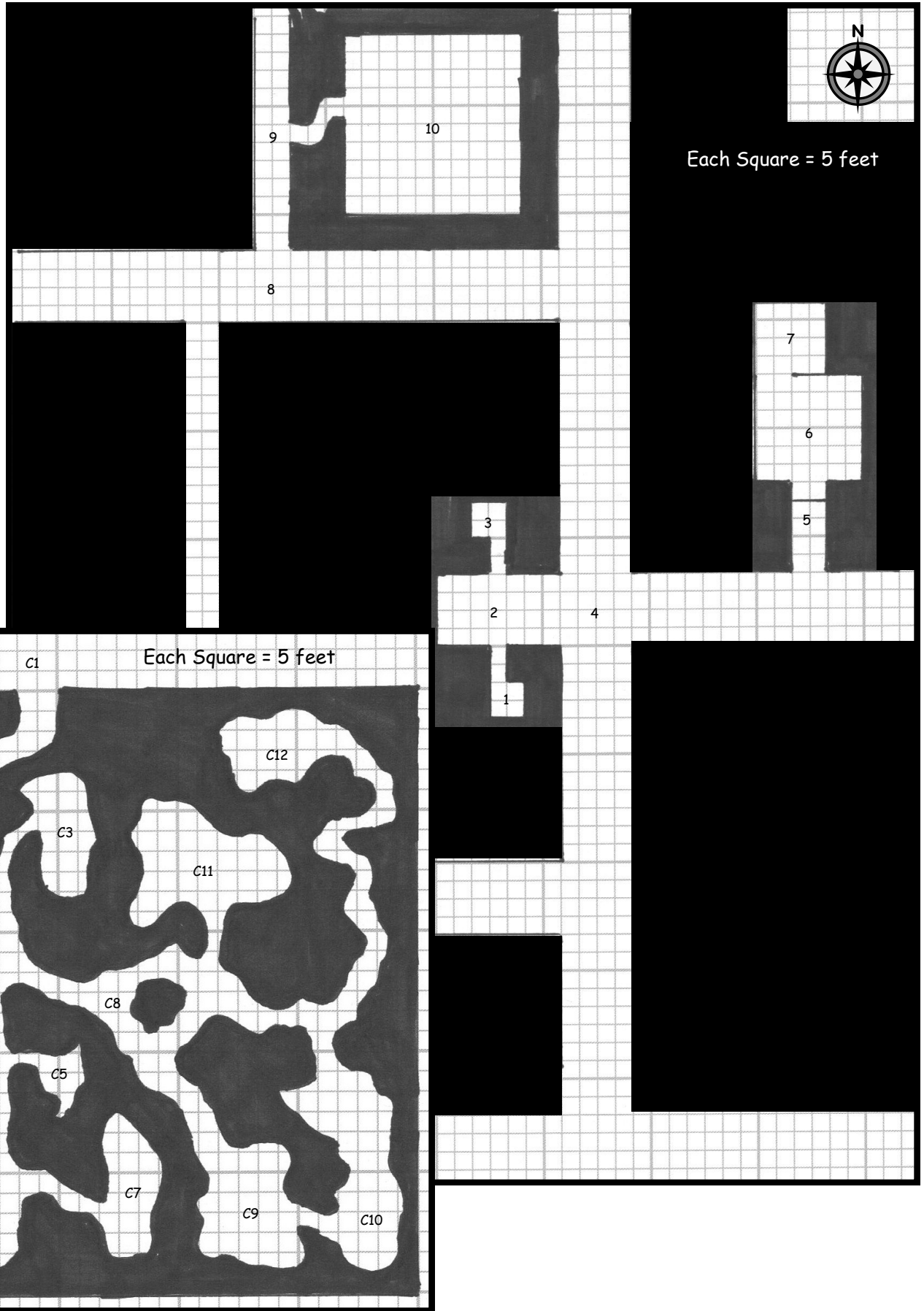
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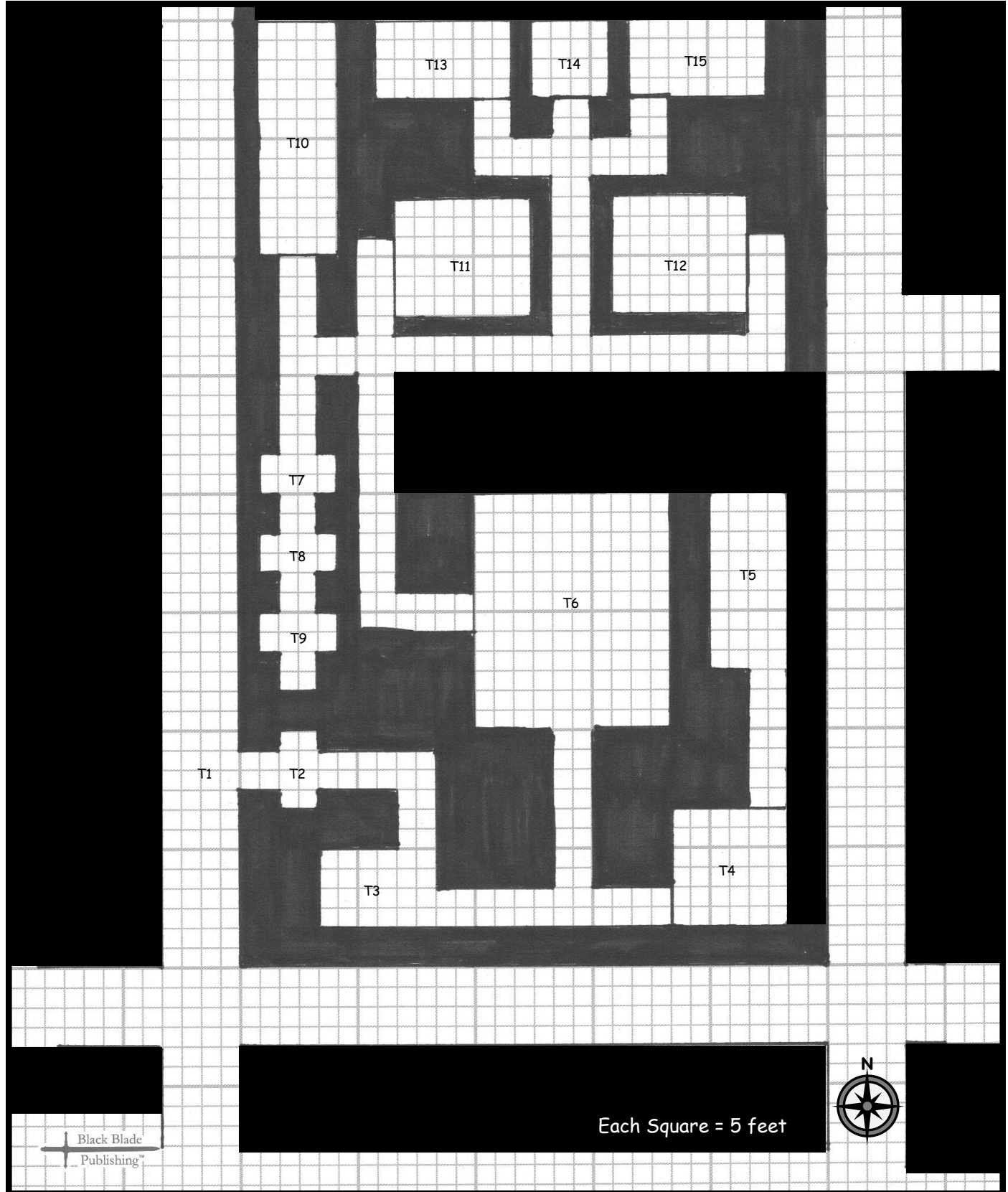


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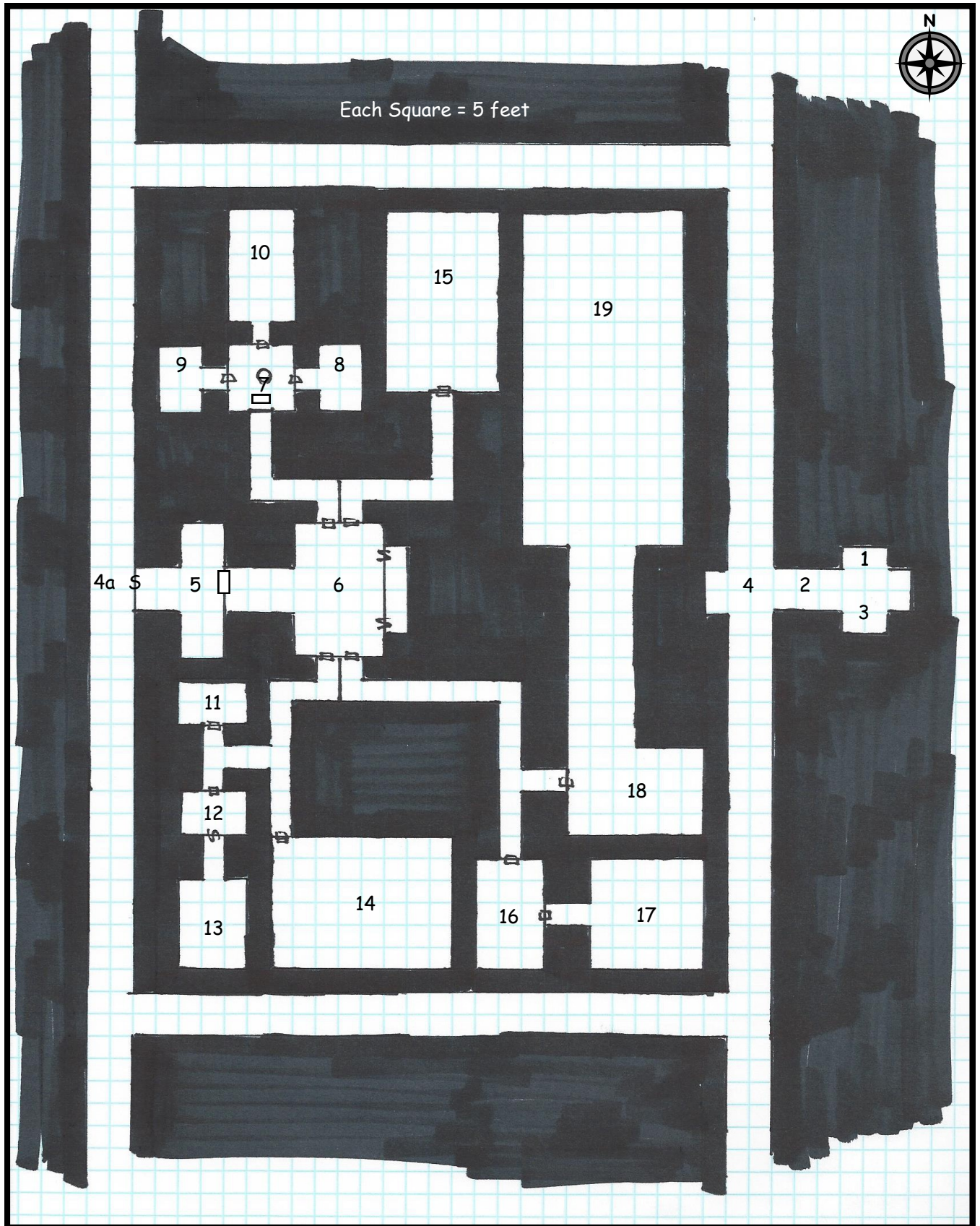


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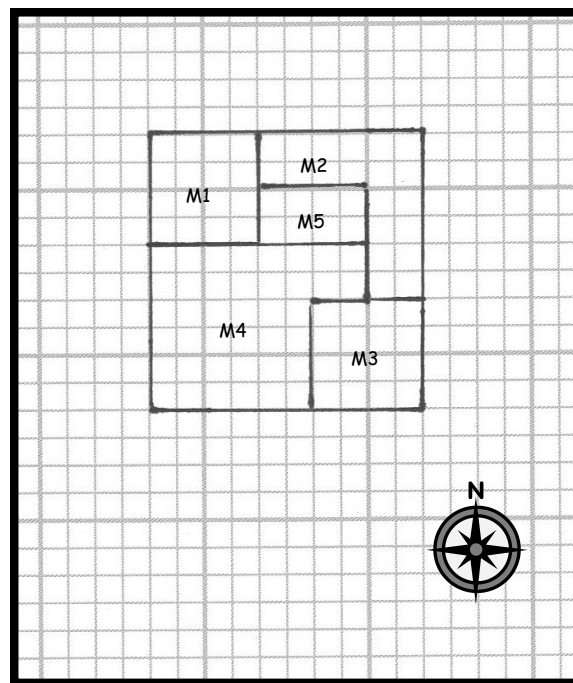


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IT LURKS BELOW

GC1

It Lurks Below

Designed by Bill Barsh
Illustrated by Luigi Castellani and Matthew Costanzo

A Special Gen Con 2012 Adventure Module



A mournful girl has begged you for aid. Her father, keeper of the city's vast sewer system, has disappeared. The city guard will do nothing and she suspects foul play or possibly something even more sinister. An adventure is at hand and only one thing is certain, It Lurks Below!

It Lurks Below is an adventure for four to eight first level characters using the First Edition game rules.



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GC2

They Lurk Below

Designed by Bill Barsh
Illustrated by Matthew Costanzo

A Special Gen Con 2013 Adventure Module



A young mother begs for help. Her daughter has been kidnapped by a group of foul men who have fled into the sewers. One of the kidnappers scowled as he fled, "This one is the perfect sacrifice!"

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