

CH1

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OSRIC™

## Dungeon Module CH1

### Lost Dog

by carlos a.s. lising

AN ADVENTURE FOR CHARACTER LEVELS 3-5



*Across the Free City's infamous Beggar's Quarter, pets of all kinds have begun to disappear. Will their owners be able to find heroes willing to get to the bottom of the mystery of what has become of their beloved friends – and put a stop to the abductions?*

*This module was originally used for tournament play at Gen Con 2018. It contains a challenging scenario and eight pre-rolled, playtested tournament characters. CH1 is a complete adventure in and of itself and it may thus be used for competition among players (or groups of players) or as a non-scored adventure included in the context of an ongoing game. Also included are referee's maps, notes, encounter descriptions for players, and a background scenario allowing the module to be easily placed within a pre-existing campaign.*

*All profits earned through the sale of this module are donated to RedRover®: A non-profit organization helping reunite lost pets with their owners. For more information, visit [redrover.org](http://redrover.org).*



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casl Entertainment  
[www.caslentertainment.com](http://www.caslentertainment.com)  
[caslentertainment@gmail.com](mailto:caslentertainment@gmail.com)

## Dungeon Module CH1

### Lost Dog

#### Introduction

It has been said that *love represents the riches of the poor*. The destitute and the downtrodden traffick in this currency each time they hold their children close for warmth in winter or give their lovers some small morsel for their sup while they go hungry themselves. Examples of this sort of unconditional affection abound even in as cold and morose a place as the Free City's Slum Quarter. Perhaps nowhere is it more evident than the in the sight of the homeless on the streetcorners and in the alleyways of that impoverished area, clutching some small dog in their arms or watching over a stray cat as she nurses her young. For these people to whom nothing is everything, they give their hearts to these forgotten animals, and in return are gifted with wealth beyond the reach of any duke or king.

Over the course of one terrible week in autumn, however, even this was stolen away from those poor wretches. One by one, across the Free City's Slum Quarter, the animals so beloved by these hopeless and helpless folk began to disappear. As if taken from them by magic, their pets simply retreated to their sleeping places come the evening - and vanished like morning dew, come the dawn. If one listened with their souls, rather than their ears, they might be able to hear the thunder of hearts breaking all across the urban labyrinth, amidst a rainstorm of hot tears.

These are the forgotten folk: The poor and the diseased, who society cannot bear to gaze upon. They are the desperate, those who can do nothing in the face of such a terrible event but pray to gods who never seem to listen to their pleas.

Where can such folk find champions?

Who will come to the rescue of their hearts?

#### Module History:

*Lost Dog* was designed as an official convention module for *Gen Con 2018*, held in Indianapolis, Indiana in August, 2018. It was created as part of a casl Entertainment initiative to benefit *RedRover*<sup>®</sup>: A non-profit organization whose mission it is to

preserve the human-animal bond by providing financial assistance, resources, and support to low-income individuals and survivors of domestic violence and their pets, so families can escape together and stay together. 100% of casl Entertainment profits generated by the sale of *Lost Dog* will be donated to this organization.

The module has been designed in such a way that it can be placed in any published or homebrewed Campaign Setting with little difficulty. It has been written so as to be usable with the **OSRIC™ Role-Playing System**. While the module was developed for the purpose of convention play, it can easily be adapted for use as either a one-shot adventure or worked into an ongoing campaign with little in the way of alteration on the part of the Game Master.

#### Adventure Location:

*Lost Dog* takes place primarily within the extensive system of sewers located beneath the Free City's Slum Quarter. Created in the city's infancy, this series of subterranean tunnels and ducts convey filth from its storm drains and privies into massive underground cesspools. There, water is strained, purified, and released to join the flow of the great river upon which the Free City is built. Needless to say, this is a disgusting place, filled with substances and scents better left to the imagination than explicitly described.

This sewer system is composed almost wholly of solid, iron-reinforced stone. Utterly dark, the sounds of running water and the belching of gas through its substance echo throughout the length of its truly gargantuan corridors. It is a simple matter to become lost within the confines of the sewer system, as only the most dedicated city planners and members of the Free City's Union of Sewermen & Streetsweepers are at all familiar with its passages. However, as time marches ever forward, it is only those few that actually realize the dilapidated state of the city's sewer system. Through neglect and disrepair, its old stonework is crumbling and extremely dangerous to traverse, even for those that know its ways like the backs of their collective hands.

Of course, this says nothing of those things monstrous that make the Free City's sewer system their home. And there are such things aplenty, lurking in its fetid darkness....

## Background:

*Lost Dog* is a classic dungeon crawl. Its relative brevity makes it perfect fodder for GMs in need of a one-shot adventure. With this in mind, it has been specifically designed in such a way to get right to the heart of the action when used in the context of a Convention game or to allow a prospective Game Master to insert it seamlessly into a pre-existing Campaign experience.

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Five years ago, a young Sewerman named Tylar Elav was bitten by one of the legions of rats that make the Free City's sewers their home. He would not realize it until later, but at that moment, the laborer was infected with *lycanthropy*, becoming a horrid creature known as a wererat. The transformation affected the goodly sewerman's heart and mind just as it affected his body and he began a slow spiral into madness and, eventually, evil. Dubbing himself *Emperor of the Maze of Ten-Thousand Eyes*, Elav dedicated himself to the God of Plagues and Sickness and immediately began making plans to bring great woe to the Free City by rotting it from within. With the countless rodents making the sewers their abode at his command, he dreamed that his disease-infected subjects would run riot through the city's streets, spreading a virulent contagion through its population. His rats would grow strong and numerous in such conditions and he would earn the respect and favor of his dark god.

Before any of this could happen, however, Elav knew that he had to ensure loyalty from his subjects and cultivate power for himself, lest his plans be thwarted before they might even begin. He began to make nests for the sewer rats that would serve as his army. Then, he cast unspeakable spells granted him by his malign patron to control the zombies employed by the Union of Sewermen & Streetsweepers, granting himself untiring laborers and guards in their form. Elav was pleased with his progress, yet he knew there was much more work to be done before he could launch his awful plans.

He knew that an army marches on its stomach. He had to be sure that there was ample meat with which to feed his horde of rats. At first, he considered kidnapping beggars from the surface, yet eventually abandoned the plan. After all, even those forgotten folk would raise suspicions if too many went missing.

So it was that his attention turned towards their pets....

## Notes for the Player Characters:

If *Lost Dog* is being played as a Convention game, the Players will take the part of the pre-generated characters included with this module (see **Appendix A** for details): A formerly successful adventuring party, currently down on its luck. That said, should the Players wish to use their own characters (as one might expect, if this module were used within the context of an ongoing Campaign), the **Background** section can be easily ignored. In such a case, it falls to the Game Master to adjust the text of the module so that it fits seamlessly into the fabric of their individual game.

In the Convention scenario, the Player Characters are taking the roles of members of the Covenant of the Couatl. They are young and relatively inexperienced, yet flush with confidence after an adventure that saw them defeat several dangerous monsters. Their shared experiences have forged them into a group of boon friends that understand one another's strengths, weaknesses, and overall capabilities quite well. They have recently rented a small manor within the Free City in which the entirety of the Covenant of the Couatl reside and train. Their trust in one another is absolute and every one of them knows in their hearts that if they were to find themselves in peril, their fellow members of the Covenant would risk all to come to their aid.

Misfortune has struck the group recently, however. The fellowship's barbarian, who served them as an invincible whirlwind of steel and rage, went gambling in the Free City's notorious Slum Quarter and lost a substantial sum of the group's collective money. When he refused to pay what he owed at the conclusion of the game, his fellow gamblers fell upon him with a dozen daggers and killed him. As a result of the incident, the group is nearly down to their last few coppers. As the end of the month grows nearer – and the rent for their manor draws close to due – the Covenant of the Couatl begins to worry about their finances...and casts their eyes upon potential opportunities for adventure.

As *Lost Dog* progresses, the Player Characters may decide to do some research on the Free City's sewer system and that which might live within its confines. They are certainly free to do this (indeed, it

would be wise), however in the context of Convention play, the Game Master should be aware that the Covenant of the Couatl is nearly destitute. Information in a place such a place as the Free City is very valuable and it is difficult to come by without offering much coin in recompense. As a result, all they are likely to gather are rumors and conjecture, offered by those without much credibility to begin with. In Campaign play, of course, the Player Characters are not likely to face such dire financial straits. However, no matter how much wealth they might possess, information regarding the sewers will prove elusive. As a way of discouraging their exploration, the only map that exists of the Free City's sewers is under heavy guard, accessible only to the city's Lord Mayor (who will be most unwilling to allow the Player Characters to peruse it). In the end, they will most likely be forced to explore it without the benefit of direction.

Lastly, given the situation at hand, time is of the essence. While the Player Characters may take as long as they would like (within reason, in the context of a Convention setting, of course) to prepare themselves for the ordeals ahead of them, the Game Master should be sure to remind them that the lives of small animals are tenuous things and that they should move to their rescue with all due haste if they hope to save them.

#### **Notes for the Dungeon Master:**

This module was designed for convention-style play, and it is intended for characters from 2<sup>nd</sup> to 5<sup>th</sup> level. It is **strongly** advised that a Game Master preparing to run this module closely studies the pre-generated character sheets at the back of its text (contained in **Appendix A**). In the context of an ongoing Campaign, the Game Master should closely inspect the character sheets of each Player to be involved in the adventure. Needless to say, before beginning play, the Game Master must additionally read all parts of the module thoroughly. If the module is being used as part of an ongoing Campaign, the Game Master will want to take notes, making changes in the module text to fit its particulars into the Campaign.

During the course of the adventure, the Player Characters are welcome to use followers, henchmen, and hirelings to supply needed skills on their behalf. In Convention play, however, the financial situation facing the Covenant of the Couatl will make it **highly**

unlikely that they will be able to retain such worthies. Should the DM choose to substitute the pre-generated characters supplied with this module with their own (such as is the likely case if this adventure is used in the context of a Campaign setting, rather than a Convention) they should compare Campaign characters and their magic items with the characters and items included in the module, in order to assemble an appropriate party.

Information presented in the key is divided into two sections. The boxed script is material which should be read to the players unless special circumstances prevent their knowing the information given there, such as no light to see by. The information not boxed is material for the DM only, and provides game details about the encounter. Characters may discover this information as play continues, but they will not know it from the start of the encounter.

#### **Convention Notes:**

*Lost Dog* was designed to be used as a single-event session, featuring six players and lasting 2 to 3 hours. Timing begins when the character sheets are distributed, and Players should be periodically reminded of the time limit. The goal to which the Player Characters must aspire (and which constitutes a successful completion of their mission) is to enter the Free City's sewer system, locate the missing pets taken by Tylar Elav, then escape with them safely in hand.

Since the adventure was designed to be played several times over the course of Gen Con 2018, certain rules were followed in convention play to insure that many situations were handled in the same way:

1. The Players are presented with pre-generated characters. All their characteristics have been listed, along with equipment, spells, and magic items. Players may not add to or alter this list. This will guarantee that all Players start with the same chances. Players would be allowed the use of the sections of the **OSRIC™ Reference and Index Compendium** meant for Player use (but those sections reserved for Game Master use are forbidden), although all magic items they possess will be known and understood by the owner completely.

2. Monsters will fight intelligently and to the best of their abilities. They show no mercy or quarter to invaders. Monsters encountered in convention play need never check morale and will fight to the death, unless otherwise noted in the text. Monsters will be fully aware of the power and limitations of their weapons, magic items, and spells and will use them to their best advantage. In many cases, specific tactics have been listed for monsters to use in melee. If these plans are frustrated by the Players' actions, the Game Master must find an alternative. If the Players are unusually inventive and find something that is not covered in the adventure, a few minutes may be taken to establish some sort of defense for the monsters – possibly having them regroup and counterattack if necessary. In convention play, monsters will not pursue fleeing adventurers out of an encounter area unless otherwise noted. Players will not know this, however. Monsters will make a lot of noise and will make feint attacks to give the impression of pursuit.
3. Players will never know the function of special treasures they acquire unless they should happen to discover their powers by examination or experiment.

### Campaign Notes:

#### The Free City's Slum Quarter

Detailing the whole of the Free City is well beyond the scope of this adventure. Even detailing the whole of the Slum Quarter – as large as most major cities upon the continent, in and of itself! – would be an undertaking that would fill these pages to bursting. If it becomes necessary in the course of the adventure to particularize either some location in the Free City or its Slum Quarter, it falls to the Game Master to expound upon what is written as is needed. Many official game supplements have been published, such as the CITY OF GREYHAWK® Boxed Set by Wizards of the Coast™, that provide excellent fodder for the imagination in these cases and it is recommended that the Game Master review products of that sort for ideas in this vein.

In general, the Free City's Slum Quarter can be characterized as a riot of irregularity. This is a place that winds and writhes with irregularly-shaped

cobblestone streets that intersect with one another at odd angles. The terrain is slightly undulating, leading to noticeable changes in elevation, which is exacerbated by non-uniform buildings whose footprints take the form of trapezoids and other polygons in order to fit within the land afforded by the Quarter's streets. Some of these buildings have multiple stories to them, giving the place a strange sense of dimension. Perhaps the only thing that these structures have in common with one another is that they are virtually all run down and in some state of advanced disrepair. The best of them show wear and weathering around their windows and doors, their paint chipped and peeling. The worst of them...well, it seems a minor miracle that they manage to stand erect at all.

It is virtually impossible to go a hundred yards down the street in the Slum Quarter without being accosted by a beggar. Usually, these are polite panhandlers that ask for alms from strangers to their portion of the city. Just as often, however, scam artists or young toughs roam the streets here, making it a dangerous place for those who look like they might have two coppers to their names. Worse, those who find themselves in trouble within the Slum Quarter may find themselves on their own. The Free City's constabulary have largely written the place off as a lost cause (which, in most places, it is) and few are the guards patrolling its streets that one can approach when in need. Small wonder, given this, that the place is universally shunned but for the truly desperate or the absolutely destitute.

To create an even playing experience through multiple sessions of this adventure, there will be no Wandering Monsters encountered in the Convention version of *Lost Dog*. All monsters found in the game are placed in specific locations on the **Free City Sewers Encounter Key**. In the context of a Campaign setting, however, the introduction to the adventure may play out quite differently. In this case, the Game Master may wish to play out the Player Characters' travels through the Slum Quarter. If this is the case, then the Game Master should be sure to consult the following **Random Encounter Table (Slums)** to determine if the participants encounter any unexpected resistance on their way to the location. Random encounters are checked once each Turn and the chance for an encounter is 1 in 4.

Random Encounter Table (Slums)		
Die Roll	Encounter	Number Appearing
01-50	Beggar, Panhandler	1-6
51-65	Con Artist	1-2
66-80	Merchant	1-4
81-85	Prostitute	1-4
86-95	Toughs	1-8
95-00	Roll again or choose any creature	-

#### Notes:

**Panhandler:** AC 10, MV 6, HD 0, HP 1, THAC0 20, #AT 1, Damage 1d4 (Punch), Treasure None. This represents the common beggar littering the streets of the Free City's Slum Quarter. They are experts at begging pitifully for alms.

**Con Artist:** AC 9, MV 12, HD 0, HP 3, THAC0 20, #AT 1, Damage 1d4 (Punch), Treasure 1d4cp. These individuals will try and swindle the Player Character out of some (almost always rigged) game of chance.

**Merchant:** AC 10, MV 12, HD 1, HP 3, THAC0 20, #AT 1, Damage 1d4 (Dagger), Treasure 1d10cp. Usually peddling cheap wares from a rickety cart or wooden stand, these typically sell fruit or vegetables of varying (but usually dubious) quality.

**Prostitute:** AC 10, MV 12, HD 0, HP 3, THAC0 20, #AT 1, Damage 1d2 (Slap), Treasure 1d6cp. These individuals sell their services to virtually anyone who can afford their woefully cheap rates. An excellent way to catch an embarrassing disease in the Free City.

**Toughs:** AC 9, MV 12, HD 1, HP 4, THAC0 20, #AT 1, Damage 1d4 (Knife), Treasure 1d6cp. Without any meaningful skills, these ruffians attempt to beat or intimidate strangers in the Slum Quarter into giving them their purses.

As the party walks the streets of this bleak place, unless they have a map, a guide, or personal knowledge of the place, they have a 10% chance per hour of becoming lost somewhere within its streets. A lost party or individual member of that group may backtrack to the point where they got lost and try to navigate anew.

#### The Free City's Sewers

As has been mentioned, to call the Free City's sewer system an inhospitable place would be charitable, at best. Composed completely of solid stone reinforced by iron, it was built to last every bit as long as the city which it was meant to serve. For the most part, it is a series of circular tunnels that bear 5' ledges to its left and right, upon which laborers belonging to the Union of Sewermen & Streetsweepers can traverse in

the course of their duties. Between these ledges is a 10' canal through which terribly befouled water flows at a brisk pace, filling the air within the tunnel with a scent almost too horrific to accurately describe. These tunnels open into wide intersections at which the waters swirl and eddy. In such places, the flow passes through grates that act as filters for the biggest parts of the detritus. Eventually, the whole of the stream of filth empties out either into vast subterranean chambers or into - once magically cleaned and treated, of course - the wide river that flows to the east of the Free City.

Since its foundation, it has been illegal for any individual unsanctioned by the Free City to enter the sewers. Originally, this was to prevent accidental death or the purposeful sabotage of the system. Several years ago, however, an evil cult was discovered within its tunnels, who used it as a hidden headquarters. Since then, the punishments for those caught within the sewers who cannot prove that they are on official Free City business have been startlingly steep. Because of this, few know their way around the subterranean tunnels with any surety. Indeed, most members of the Union of Sewermen & Streetsweepers that descend into the sewers know little of it beyond those areas in which they are assigned to maintain. This is by design, of course.

Unfortunately, in recent years, the Free City's sewer system has been to degrade badly. Its stone construction is beginning to succumb to the weight of long years and neglect. Additionally, monsters within the sewers are not unheard of by any means. It was once common practice to employ zombie labor to undertake the toil that the living could not stomach within the tunnels. Some of these undead have gone unaccounted for and are certainly, by now, free of their masters' control. These creatures are extremely dangerous, to say the least. Other things, such as deadly amorphous life forms or unwanted creatures flushed into the tunnels, have come to thrive within this fell place. These things do not encourage those sewer men who are supposed to tend it to see to their duties with any enthusiasm. Tunnel collapses or sudden swells in the flow of the filth in its corridors are not unheard of and one can hardly think of a more gruesome way to die than these. In any event, its degrading condition and that which might be found within it only makes the sewers more of a place to be avoided by all.

As in the case of the Slum Quarter, there will be no Wandering Monsters found in *Lost Dog's*

Convention play. It is a whole other matter in the context of Campaign play, of course. If the Game Master wishes to play out the Player Characters' travels through the Free City's sewers, they should consult the following **Random Encounter Table (Sewers)** to determine if the participants encounter any unexpected resistance on their way to their destination. Random encounters are checked once each Turn and the chance for an encounter is 1 in 4.

Random Encounter Table (Sewers)		
Die Roll	Encounter	Number Appearing
01-15	Alligator	1-4
16-30	Ghoul	1-6
31-45	Green Slime	1-4
46-75	Sewerman	1-4
76-95	Zombies	1-8
95-00	Roll again or choose any creature	-

#### Notes:

**Alligator:** AC 5, MV 6//12, HD 3, HP 18, THAC0 16, #AT 2, Damage 2d4/1d12, Treasure None. At one point in time, it was fashionable in the Free City to own a baby alligator. When the fad passed, many of these pets were relegated to the city's sewers. Some thrived in this environment.

**Ghoul:** AC 6, MV 6, HD 2, HP 12, THAC0 12, #AT 3, Damage 1d3/1d3/1d6, SA Paralyzation, SD Undead immunities, Treasure 1d6cp.

**Green Slime:** AC 9, MV 0, HD 2, HP 10, THAC0 20, #AT 0, Damage Special, SA Corrosion, Treasure, None.

**Sewerman:** AC 6, MV 12, HD 1, HP 5, THAC0 20, #AT 1, Damage 1d6 (Short sword), Treasure 1d6sp. These are the Free City's official administrators to its sewers, maintaining and repairing it as is necessary. Upon seeing Player Characters, they will flee immediately, reporting their presence in the slums to the city's constabulary with all due haste.

**Zombie:** AC 8, MV 6, HD 2, HP 11, THAC0 20, #AT 1, Damage 1-8 (Punch), SD Undead immunities, Treasure None. The Free City once used zombies in order to maintain the most dangerous or onerous portions of its sewer system. Though the practice has been discontinued, many still roam the stone corridors uncontrolled and unchecked.

As was the case in the Slum Quarter, the party has a 10% chance per hour of becoming lost somewhere within the sewer's passages. Within its bounds, however, only a map of its myriad tunnels will allow the party to navigate it with no chance of becoming lost. A lost party or individual member of that group may backtrack to the point where they got lost and try again.

## Background for the Dungeon Master

Tylar Elav made a grave miscalculation when he underestimated the affection that the beggars of the Slum Quarter held for their pets. He expected that they would serve as an endless supply of livestock for the sup of his legion of rats.

He could not have been more wrong.

When one is at their most desperate, they cling to that which they still possess with an iron grip born of their harrows. Like a man clinging to the edge of a precipice, their strength grows somehow greater than should be possible. So it is in the case of the beggars of the Slum Quarter. Their beloved pets have gone missing and they will do whatever it takes in order to reclaim them...even if it means debasing themselves in front of a group of powerful adventurers. For how much lower can their dignity slip?

In their collective eyes: To earn a hero as a champion...it's worth the risk.

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## Chapter One: Bucknaard, Come Home

While wandering through the Slum Quarter of the Free City – a dangerous place to be sure, but one often replete with action and opportunity – the Player Characters notice more than one of the locals hammering flyers up onto the many wooden notice boards found on the area's street corners. Since this is where most gain their news within the community, the sheets of cheap paper catch their eyes and draw them to read that which is written upon their faces. Each one of them reads something to the effect of the following:

*Lost Dog. Small, white with black patches. Answers to the name "Lucky". Friendly, does not bite. Please return to the corner of Meadow Street. Reward offered.*

*Missing Cat. Skinny marmalade with one tooth. Please bring her home to 15 Scrivener Street. She is missed very much. Reward offered.*

*Lost Dog. Large, old black mutt with lame back left leg. Howls along with music. Safe return to the second alley on Fisherman Court will be rewarded.*

There are at least twenty such notices on every notice board the Player Characters can see. They fill their flats to the point where they begin to overlap one another. As the party is reading one such flyer, they are approached by a young child, no taller than a small Halfling.

"Uhm...excuse me?" a voice ushers upward from the level of your hip. Turning, you can see that it belongs to a child of no more than six years. Blonde haired and blue eyed, she is unkempt and dirty. She looks as if she hasn't had a good meal in some time – if ever. She looks up at you shyly, as if the effort of even speaking to you is herculean.

"I saw your swords and armor," the girl confesses with a deep blush. "Maybe you're heroes? Like in stories?"

From behind her back, she produces a piece of paper. Upon it is a mess of scribbles. You are able to make out the words LOST DOG, even though the letter "S" is written backwards. Below the words are two stick figures representing a smiling girl and what must be a dog. Below the canine is the word BUCKY. Again, the "K" is backwards.

"This is my dog, Bucky," the girl holds up the paper as high as she can, obscuring her face. "Somebody stole him, like they've been stealing everybody's pets, lately. I know they stole him because he's a good dog and wouldn't run away on his own."

"If you're heroes," she manages, blushing furiously, now, "maybe you can find him and rescue him? He's my best friend and I miss him."

Tears like little bits of starlight well up in the corners of the child's eyes.

The child's name is Annah Maunsell and she is filthy, desperate, and completely adorable. The daughter of two beggars in the Slum Quarter, she is homeless and has virtually nothing aside of her dog, Bucky (named after the hero of legend, Bucknaard) who is – as she says – her best and only friend.

Though she is but six years old, her hard life has

given Annah an idea of how the world works. Therefore, she has not come unprepared to her meeting with the heroes. Once she composes herself after her initial dialogue, she tells whomever she feels is the group's leader (or who seems to be most sympathetic to her plight) that she has brought her life savings with her and is prepared to give it to "Bucky's heroes" as a reward for bringing him home safely. She will then produce a cheap bag of woven flax, which is filled with three marbles, a jack with one tooth broken off of it, an old, stale cookie, a half-melted piece of dried marzipan, and a single, beaten steel piece.

Truly, the Player Characters would have to be completely devoid of souls in order to refuse this call to adventure. If they do so (knives!), the Game Master may choose to have a local priest wandering by that happens to hear the conversation. Once Annah is done speaking, he will whisper into the ear of a party member that he will ensure that they are paid properly for their effort, should they accept the mission.

If the Player Characters still refuse the child, then the adventure is effectively over. In the context of a Convention game, you may release the Players to their own devices. In the context of a Campaign, it falls to the Game Master to determine what happens next (and there should certainly be consequences for failing to complete the mission).

If the Player Characters choose to accept Annah's solemn charge, however, then the matter of finding Bucknaard and the rest of the missing pets of the Free City's Slum Quarter is at hand.

## Chapter Two: We All Float, Down Here

If the Player Characters ask Annah where she last saw her dog, she will think for a moment before telling them that he had started to like sniffing around the sewer grates along the Free City's curbs. This was something relatively new for the dog (who, in truth, had begun to smell and sometimes hear some of the other animals beneath the city), though she will not think of this unless she is asked. This is all that Annah can think of that might help the party find Bucky. If they ask her further questions, she will tell them that there are many others in the Slum Quarter that have lost pets, and that maybe they will be able to provide them with more answers. In closing, she will tell the Player Characters that she will wait for

them next to the notice board until they rescue her dog (something in which she has complete faith).

If the Player Characters decide they wish to ask around the Slum Quarter and gather more information, they will notice a single similarity with respect to all the missing animals: They all seemed quite preoccupied with the sewer grates along the street, prior to their disappearance. Each individual with a missing pet will ask the Player Characters if they are investigating the matter. If they admit to it, they will offer a reward of 1d4cp (a king's ransom, in their eyes) for the safe return of their animal. If they should mention checking out the city's sewer system, they will also caution the Player Characters of the dangers associated with doing so, recommending that they do so under the cover of darkness, when the local constabulary is much less likely to catch them in the act of it. Depending on the relationship they cultivate with such individuals, they may even be willing to help them get into the sewers, though none will be so bold as to accompany them into its belly.

In the end, all available clues should direct the Player Characters to enter the sewers if they want to rescue the missing animals. When they finally get around to doing this, they will find that the grates are extremely heavy (requiring a strength of at least 17 to lift), but otherwise can be removed without issue. Unless the Player Characters take particular steps to avoid detection as they do this, there is a base 25% (reduced to 15%, at night) chance that they will be detected by the Free City's constabulary in their efforts. If they are caught trying to enter the sewers, they will be apprehended and jailed by these worthies. In this case, in the context of Convention play, the adventure is effectively at its end and the mission considered a failure.

**Free City Constable:** AC 4 (chain mail & shield), MV 12, HD 1, HP 6, THAC0 20, #AT 1, Damage 1d8 (long sword), Treasure 1d4gp.

If they manage to remove one of the sewer grates, they will find that it reveals a small, slanted trough-like area that leads to a 4' wide vertical shaft. On one side of this passage, rusty iron rungs are set into the wall by which one might descend downward to **Area #1 of the Free City Sewers Encounter Key**.

### Free City Sewers Encounter Key

**Important Note:** In locations on the map marked with a red X, the Player Characters will find that the

tunnel has been completely blocked but for the flow of filthy water that runs its center channel. This blockage has been constructed of an amazing amount of flotsam and jetsam, piled high and compacted in such a way that it is nearly as impassable as solid stone (it is also sopping wet, so conventional attempts to burn it will fail, as well).

These locations serve as nests for a staggering amount of rats, which gaze out at the party through a thousand sinister eyes in the darkness. By the order of Tyler Eval, if these nests are approached or disturbed by strangers, most of these rats attack the intruders in their demesne, while a few stragglers scurry away to warn their master in **Area #6**. Likewise, should he call them forth to aid him in any way, they will do so (if within range of his command). The population of one of these nests of rats is as follows:

**Swarm of Rats** (3): AC 7, MV 12//6, HD 2, HP 9, THAC0 20, #AT 1, Damage 1d3 (Bite), SA 15% chance of disease transmission, Treasure 1d20gp. These statistics represent a collective swarm of rats. Unless compelled to fight by their master, they will scatter and flee if attacked with fire. They will also scatter and flee if damaged for more than 50% of their total hit points

**Rat, Giant** (3): AC 7, MV 12//6, HD 1, HP 3, THAC0 20, #AT 1, Damage 1d3 (Bite), SA 20% chance of disease transmission, Treasure 1d6sp and 1d4gp.

### 1. LANDING

Descending the iron ladder, you stand at a crossroads. Here, a great tunnel, 20' wide stretches to the east, west, and south before disappearing into absolute darkness. You stand upon one of two ledges, 5' wide, that bracket a center channel along the corridor. Within this canal is briskly-moving water. Everything around you seems to be completely composed of stone and mortar. The smell within the tunnel, which emanates from the water, is so revolting that your stomach begins to churn and heave immediately.

The Player Characters have entered the Free City's immense sewer system. Conditions here are most deplorable, to say the least. Firstly, there is no light within this - or any other - area within the city's sewer system. Player Characters without the ability

to see in naturally-occurring darkness will effectively be blind in these conditions. Secondly (and perhaps more importantly), as a conduit for raw sewage, the system's tunnels are fetid and disease-ridden. Player Characters will suffer a -1 penalty to their To-Hit and Damage rolls as long as they remain within its confines. Saving Throws will also be penalized in a like manner. This reflects that the Player Characters will likely have to hold their breaths for most of the time they explore the sewers, rather than vomit. Finally, any time they suffer any damage from any source, the Player Characters will have a 10% chance (non-cumulative) of contracting some form of disease or infection.

Should they find themselves within the filthy water that courses the sewers (the channels in which this disgusting wash course are only 5' deep), the Player Characters will suffer yet further. They will immediately incur a -1 penalty to their To-Hit, Damage, and Saving Throws that is cumulative with those penalties earned by simply remaining in the sewer system. They also suffer a 25% chance of contracting some form of disease. Likewise, this effect is cumulative with the normal chance of contracting disease from wounds inflicted while in the sewers.

## 2. CESSPOOL

This room takes the form of an immense circle, 50' in diameter. Here, the ceiling is a domed, its highest point perhaps 30' from the surface of the water that swirls in a clockwise fashion about its walls, about which the ledges upon which you stand trace a path. Small bridges cross the channels, allowing you to pass over them to the next ledge with relative ease. A tunnel leads away from the chamber in each cardinal direction. In the mouth of each of these corridors, you can see the water gently churn and froth.

In the center of the room stands a massive creature. Almost 8' tall, it looks like a giant pile of filth and refuse with two great barbed tentacles that issue forth from its sides. At its apex, a small organ with a pair of wide, bloodshot eyes set into it writhes as if some strange serpent. Directly in its center, you can see a giant maw full of razor-sharp teeth.

This chamber serves as one of the cleansing places within the Free City's sewer system. Designed so as to force the water to spin quickly about its sides, flotsam and jetsam is pinned to the walls of the area by centrifugal force. When it exits the chamber through the channels issuing forth from it, it is far cleaner than it was before (though it is still putrescent; the true filtration takes place much further downstream). The effluvia gathered in discrete places by the room's design allows it to be easily collected and disposed of by the sewer men that visit the chamber.

Since this particular room was sealed off by the rats nests in each of the tunnels issuing forth from it (and this is where the frothing in the water comes from; without an unobstructed exit, this is the effect of backwash), it has become the lair of an **otyugh**. To the monster, this is some small slice of heaven, where it can stand luxuriously amidst the disgusting filth and the rushing waters can soothe its thick hide. This hardly makes the beast genial or placid, however. As soon as it detects the Player Characters within its chamber, it will move to attack them.

**Otyugh:** AC 3, MV 6, HD 7, HP 41, THAC0 13, #AT 3, Damage 1d8/1d8/1d4+1, SA Disease, SD Never surprised.

Within the monster's gullet is located its treasure. Player Characters with the stomach to cut it open and roam around in its internal organs can find 49sp, 38gp, 7pp, and a small ruby worth 100gp amongst the gore, along with a sapphire and platinum *ring of protection* +1. Despite the great value of the treasure, those willing to do what it takes to get it may well find the effort not worth their while.

## 3. DEAD & BLOATED

The tunnel opens up into a vast circle of a room, 50' in diameter. A domed ceiling hangs 30' above you at its highest. Within the open air of the room, water spills out from the tunnel's channel to fill it, swirling in a clockwise fashion about its walls. The ledge on which you stand clings to the wall, joined to each other over the water by small stone bridges. Three more tunnels lead away from the chamber in each cardinal direction. The water seems to gently churn and froth in the mouth of each of these tunnels before they disappear into darkness and the distance.

This room is another one of the cleansing places within the Free City's sewer system. While it appears to be safe, it most certainly is not. Tylar Eval trapped six **ghouls** within the room some time ago, and these horrid undead linger beneath the water in the center of the room. The wererat keeps them placid and loyal to him by being sure to feed them regularly. When any creature that is not a rat or wererat strays from an area 10' away from the entrance to the chamber, the ghouls will reach out and grab at their ankles, trying to pull them into the water. Likely paralyzed, their victims will rapidly drown and be devoured within a morass of churning crimson filth in a matter of moments.

**Ghoul** (6): AC 6, MV 9, HD 2, HP 11, THAC0 16, #AT 3, Damage 1d3/1d3/1d6, SA Paralyzation, SD Undead immunities.

The ghouls are truly terrifying creatures, bloated and rotting, the sores dotting their blue flesh weeping disgusting fluid. Game Masters should remember that the creatures will likely *surprise* their first victim. To determine if they are able to pull their opponents into the water, roll 1d20. A roll of 16 or lower allows the Player Character to remain standing. For every point of Strength they possess over 16, they receive a +1 modifier. If the character is paralyzed by the attack, they are automatically pulled into the water (and are in real trouble, from there!).

Collected against the wall, amongst a litter of the bones of their victims is the ghouls' treasure. This takes the form of 41sp, 111gp, and a rusty *longsword* (easily cleaned to a bluish shine) is actually +1 in nature.

#### 4. CLIMBING UP THE WALLS

Here the tunnel opens up into another wide, circular area, 50' in diameter. The ceiling rises 30' above the floor, curving into a gentle stone dome. Corridors appear in the solidity of the walls ahead of you, breaking off from the room proper to the northeast and northwest. Once again, the ledge on which you tread circles around the circumference of the area, making a 5' wide path around which the place can be navigated. The air within the chamber is foul, smelling of wet detritus that litters the whole of the ledge around its outsides. Too, the water that fills the center of the room

seems still – though it appears to flow both in and out of area quite easily – making of it a rancid and fetid broth of bubbled filth.

Though the chamber is apparently placid, many are the dangers that linger within its bounds. The garbage and litter around the path by which one must tread to pass through the room is the home to 8 **giant rats**. Well-disposed to Tyler Eval, they will attack as soon as Player Characters have begun to walk through the detritus in an attempt to plumb deeper into their master's territory.

**Rat, Giant** (3): AC 7, MV 12//6, HD 1, HP 3, THAC0 20, #AT 1, Damage 1d3 (Bite), SA 20% chance of disease transmission, Treasure 1d6sp and 1d4gp.

Far worse than this vermin, however, is that which lingers in the water in the chamber's midst. This is a colony of green slime that bubbles and froths atop the water. It is almost indistinguishable from the filthy flow in which it resides, appearing exactly like befouled and mold-covered water. Though it could come and go easily from the chamber if it chose to do so, it lingers here because Eval sees to it that it is well-fed and nurtured.

If the Player Characters engage in combat with the giant rats, the monsters have been trained to do what they can to push their enemies into the green slime. Thus, they favor charging tactics bent on throwing their foes off-balance and into the room's deadly morass.

Amongst the garbage, Player Characters can find a total of 41gp, a half-drunk *potion of clairaudience*, and a *ring of warmth* (though it will take them 3 turns to sort through the mess to do so).

#### 5. DAM THAT RIVER

Before you is an immense pile of accumulated refuse. Packed so high that it blocks the entirety of the tunnel but for a 3' space at its top, the water in the channel churns into a frothing lake against its substance, spilling out over the ledge on which you tread. From somewhere beyond the pile of refuse, you can hear the sounds of animals, echoing throughout the tunnel: The mournful

howling of dogs and the plaintive mewling of cats.

This dam was treated by Tylar Eval's rats, so as to stop the flow of water in the channel and leave the tunnel beyond it dry. The wall of refuse serves as a rat's nest identical to the ones described in the **Free City Sewers Encounter Key (Important Note)** section above, differing only in the amount of rats found here, which are double that in the above description, and the treasure to be found within the dam's solidity. If one takes the time to pick through the garbage that makes it up, they can find 47cp, 22sp, and 13gp, along with a small vial full of a syrupy red liquid (which acts as a *potion of speed*, if imbibed).

## 6. DEADFALL

Beyond the pile of refuse, the tunnel begins to descend sharply. The channel that runs down its center is caked with dried filth, but is otherwise bereft of the flow of water.

Player Characters paying attention to the condition of the tunnel in this location will notice that the stones here are cracked and unsteady in appearance. If they are using some light source to navigate the corridor, with a successful check for Concealed Doors they will also notice a thin length of fishing line that emerges from the ceiling, then runs down the whole of the tunnel clinging to its stone surface. This hints at the **trap** placed in this location by Tylar Eval, who purposely undermined the integrity of the ceiling's stones so that they could be collapsed with the pull of a string from **Area #6**. If the wererat has been warned by his thousands of minions (highly likely) that he is about to entertain uninvited guests, he will wait until the Player Characters pass through the space 10' beyond the dam, then activate the trap, which collapses the ceiling on the area. Player Characters in the trap's area of effect suffer 3-30hp of damage (save vs. petrification for half). If he can hear the cries of those who fall into the trap, he will waste no time in moving in with his minions to attack the wounded, using the confusion incurred by its activation to his advantage.

## 7. LAIR OF THE WERERAT

This room takes the form of a great circle, 50' in diameter. Around its circumference is a 5' wide ledge, 5' from the chamber's floor. Three tunnels lead away from the room at each cardinal direction and its domed ceiling towers 35' above its firmament at its highest. The whole of the room echoes loudly with the sounds of animals - mostly dogs and cats, it seems - barking and howling, meowing and hissing in a cacophony of noise. These sounds seem to come from the tunnels leading away from the room. Along the ledge is a messy pile of straw, in which you can see hundreds upon hundreds of rats running about.

The center of the room is dominated by a great wooden chair, like that upon which a duke or king might sit. It was once likely opulent, but is now just more garbage, its fine wood broken and ruined in places. This sits amidst more great piles of straw, in which you can see seven rats - each one the size of a very large dog.

Sitting in the chair is a man in chain mail armor, bearing a short sword. From the neck down, he appears as a powerful warrior, with mighty thews straining his mail coat. From the neck up, however, he has a rat's head...which stares at you with beady black eyes that never seem to blink.

A cruel smile stretches across his blasphemy of a face, revealing terrible, yellowed teeth.

This is the lair of Tylar Eval, the horror responsible for the kidnapping of the Slum Quarters' beloved pets and he who would undo the whole of the Free City by means of the slow rot of incurable disease. When the Player Characters enter this room, he is likely to have had some notice of their approach. In this case, he will have triggered the trap at **Area #5** and either moved in for the kill of those left alive or lain here in wait for those survivors. The latter case, he is sitting upon his throne in wererat form. He will not parley with the Player Characters here. If they have come this far, to his mind, he knows that they are here to free the animals in his custody and put him and his legions to the sword. What is there to discuss, then?

As soon as they enter the room, he will first command his army of rats to attack the party, then move to reinforce them himself.

**Swarm of Rats (5):** AC 7, MV 12//6, HD 2, HP 9, THAC0 20, #AT 1, Damage 1d3 (Bite), SA 15% chance of disease transmission, Treasure 1d20gp. These statistics represent a collective swarm of rats. Unless compelled to fight by their master, they will scatter and flee if attacked with fire. They will also scatter and flee if damaged for more than 50% of their total hit points

**Rat, Giant (7):** AC 7, MV 12//6, HD 1, HP 3, THAC0 20, #AT 1, Damage 1d3 (Bite), SA 20% chance of disease transmission, Treasure 1d6sp and 1d4gp.

**Tylar Eval, Wererat:** AC 3 (*chainmail +1 & dexterity*), MV 12, HD 3+1, HP 20, THAC0 15, #AT 1, Damage 1d8+2 (*longsword +1*), SD Hit only by +1 or silver weapons, SQ Surprise on 1-4.

Eval is quite insane and will attack his enemies until slain. He refuses to retreat from his home, no matter what tactics the Player Characters should employ against him. He is fixated upon his plan of ruining the Free City and turning it into a kingdom of rats. He would rather die than to see anything else eventuate.

Player Characters attacking Eval may think to set fire to the substantial amount of straw within the chamber. Unfortunately for them, it is quite wet and will not catch fire unless exposed to *very hot* (magical) flame. Doing this creates a problem potentially more damning than the rats, of course, as the thick smoke that will quickly fill the whole of the room and tunnel beyond may well be the end of every living thing within the area.

In addition to the magical items he carries on his person, Eval secrets much wealth within the straw on the floor of the chamber. After combing carefully through the mess, Player Characters can collect 282cp, 340sp, and 124gp. They can also find three small diamonds worth 75gp each, a *potion of healing*, and a *scroll of three spells* (*animate dead, lightning bolt, and ray of enfeeblement*).

This treasure is menial, however, compared to the lives of the animals that are kept in cages on the ledges of each tunnel that issues forth from the central chamber. To the surprise of the Player Characters, not a single one has been harmed. It was Eval's plan to mate the pets before eating them, ensuring that he and his legions would have an endless supply of meat before launching their attack upon the Free City. Player Characters releasing them will recognize

Bucky right away amongst them all (Annah's stick figure was actually not a terrible likeness) and as soon as they free him, he will jump into the arms of his rescuers, panting happily and licking their face as a form of reward.

More precious than silver and gold, indeed.

## Coda: Man's Best Friends

If the Player Characters fail to contend with Tylar Eval and his legions of rats, then he embarks upon his war against the Free City with spectacular results. Within a week, the first symptoms of plague begin to surface within the immense community – far beyond just the Slum Quarter. In two weeks, hundreds are dead and chaos reigns within the Free City's streets. By the end of the month, half of its population has been decimated and the wererat becomes poised to murder those that remain. Come the turn of the season, the whole of the Free City is rendered a ghost town. Only Tylar Eval and his horde of rats remain. How much longer before they decide their conquest ends not at the walls of the ruined Free City...?

If the Players succeed in besting Eval and his rats, however, they emerge filthy and beaten from the Free City's sewers as heroes. Many are the happy reunions between the rescued pets and their owners, and just for one shining moment, the Slum Quarter of the Free City is a happy and joyous place. Annah is more than happy to tender "Bucky's heroes" their reward, and many of the beggars affected by Eval's thefts are quick to do the same, showering the Player Characters in a rain of 1d20cp (to ones such as they, this is an unthinkable sum). They are invited to visit the Slum Quarter henceforth without fear, as word will spread quickly that they are of the ilk that judges not by breadth of one's wealth but by the quality of one's heart.

A week after returning to their manor, the Player Characters will notice that an envelope has been affixed to their front door. Within it are several pieces of cheap paper. One is a hand-drawn picture of their party fighting against Tylar Eval and his rats in the Free City's sewers. It is captioned "*Bucky's Heroes*". Another page in the container depicts Annah and Bucky playing with a stick, surrounded by hearts.

The last piece of paper, however, they may find of much more interest. This is a sheaf of fine parchment, of the sort only the wealthiest can hope to

afford. In the careful strokes of a steady hand is written a short note:

*Let no good deed go unrewarded. Strongbox #1127 at the Free City Treasury. The pass phrase is "Man's best friend".*

Should the Player Characters go to the Free City Treasury, ask for the appropriate strongbox and offer the pass phrase, they will receive a small iron-bound chest. Within the container is 1,000gp, three *potions of healing*, and a *wand of magic missiles* (22 charges). Those in custody of the account will not reveal the identity of the individual who has bequeathed them this bounty - easily enough to pay their rent, and then some.

Somewhere, Bucky and Annah still smile.

## CREDITS

Design & Development: carlos a.s. lising

Cover Art: Daniel Govar

Playtesters: Jeremy Breazeale

Mary Dixon

Michael Dixon

Amanda Lising

Extra-special thanks to my wife, Amanda Lising, for putting up with all the silliness that is wound into being married to a writer. I love you.

Dedicated to E. Gary Gygax. Thank you for painting the skies of my imagination.

*"Money can buy you a fine dog - but only love can make him wag his tail."*

--Kinky Friedman

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## **Appendix A: PRE-GENERATED CHARACTERS**

Player Name:

Character Name: Darrus Siffing

Race / Gender: Human Male

Level / Class: 3<sup>rd</sup> level Paladin (Human God of Chivalry, Justice, and Honor)

Alignment: Lawful Good

Strength:	16	TH Bonus: ±0	Dam. Bonus: +1	Op. Doors: On 1-3	B. Bars: 10%
Intelligence:	9	1 Additional Language Known			
Wisdom:	14	Magical Attack Adjustment: +0			
Dexterity:	9	Reaction / Attack Adjust.: ±0	Defensive Adjust.: ±0		
Constitution:	16	Hit Point Adjustment: +2	System Shock: 95%		
Charisma:	17	Reaction Adjustment: +30%			

Adjusted Saving Throws	
Paralyzation:	13
Petrification:	14
Rods/Staves/Wands:	15
Breath Weapon:	16
Spells:	16

Armor Class: 4 (Chain Mail Armor & Shield)

Hit Points: 33

Movement Base: 9"

Weapon in Hand: Longsword

Adjusted To-Hit Armor Class 0: 18

Adjusted Weapon Damage: 1d8+1 (S/M), 1d12+1 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -2

Languages Known: Common, Gnomish

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	
None.	Spells & Special Class Abilities
	Paladin Abilities: <i>Detect evil</i> , 60' (when concentrating); <i>Immune to disease</i> ; <i>Lay on hands</i> heals 6 hit points of damage per day; <i>Cure disease</i> 2/week; Emanates <i>Protection from evil aura</i> , 1" radius; <i>Turn undead</i> as 1 <sup>st</sup> level Cleric.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shield	Carried	Chain Mail Armor	Worn	Long Sword	Carried
Large leather pouch	Belt	Holy Symbol	Worn		
Waterskin	Sling from belt	Backpack	Back		
Holy water vials (2)	Sling from belt	Hard leather boots	Feet		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 2gp.	<b>Experience Gained:</b> 0

**Special Notes:** Darrus hails from the Duchy of Tsnru and is a member of the *Order of the Radiant*: Said to have been the first Paladins, organized during the world's prehistory. Valiant and brave, he is fearless (to a fault) and honor is to him as meat and drink. He often serves as the conscience of the Covenant of the Couatl (his helmet is decorated by many feathers given him freely by one such feathered serpent).

Player Name:

Character Name: Grashta Blood-Moon

Race / Gender: Half-Orc Female

Level / Class: 3<sup>rd</sup> level Cleric (Orcish Goddess of Fertility & Medicine)

Alignment: Lawful Neutral

**Strength:** 15 TH Bonus: ±0 Dam. Bonus: ±0 Op. Doors: On 1-2 B. Bars: 7%  
**Intelligence:** 7 No Additional Languages Known  
**Wisdom:** 17 Magical Attack Adjustment: +3  
**Dexterity:** 7 Reaction / Attack Adjust.: ±0 Defensive Adjust.: ±0  
**Constitution:** 16 Hit Point Adjustment: +2 System Shock: 95%  
**Charisma:** 6 Reaction Adjustment: -10%

Adjusted Saving Throws	
Paralyzation/Poison:	10
Petrification:	13
Rods/Staves/Wands:	14
Breath Weapon:	16
Spells:	15

\* Save vs. Spells Involving Will: 12

Armor Class: 4 (Chain Mail Armor & Shield)

Hit Points: 27

Movement Base: 9"

Weapon in Hand: Holy Water Sprinkler

Adjusted To-Hit Armor Class 0: 20

Adjusted Weapon Damage: 2d4 (vs. S/M), 1d6+1 (vs. L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Orcish

Magic Weapon Descriptions	Special Racial Abilities
None.	<i>Infravision: 60'.</i>
Other Magic Items	
None.	Spells & Special Class Abilities
	Default Cleric Spells (4/3): 1 <sup>st</sup> : <i>Bless, Cure Light Wounds (x2), Protection from Evil;</i> 2 <sup>nd</sup> : <i>Find Traps, Hold Person, Spiritual Hammer.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Shield	Carried	Chain Mail Armor	Worn	Holy Water Sprinkler	Carried
Large leather pouch	Belt	Holy Symbol	Worn	Waterskin	Slung from belt
Hemp potion rigging	Belt	Backpack	Back		
Holy water vials (3)	In rigging	Hard leather boots	Feet		
		Cloak	Back		
		2 Oil Flasks	Back (Backpack)		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 13gp.	<b>Experience Gained:</b> 0

**Special Notes:** Because Grashta can pass for a (very ugly) human, her life was spared when adventurers wiped out her entire tribe. Raised afterwards by a human family, she was captivated afterwards by the brave explorers of the world, vowing one day to join their ranks when she was older, so that she could destroy evil – yet avoid such massacres in the future. Grashta is stupendously ugly and quite stupid, but she has a huge heart and is quite beloved by her fellow adventurers in the Covenant of the Couatl, despite her flaws.

Player Name:

Character Name: Squall Rivertreader

Race / Gender: Halfling Male

Level / Class: 3<sup>rd</sup> level Thief

Alignment: Chaotic Good

Strength:	17	TH Bonus: +1	Dam. Bonus: +1	Op. Doors: On 1-3	B. Bars: 13%
Intelligence:	14	4 Additional Languages Known			
Wisdom:	9	Magical Attack Adjustment: ±0			
Dexterity:	15	Reaction / Attack Adjust.: ±0			
Constitution:	17	Defensive Adjust.: -1			
Charisma:	13	Hit Point Adjustment: +3			
		System Shock: 97%			
		Reaction Adjustment: +5%			

Adjusted Saving Throws	
Paralyzation:	13
Petrification:	14
Rods/Staves/Wands:	15
Breath Weapon:	16
Spells:	12

\* Save vs. Poison: 9

Armor Class: 5 (Scale Mail Armor & Dexterity)

Hit Points: 36

Movement Base: 12"

Weapon in Hand: Bardiche

Adjusted To-Hit Armor Class 0: 17

Adjusted Weapon Damage: 2d4+1 (S/M), 3d4+1 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Orcish

Magic Weapon Descriptions	Special Racial Abilities
None.	
Other Magic Items	<i>Infravision: 30'; Detect sloping passage: 75%; Detect direction: 50%; If alone or ahead of party, surprise monsters on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.</i>
None.	
	Spells & Special Class Abilities
	None.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Bardiche	Carried	Scale Mail Armor	Worn	Bardiche	Carried
Waterskin	Sling from belt	Backpack	Back	Large leather pouch	Belt
		Hard leather boots	Feet		
		50' Silk Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 7gp.	<b>Experience Gained:</b> 0

**Special Notes:** Squall served in the Evsev Forest during the Great War, where the Halfling saw fighting that gives him nightmares even today. At the end of the fighting, with little else to do with his skills, he became a professional adventurer, joining the Covenant of the Couatl, where he provides their muscle. Tough and often underestimated, he is very proud of his grip and strength, with allows him to use a human-sized bardiche to full effect (he flies the flag of his adventuring company and a trail of couatl feathers from the back of the massive weapon).

Player Name:

Character Name: Meera Saquander

Race / Gender: Elven Female

Level / Class: 3<sup>rd</sup> level Ranger

Alignment: Chaotic Good

Strength:	15	TH Bonus: ±0	Dam. Bonus: ±0	Op. Doors: On 1-2	B. Bars: 7%
Intelligence:	13	3 Additional Languages Known			
Wisdom:	14	Magical Attack Adjustment: ±0			
Dexterity:	17	Reaction / Attack Adjust.: +2			
Constitution:	16	Hit Point Adjustment: +2			
Charisma:	9	System Shock: 95%			
		Reaction Adjustment: ±0%			

Adjusted Saving Throws	
Paralyzation:	13
Petrification:	14
Rods/Staves/Wands:	15
Breath Weapon:	16
Spells:	16

Armor Class: 4 (Studded Leather Armor & Dexterity Bonus)

Hit Points: 32

Movement Base: 12"

Weapon in Hand: Short Bow

Adjusted To-Hit Armor Class 0: 18

Adjusted Weapon Damage: 1d6 (S/M), 1d6 (L)

Attacks Per Round: 2

Non-Proficiency Penalty: -2

Languages Known: Common, Elvish, Treant, Woodland Mammal

Magic Weapon Descriptions	Special Racial Abilities
None.	<i>Infravision: 60'; Resistance to Sleep &amp; Charm: 90%; +1 To Hit with Bows &amp; Swords; Detect Secret or Concealed Doors 1 in 6 (if passing by), 2 in 6 (if actively searching), 3 in 6 (if door is concealed, not secret); If alone or ahead of party, surprise monsters on 1-4 (d6). Lowered to 1-2 if some sort of portal must be opened.</i>
Other Magic Items	Spells & Special Class Abilities
None.	<i>Ranger Abilities: +3 Damage bonus against "giant-class" creatures; Surprise opponents 50% of the time; Tracking ability.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Short Bow	Carried	Studded Leather Armor	Worn	Short Bow	Carried
Large leather pouch	Belt	Backpack	Back	Waterskin	Slung from belt
		Hard leather boots	Feet		
		50' Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 4gp.	<b>Experience Gained:</b> 0

**Special Notes:** Meera hails from the Evsev Forest, where she saw heavy combat during the Great War. Though she was decorated for valor and heroism in that conflict, that did not spare her from tragedy: Her young daughter was one of those elves who contracted a terrible magically-induced disease brought inflicted upon the woodland folk by the forces of the enemy. In the hopes of finding a cure for her child, Meera came to the Free City, but she did so too late. Now alone, the elvish ranger works with the Covenant of the Couatl, where she serves as a grim sniper and sharpshooter, haunted and hardened by her experiences. She is fatalistic and might even have something of a personal death wish, yet she does everything possible to help protect the innocent – and the friends that have accepted her in her adventuring group – from the forces of darkness and woe.

Player Name:

Character Name: Revan Vankrek

Race / Gender: Human Male

Level / Class: 3<sup>rd</sup> level Magic-User

Alignment: Lawful Good

Strength:	6	TH Bonus: -1	Dam. Bonus: ±0	Op. Doors: On 1	B. Bars: ±0%
Intelligence:	18	7 Additional Languages Known			
Wisdom:	12	Magical Attack Adjustment: ±0			
Dexterity:	9	Reaction / Attack Adjust.: ±0	Defensive Adjust.: ±0		
Constitution:	7	Hit Point Adjustment: ±0	System Shock: 55%		
Charisma:	9	Reaction Adjustment: ±0%			

Adjusted Saving Throws	
Paralyzation:	14
Petrification	13
Rods/Staves/Wands:	11
Breath Weapon:	15
Spells:	12

Armor Class: 10 (Unarmored)

Hit Points: 11

Movement Base: 12"

Weapon in Hand: Quarterstaff

Adjusted To-Hit Armor Class 0: 20

Adjusted Weapon Damage: 1d6 (S/M), 1d6 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -5

Languages Known: Common, Ancient Suloise, Dwarvish, Elvish, Halfling, Gnome, Ogrish, Orcish

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	
Scroll of 3 spells (Burning Hands, Protection from Evil, Web).	Spells & Special Class Abilities
	Spells Memorized (2/1): 1 <sup>st</sup> : Magic Missile, Sleep; 2 <sup>nd</sup> : Invisibility.

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Quarterstaff	Carried	Backpack	Back	Quarterstaff	Carried
Large leather pouch	Belt	Soft leather boots	Feet	Waterskin	Sling from belt
Scroll Case	Belt	2 Oil Flasks	Back (Backpack)		
Scroll	In case	50' Rope	Back (Backpack)		
Mapping materials	In case	2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 3gp.	<b>Experience Gained:</b> 0

**Special Notes:** Revan was born and raised in the Free City, where he attended its famous College of Magic. Matriculating as his class' salutatorian, he turned down a post-graduate job with the university to join his good friends in the Covenant of the Couatl as a professional adventurer. Revan is accustomed to the finer things in life and eschews manual labor of any kind. This has left him thin and gaunt to the point of unhealthiness. Brilliant and a voracious reader, he constantly astounds his friends and colleagues with his ability to produce little-known and obscure facts from his years of studies. Since such information is often extremely useful to adventurers, he is considered an indispensable resource amongst the Covenant.

Player Name:

Character Name: The Great and Powerful Anya Thistlefoot

Race / Gender: Gnome Female

Level / Class: 3<sup>rd</sup> level Illusionist

Alignment: Chaotic Good

Strength:	5	TH Bonus: -2	Dam. Bonus: -1	Op. Doors: On 1	B. Bars: ±0%
Intelligence:	16	5 Additional Languages Known			
Wisdom:	10	Magical Attack Adjustment: ±0			
Dexterity:	17	Reaction / Attack Adjust.: +2			
Constitution:	7	Hit Point Adjustment: ±0			
Charisma:	16	System Shock: 55%			
		Reaction Adjustment: +25%			

Adjusted Saving Throws	
Paralyzation:	14
Petrification:	13
Rods/Staves/Wands:	11
Breath Weapon:	15
Spells:	12

Armor Class: 7 (Dexterity)

Hit Points: 11

Movement Base: 12"

Weapon in Hand: Dagger

Adjusted To-Hit Armor Class 0: 20

Adjusted Weapon Damage: 1d4 (S/M), 1d3 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Kobold, Burrowing Mammal, and Orcish.

Magic Weapon Descriptions	Special Racial Abilities
None.	<i>Infravision: 60'; Detect grade or slope in passage: 80%; Detect unsafe walls, ceilings, or floors: 70%; Determine approximate depth underground: 60%; Detect direction of travel underground: 50%. Attacks vs. Kobolds and Goblins are +1 To Hit. Attacks from Gnolls, Bugbears, Ogres, Trolls, Ogre Magi, Giants, or Titans are at -4 To Hit.</i>
<b>Other Magic Items</b>	<b>Spells &amp; Special Class Abilities</b>
Scroll of 3 Spells (Color Spray, Wall of Fog, Hypnotic Pattern).	Spells Memorized (2/1): 1 <sup>st</sup> : <i>Color Spray, Phantasmal Force</i> ; 2 <sup>nd</sup> : <i>Invisibility</i> .

<b>Gold &amp; Wealth:</b> 6gp.	<b>Experience Gained:</b> 0
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**Special Notes:** Anya was always fascinated by magic as a child, though she had no real talent for the Invisible Art. Through practice, study, and perseverance, however, she taught herself enough tricks that she became quite a successful stage magician (performing under the name "The Great and Powerful Anya"). Traveling from town to town, she made the acquaintance of the Covenant of the Couatl, helping them in the course of one of their missions. The gnome has remained with the group ever since. Flamboyant and good-natured, Anya always seems to have a smile on her face and is quite beloved by her fellows, to whom she brings good cheer at even the darkest moments of their adventures.

Player Name:

Character Name: Hogor Hilltopper

Race / Gender: Dwarf Male

Level / Class: 3<sup>rd</sup> level Thief

Alignment: Chaotic Good

Strength:	14	TH Bonus: ±0	Dam. Bonus: ±0	Op. Doors: On 1-2	B. Bars: 7%
Intelligence:	14	4 Additional Languages Known			
Wisdom:	10	Magical Attack Adjustment: ±0			
Dexterity:	17	Reaction / Attack Adjust.: +2	Defensive Adjust.: -3		
Constitution:	15	Hit Point Adjustment: +1	System Shock: 91%		
Charisma:	12	Reaction Adjustment: ±0%			

Adjusted Saving Throws	
Paralyzation:	13
Petrification:	12
Rods/Staves/Wands:	10
Breath Weapon:	16
Spells:	11

\* Save vs. Poison: 9

Armor Class: 5 (Leather Armor)

Hit Points: 18

Movement Base: 9"

Weapon in Hand: Light Crossbow

Adjusted To-Hit Armor Class 0: 18

Adjusted Weapon Damage: 1d4 (S/M), 1d4 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish, Elvish, Gnome, Halfling, Goblin, Kobold, Orcish

Magic Weapon Descriptions	Special Racial Abilities
None.	<i>Infravision: 60'; Detect grade or slope in passage: 75%; Detect new construction: 75%; Detect sliding or shifting walls or rooms: 66%; Detect traps involving pits, falling blocks or other stonework: 50%; Determine approximate depth underground: 50%. Attacks vs. Half-Orcs, Goblins, Hobgoblins, or Orcs are +1 To Hit. Attacks from Ogres, Trolls, Ogre Magi, Giants, or Titans are at -4 To Hit.</i>
Other Magic Items	Spells & Special Class Abilities
None.	<i>Thieving Abilities: Pick Pockets: 45%; Open Locks: 53%; Find/Remove Traps: 45%; Move Silently: 32%; Hide in Shadows: 25%; Hear Noise: 15%; Climb Walls: 77%.</i>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Waterskin	Sling from belt	Leather Armor	Worn	Light Crossbow	Carried
Large leather pouch	Belt	Backpack	Back	Quiver	On Belt
Thief's Tools	In pouch	Soft leather boots	Feet	Bolts (20)	In Quiver
Scroll Case	In Pouch	50' Silk Rope	Back (Backpack)		
Mapping materials	In case	2 Large leather sacks	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 16gp.	<b>Experience Gained:</b> 0

**Special Notes:** Hogor was fascinated by puzzles as a small child, prompting his parents to apprentice him to a locksmith when he was of age. While he did not take to the trade particularly well, he showed an amazing knack for taking apart his master's handiwork. It was only a short time later than he left the home of his clan to join and adventuring group, as their troubleshooter: Finding and disarming traps and locks they encountered. This group was ill-fated, however. Wiped out upon meeting a behir, Hogor was the sole survivor of the encounter, only barely making it to the Free City with his life. With little in the way of other skills, he hired himself out to a group called the Covenant of the Couatl as the troubleshooter for that band of adventurers. Finding comradeship and success amongst their number, he was made a permanent partner of the company last year, and has remained amongst their number ever since. Hogor is contemplative and thoughtful, taking his time before making hasty decisions and thinking them through before committing to them. It is probably a large part of the reason why he has survived the dangerous life he has chosen for himself, thus far.

Player Name:

Character Name: Sister Kyranie

Race / Gender: Human Female

Level / Class: 3<sup>rd</sup> level Monk (Heironeous)

Alignment: Lawful Good

Strength:	15	TH Bonus: ±0	Dam. Bonus: ±0	Op. Doors: On 1-2	B. Bars: 7%
Intelligence:	8	1 Additional Language Known			
Wisdom:	15	Magical Attack Adjustment: +1			
Dexterity:	16	Reaction / Attack Adjust.: +1	Defensive Adjust.: -2		
Constitution:	15	Hit Point Adjustment: +1	System Shock: 91%		
Charisma:	7	Reaction Adjustment: -5%			

Saving Throws	
Paralyzation:	13
Petrification:	12
Rods/Staves/Wands:	14
Breath Weapon:	16
Spells:	15

\* Save vs. Spells Involving Will: 14

Armor Class: 8 (Unarmored)

Hit Points: 14

Movement Base: 17"

Weapon in Hand: Jo Staff

To-Hit Armor Class 0: 20

Weapon Damage Base: 1d6+2 (S/M), 1d4+2 (L)

Attacks Per Round: 1

Non-Proficiency Penalty: -3

Languages Known: Common, Dwarvish

Magic Weapon Descriptions	Special Racial Abilities
None.	None.
Other Magic Items	
None.	<p><b>Monk Abilities:</b> May <i>stun</i> opponents with open hand attack roll of 5 better than needed to hit; May <i>kill</i> opponents (AC+3)% of the time; May <i>dodge</i> or <i>knock aside</i> non-magical missile weapons with successful save vs. petrification; <i>Surprised</i> only 30% of time; <i>Speak with animals</i> at will.</p> <p><b>Thieving Abilities:</b> <i>Open Locks:</i> 38%; <i>Find/Remove Traps:</i> 30%; <i>Move Silently:</i> 27%; <i>Hide in Shadows:</i> 20%; <i>Hear Noise:</i> 15%; <i>Climb Walls:</i> 87%.</p>

Distribution of All Items Carried					
Left Side		Center, Back, or Feet		Right Side	
Item	Location	Item	Location	Item	Location
Jo Stick	Carried	Backpack	Back	Jo Stick	Carried
Waterskin	Sling from belt	Soft leather boots	Feet	Large leather pouch	Belt
		2 Oil Flasks	Back (Backpack)		
		50' Silk Rope	Back (Backpack)		
		2 Large leather sacks	Back (Backpack)		
		3 Torches	Back (Backpack)		
		Tinderbox, flint, & steel	Back (Backpack)		
		2 weeks Iron Rations	Back (Backpack)		

<b>Gold &amp; Wealth:</b> 1gp.	<b>Experience Gained:</b> 0
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**Special Notes:** Kyranie was present when the Crimson Brotherhood occupied her home town. Just a child, she watched as her family and everyone she knew was thrown in irons and sold into slavery. Because she had the same blonde hair and blue eyes as they, however, the Brotherhood slavers took pity on the girl and one – an accomplished monk – took her in and raised her as if she were his own. Kyranie learned everything she could from her strict, disciplinarian master. When she felt her final lesson was finished...she stole away into his bedroom and slew him in his sleep, escaping aboard a cargo ship meant for the west. Eventually, her path took her to the Free City where she made the acquaintance of a group of adventurers known as the Covenant of the Couatl. Proving herself to them as a deadly combatant, she joined the group of explorers and has remained in their company ever since. Kyranie is an intense individual; her low Charisma has nothing to do with her looks and everything to do with her fearsome focus, which intimidates and frightens lesser folk. She hates her blonde hair and shaves it close to her scalp, wanting nothing at all in common with the members of the Crimson Brotherhood, who she hates and fears.

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*Free City Sewers Map*



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Dungeon Module C8 (Zavod)  
Dungeon Module C9 (Lux Aeterna)  
Dungeon Module C10 (Who Sits Upon the Oaken Throne)  
Dungeon Module C11 (When Comes the Witching Hour)  
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Dungeon Module C1 (Clair De Lune)  
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Dungeon Module C3 (La Chasse)

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