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It Lurks Below

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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.



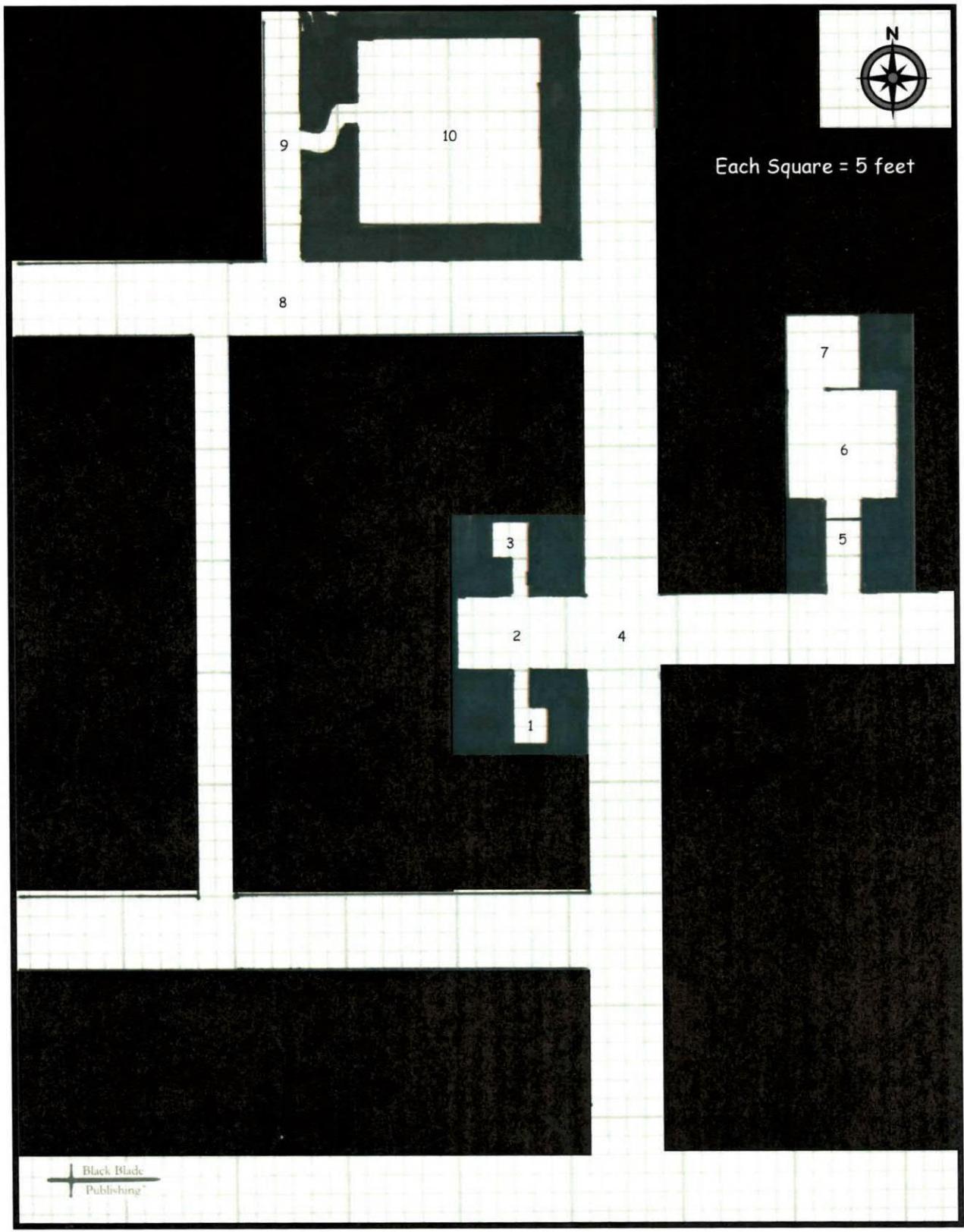
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MAP 1: SEWER ENTRY





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Credits

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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 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.

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 Clarice Blackdagger, though she goes by Clarice Suncloud. Clarice 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.

Clarice, stumbled across Havel by chance. She was fencing some ill-gotten loot at the establishment of a



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somewhat shady jeweler. Clarice 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. Clarice, 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.

Clarice 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!"

Clarice 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 Clarice 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 Clarice from the start. He had no idea what she wanted, but he was not deceived by the beauty and charm of Clarice.

Not deterred by Havel's resistance, Clarice called upon 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, Clarice 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.

Clarice's Sob Story

The adventure begins with the PCs meeting Clarice. 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. Clarice 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; Clarice 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 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 Clarice had a hand in their disappearance).

Clarice 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



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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 prove 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 di-

rectly 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 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 well 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

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.



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3. 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.

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 can-

dles, 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.

Crocodiles (4) AC 5; HD 2, hp 12, 10, 8, 7; #AT 2; Dmg 1d4 by bite / 1d6 by tail whip; SA roll; SD none; MV 6"/12"; AL N; EXP 50+2/hp; Thaco 16; On a bite attack roll of four or better to hit, the crocodile has gripped its target and it will death roll on the next round (1d6 damage per round) and continue until the target is dead. The crocodile may not tail whip if it hits in this fashion.

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



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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. Map is on page 14.

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.





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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 Skeleton (1) AC 2; HD 2+2, hp 14; #AT 1; Dmg 1d4 by tail (no poison attack); SA none; SD undead, regenerate 1 hp per round, half damage from edged weapons; MV 9"; AL LE; EXP 325 +3/hp; Thaco 16. The imp will fight to the death but it will not regenerate once destroyed.

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*.

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 $1d6 \times 10$ gp inside its membrane.

Gelatinous Cubes, Small (5) AC 8; HD 1, hp 7, 6, 5, 4, 3; #AT 1; Dmg 1d4; SA numbness; SD none; MV 6"; AL N; EXP 20 +1/hp; Thaco 19. These cubes are so small they do not have full paralization powers yet. A touch from a small cube will cause numbness for 1d2 rounds. A save vs. paralization will negate the numbness. A numbed character will receive a -1 to hit and be *slowed* (per spell) for the duration of the numbness.

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.

Giant Rat (3) AC 7; HD 1/2, hp 3 each; #AT 1; Dmg 1d3 by bite; SA disease; SD none; MV 9"; AL N; EXP 7 +1/hp; Thaco 20



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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.

Sewer Elf (1) AC 7; HD 1+1, hp 6; #AT 1; Dmg 1d8 by sword; SA backstab; SD elf, hide in shadows; MV 9"; AL CE; EXP 30 +2/hp; Thaco 18. He carries a long sword and six javelins. He also has a pouch with 17 gp.

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 (poison needle [1d6 damage unless save is made]). 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).

Giant Rat (6) AC 7; HD 1/2, hp 3 each; #AT 1; Dmg 1d3 by bite; SA disease; SD none; MV 9"; AL N; EXP 7 +1/hp; Thaco 20

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*.

Giant Rat (15) AC 7; HD 1/2, hp 3 each; #AT 1; Dmg 1d3 by bite; SA disease; SD none; MV 9"; AL N; EXP 7 +1/hp; Thaco 20

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 in location T12.

When Havel entered the crypt several undead animated and prowl the tombs within the crypt area. Also, a



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group of sewer elves have entered in search of treasure. The sewer elves are at location T5. Map on page 15.

T1 Door

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.

Zombie (1) AC 8; HD 2, hp 9; #AT 1; Dmg 1d6; SA none; SD undead; MV 6"; AL CE; EXP 20 +2/hp; Thaco 16

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.

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 can-

not 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.

Skeleton (5) AC 5; HD 1, hp 4 each; #AT 1; Dmg 1d6 by claw; SA none; SD undead; MV 9"; AL CE; EXP 14 +1/hp; Thaco 19

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 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 5. It attacks as a 1 HD creature 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, and it must be his. The weapon



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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 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 as a 1 HD creature and inflict just one point damage.

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.

Sewer Elf (4) AC 7; HD 1+1, hp 9, 7, 5, 4; #AT 1; Dmg 1d8 by sword; SA backstab; SD elf, hide in shadows; MV 9"; AL CE; EXP 30 +2/hp; Thaco 18. Each carries a long sword and six javelins. They all have pouches with 2d10 gp. The largest elf carries two *potions of healing*.

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.



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Ghoul (1) AC 6; HD 2, hp 12; #AT 3; Dmg 1d3 by claw / 1d3 by claw / 1d6 bite; SA paralyzation; SD undead; MV 9"; AL CE; EXP 65 +2/hp; Thaco 16

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*.

Skeleton (2) AC 3; HD 2, hp 11 each; #AT 1; Dmg 1d10 by sword; SA none; SD undead; MV 9"; AL CE; EXP 30 +2/hp; Thaco 19

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 Clarice 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 humanoids two handed sword* lies in a false bottom.

Skeleton (1) AC 3; HD 4, hp 19; #AT 1; Dmg 1d10 by sword; SA none; SD undead; MV 9"; AL CE; EXP 100 +4/hp; Thaco 19

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*.

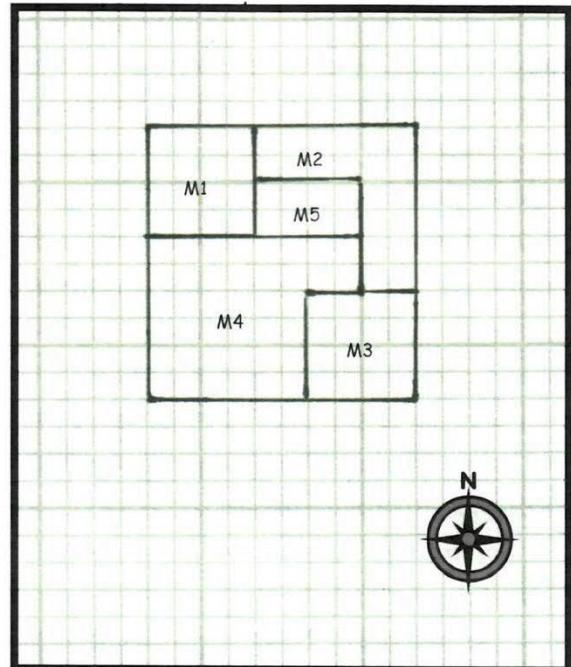




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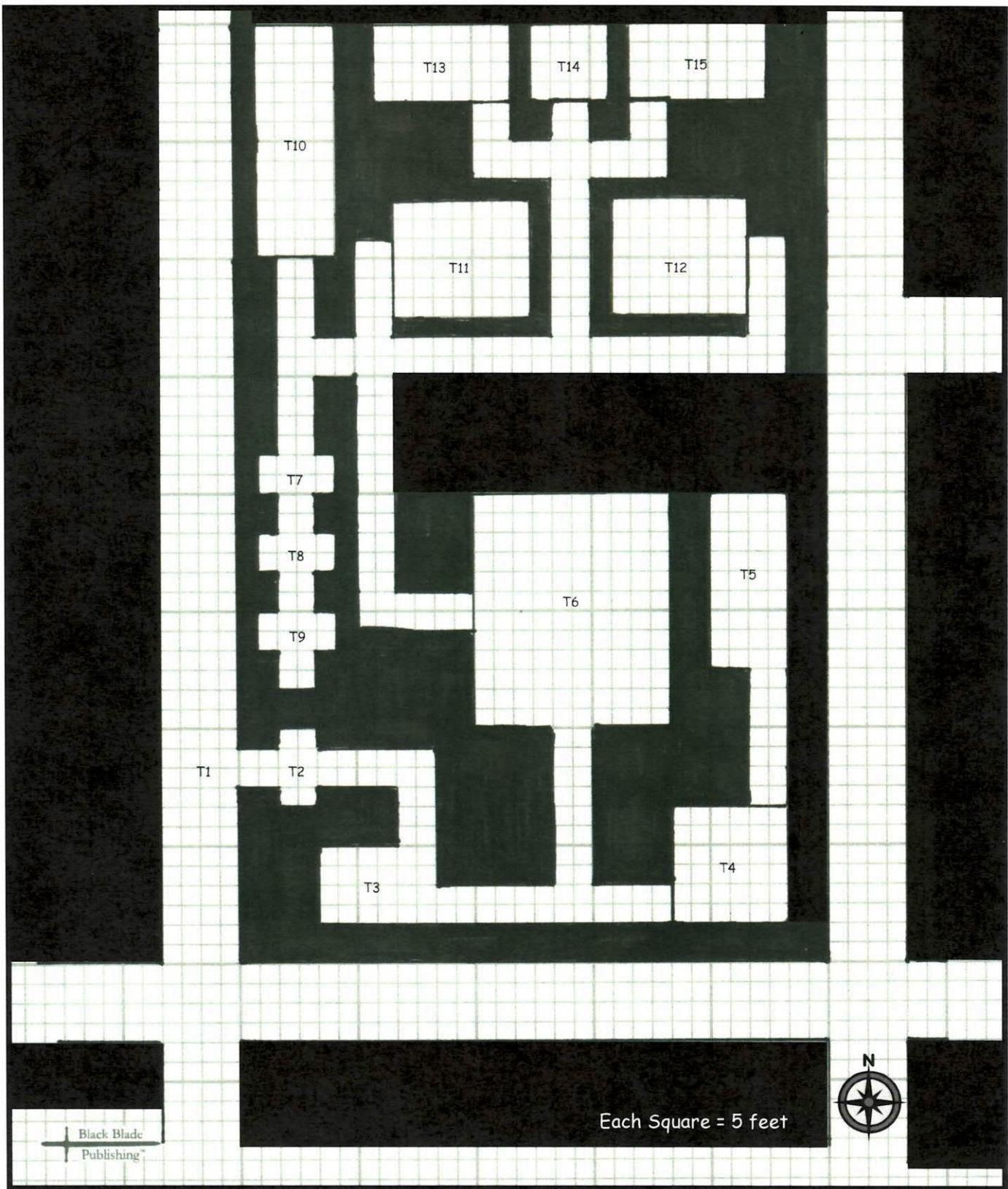
Ending the Adventure

When the PCs eventually exit the sewers, Clarice 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. Clarice has no intention of fighting the PCs, but may seek revenge at a later date.





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Black Blade
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Each Square = 5 feet





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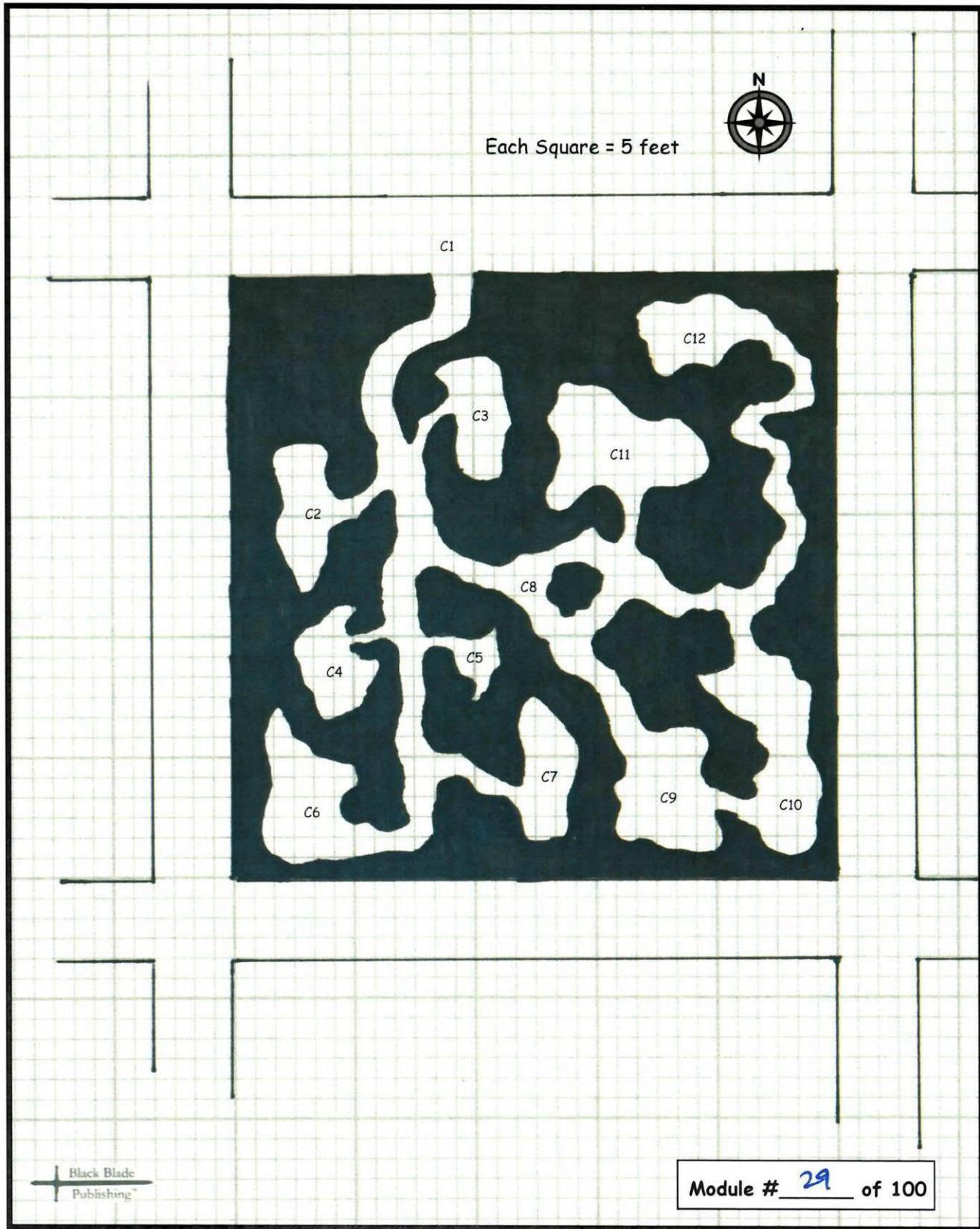
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