

GC3

5
FIFTH
EDITION

It Came From Below

Special Gen Con Compilation Series



PACESETTER
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They Came From Below

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Illustrated by Matthew Costanzo

A Special Gen Con 2014 Adventure Module



The misshapen thing erupted from sewer and stalked through the crowded streets. Any that dared impede the creature fell before its deadly fangs. A brave warrior approached and pushed the thing back, but as victory seemed certain, webs sprayed from the spider-like creature and the warrior fell, unmoving. The thing hovered over the motionless man and in one horrific motion pulled him into its bloated belly sack.

The creature retreated back into the sewers but panic has gripped the neighborhood.

It Crawled From Below is an adventure for four to eight third level characters using the **Fifth Edition** game.



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It Crawled From Below

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This adventure module is designed for use with the **Fifth Edition** game. The scenario is best played with four to eight players and characters of third 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. Two cities are referenced for play; the new city (above ground) and the old city (the remains of which make up the sewers beneath the new city). The adventure is best played as the third entry in the GC Special Module series.

Dungeon Master's Background

Beneath the city lies a massive underground sewer system. However, the sewers are less a construct of the city's planners and builders, but the repurposing of the

remains of a much older city that lies beneath new metropolis. Little is known of the ancient city as the majority of which has never been explored. Almost immediately after it was discovered, it was used as a sewer and dumping ground. The city planners quickly put an end to careless dumping as a rat infestation nearly grew out of control. Access to the ancient city was quickly restricted through blockades and new laws matched with severe penalties. However, the most effective deterrent was the diversion of sewer and storm water into the labyrinth.

Initially, the city planners and engineers were unsure if the waste water would bubble back up or flow away to some unknown end. However, after several months of monitoring, it was determined that the water was indeed flowing away. Where the water eventually went, was not of any concern.

Of course, the effects of diverting millions of gallons



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of waste water into the ancient city - or what is left of it - has consequences. The “new” sewers have displaced newer denizens of the ancient ruin or awakened others who have remained hidden from the world for centuries.

If the PCs have played in the previous two GC adventures, they will be aware that the sewers are much more than their namesake indicates and that creatures of malevolent intent prowl therein.

In this adventure, the PCs will witness the abduction of a NPC fighter. The fighter was captured by a new creature called fetch spider. These creatures typically serve powerful spell-casters.

During the age when the ancient city thrived, it was controlled by a powerful cabal of wizards. The city thrived and its inhabitants benefitted from the gains of the wizards. But soon the wizards tired of looking outside the city for riches and power. They began to war amongst themselves. One of the wizards, Bracton Vimpgest, created an unnatural and abhorrent servant to perform his nefarious tasks.

With the creation of the takers (see **New Monster** section), semi-intelligent, spider-like creatures, Bracton Vimpgest could coordinate raids against his enemies while he continued his exploration of the darkest magic. As the ancient city fell into civil war, several wizards unleashed powerful and uncontrollable magic leading to the near destruction of the city. In the aftermath, those who survived fled the city as humanoid invaders poured across fallen walls and dark things rose from fissures in the earth. The city, older than any could discern fell into ruin and eventually faded from memory.

A century later, civilized races built a new village on the remains of the old city. As the years passed, the village became a town and now vibrant city. But beneath the new city, the citadel of Bracton Vimpgest has survived - as have his servants. The takers continue to search for victims to ensnare and bring to the citadel wherein some of Bracton Vimpgest’s unnamed magic remains.

Bracton designed the citadel with a single purpose - to study melee combat. The archmage was convinced he could devise new spells that would give a mage an even chance if he was forced into melee combat. Bracton, dedi-

cated several years to this study, but soon his attention was drawn into the civil war that loomed within the old city. The wizard created a visage (see **New Monster** section) to continue his research. After the old city fell, the citadel, and the visage, remained. The visage has continued its task of gathering “participants” to do battle.

The Sewers

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

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

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

There is no light within the sewers and PCs must provide artificial light.

Sequence of Play

The adventure is fairly basic. The PCs either decide to follow the taker (see introduction) or are tasked to rescue the kidnap victim. Because incursions of foul creatures



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has suddenly increased, the PCs may have won the job as official sewer investigators due to their previous adventures.

The location of the taker's incursion into the new city is the obvious entry point for the PCs.

The Sewer Entry

The main sewer system is completely described in module **GC1 It Lurks Below**. In short, the sewers are the remains of an old city. The main corridors are 20' wide with the center 10'-15' serving as a channel for the water system. While these corridors serve as sewers, most of the water is reasonably "fresh." The entire system is fed by an underground river as well as storm water run off from the new city.

The amount of actual sewage is actually very minor and the accompanying smells and vermin equally light. There are some areas that are completely void of sewage and the water is even safe to drink. The location of this adventure is one of those clean areas. Fish, frogs and other aquatic life is evident, though not abundant. As with other parts of the old city, there is no natural light.

1. Entry Shaft

A large wooden gazebo stands over a 10' wide sewer entry shaft that leads to the sewers. The gazebo is illuminated at night and also serves as a city guard way point. A pair of guards stops in at the gazebo every two hours as part of their patrol. During daylight, it is seldom visited other than to restock the oil that is used to fuel the lanterns.

The shaft is lined with brass rungs. A rope and harness system can also be used to prevent a fall and safely lower one PC at a time. 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.

The shaft was used often when the new city was growing and new structures required connections to the sewer. Now, the shaft is only used when some sort of maintenance is required (clogged lines, etc.).

The entry shaft is located 200' to the east of the adventure area. When the last PC descends the shaft, the PCs

will hear distant, pain-filled scream coming from location 2. Immediately, the sound of combat echoes from the same direction. If the PCs move in another direction (see map below), you must consult supplement **GC0.5 What Lurks Below**.

2. Old Enemies

A group of sewer elves attempted to enter the citadel of Bracton Vimpgest but were intercepted by a horde of the necromancer's undead servants. The combatants will ignore the PCs unless the PCs enter the melee. If the PCs attempt to enter the citadel, each dae skeleton has a 25% chance of disengaging its current opponent in order to intercept the PC.

Sewer Elf (5)

medium humanoid (elf), chaotic evil

Armor Class: 15 (chain mail)

Hit Points: (2d8 +2); 15, 12, 10, 10, 8

Speed: 30 ft.

STR 12 (+1) **DEX** 13 (+1) **CON** 10 (+0)

INT 12 (+1) **WIS** 10 (+0) **CHR** 10 (+0)

Senses: darkvision (90 ft.), passive perception 10

Languages: common, elf, goblin, dwarf

Challenge: 1/2 (100 EXP)

Sneak Attack: per rogue ability, 1d6 damage

ACTIONS

Scimitar - *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6 +1), slashing - finesse

Dart - *Ranged Weapon Attack:* +4 to hit, range (20/60), one target. Hit 2 (1d4), piercing - finesse

EQUIPMENT

scimitar, darts (10), chain mail armor, pack, general adventuring gear, pouch w/2d10 gp. The 15 hp elf carries two *potions of healing*.



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Sewer Elf, Leader (1)

medium humanoid (elf), chaotic evil

Armor Class: 16 (chain mail)

Hit Points: (4d8 +4); 25

Speed: 30 ft.

STR 14 (+2) **DEX** 15 (+2) **CON** 10 (+0)

INT 12 (+1) **WIS** 12 (+1) **CHR** 12 (+1)

Senses: darkvision (90 ft.), passive perception 10

Languages: common, elf, goblin, dwarf

Challenge: 2 (450 EXP)

Sneak Attack: per rogue ability, 1d8 damage

ACTIONS

Scimitar - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 4 (1d6 +2), slashing - finesse

Dart - *Ranged Weapon Attack:* +5 to hit, range (20/60), one target. Hit 2 (1d4), piercing - finesse

EQUIPMENT

scimitar, +1 *darts* (3), darts (10), chain mail armor, pack, general adventuring gear, pouch w/3d10 gp.

Dae Skeleton (6)

medium undead, lawful evil

Armor Class: 15 (armor scraps, petrified bones)

Hit Points: (2d8 +4); 17, 14, 12, 11, 11, 10

Speed: 30 ft.

STR 10 (+0) **DEX** 10 (+0) **CON** 15 (+2)

INT 6 (-2) **WIS** 8 (-1) **CHR** 5 (-3)

Damage Vulnerability: bludgeoning

Damage Invulnerability: poison

Condition Immunity: exhaustion, poisoning

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

Languages: comprehends common (or language pre-death), but cannot speak.

Challenge: 1 (250 EXP)

Calcification touch: *Melee Weapon Attack:* +5, reach 5 ft., one target, touch causes victim to be *slowed* (per spell) for 1d3 rounds as bones and joints solidify, constitution DC 15 check negates.

ACTIONS

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

Claw - *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 4 (1d4 +2), slashing damage plus calcification.

EQUIPMENT

Shortsword, the 12 hp skeleton wears a *Redstar Pendant* (100 gp) inset with a cracked ruby (10 gp). If the ruby is replaced with one worth 250 gp (or more), the pendant grants its wearer protection from necrotic attacks for 2d10 turns (at which point the ruby cracks (value 10 gp).

For more information on these monsters, see adventure supplement **GC 0.5 From Below** for details.

3. Gates

A pair of severely tarnished copper doors stand partially ajar at the entrance to the citadel compound. The corpse of a sewer elf is wedged between the doors. Normally, the enchanted doors remain sealed unless the password (jencaan) is spoken. The doors are slowly crushing the corpse and they will completely seal 15 rounds after the PCs first arrive at location 2. At that point, the password must be spoken, or a *knock* spell used. The sewer elf leader knows the password, but he will bargain for the information (his freedom if captured, etc.).

If the PCs attempt to destroy the doors, they must inflict 200 points of damage from magical weapons to breach the portals. However, after 10 rounds of striking the doors, every intelligent creature within the citadel will arrive to investigate.

4. Welcome

This large room features a life-sized statue of the archmage Bracton Vimpgest at its center. The statue is set upon a three foot tall dais (10' diameter) made of black granite. The black granite is laced with 30 veins of red which emanate from the base of the statue. The veins are roughly spread equally around the dais. The name Bracton Vimpgest is etched on the base of the dais. Of course, it is written in a now forgotten language. However, a *read*



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magic or *comprehend languages* spell will reveal the name in common.

Scattered about the chamber are the skeletal remains of more than 20 human-shaped skeletons. Each of the skeletons appear to have scorched. The rough forms of human figures are charred into several locations on each wall; a skeleton lies in a heap at the base of each of charred locations.

As the PCs enter the chamber the statue will appear to speak (a *magic mouth* spell is triggered by intrusion into the room). The statue will say:

“Only those who serve, may enter.”

Immediately after the utterance, if any PC moves, fire will flash from all of the red veins. Each PC has a 75% chance of being struck by fire. The intensity of the fire increases each round the PCs are in the chamber. On the first round, the damage is 1d4 (DC 18 constitution check for half damage is applicable; the damage is magical fire). The damage increases as follows: round 2 1d6, round 3 1d8, round 4 1d10, round five 1d12, round 6+ 1d20.

To avoid damage, a PC must simply swear allegiance to Bracton Vimpgest. Note, that PC will simple be immune to the fire. Each PC must swear allegiance or the firey blasts will continue each round.

A PC may discover the pattern of the red veins and thus stand in between the blasts of fire. The fire does not leave any markings on the floor, walls, or ceiling. The charred forms on the wall is not directly from the fire, but the ash of those incinerated by the fire.

The doors to location 5 will not open normally unless at least one PC swears allegiance to Bracton Vimpgest. Otherwise, treat the doors as those at location 3.

There is nothing of value in the chamber.

5. Nest

A pair of takers have made this chamber their lair. The room is draped with webs, though a 10' wide tunnel runs from east to west, connecting the entry corridors. The webs will ensnare any who move within them (same

as *slow* spell). The takers are unaffected by the adhesive affects of the webs. Several crocodile husks hang from the webs.

The takers will attack any intruders, but they will continually attack from the cover of the webs - they will avoid entering the cleared tunnel area unless they have no other option to attack or pursue the PCs. In general, only two PCs can engage a taker in melee from the tunnel area without touching the webs.

Taker webs are highly flammable, although they burn rapidly, they produce minimal heat. If ignited, however minimally, the entire room will flash in fire for one round. Each creature in the chamber will suffer 1d4 fire damage (nonmagical) with a DC 15 constitution save for half damage.

The takers will fight to the death and/or pursue fleeing PCs. There are six crocodile husks hanging from the webs. One is very fresh and the crocodile is not dead - merely incapacitated. If released from its web cocoon, the crocodile will recover after one round (appearing dead until that point). It will anything within sight in frenzy. If the crocodile is not released, it will break free (several turns later) and attack any who enter the chamber (assuming the takers have been destroyed previously).

The webs continue through the corridor leading to location 6. There is an irregular 10' wide tunnel leading through the webs into location 6.

Taker (2)

large monstrosity, neutral evil

Armor Class: 17 (natural armor)

Hit Points: (9d10 +18); 60, 52

Speed: 40 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 15 (+2)

INT 8 (-1) **WIS** 8 (-1) **CHR** 5 (-3)

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

Languages: understands common, does not speak

Challenge: 3 (700 EXP)

Web Cast: per spell (web), DC 14, five uses until long rest.



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ACTIONS

Bite - *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit 4 (1d6 +1), piercing; target must make DC 13 constitution or suffer 2d8 (9) poison damage.

EQUIPMENT

None

Crocodile (1)

Large beast, unaligned

Armor Class: 12 (natural armor)

Hit Points: (3d10 +3); 17

Speed: 20 ft. / 30 ft. swim

STR 15 (+2) **DEX** 10 (+0) **CON** 13 (+1)

INT 2 (-4) **WIS** 10 (+0) **CHR** 5 (-3)

Skills: stealth +2

Senses: passive perception 10

Languages: none

Challenge: 1/2 (100 EXP)

Hold Breath: can hold breath for 15 minutes

ACTIONS

Bite - *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit 7 (1d10 +2), piercing; target is grappled (DC 12 avoids). Crocodile makes no further bite attacks, but death roll inflicts 1d8 (4) damage per round plus possible drowning if in water.

EQUIPMENT

None

6. The Tapestry

The entire east wall of this room is covered by a sagging and deteriorated, black tapestry. Images of figures in various forms of combat within a large arena cover most of the tapestry. The visages are faded and dull and any detail the tapestry once held has long since faded.

Webs, similar to those at location 5, fill the northwest portion of the room and continue into location 7.

7. Hibernation Chamber

This room is filled with webs that drape from the ceiling. Four large, bulbous web sacks hang near the center of the chamber. The web sacks are extremely large - large enough to contain a large horse. Each holds a dormant taker. If the webs in location 5 are ignited, this chamber will also erupt in flame on the succeeding round. The four takers will be awakened (and suffer damage [see location 5]). Each taker will require 1d4 rounds to fully awaken (treat as stunned) at which point they are fully active and will seek out the cause of the fire.

If the webs are left generally undisturbed (not burned or excessive cutting), the takers will remain dormant. The web sacks provide 10 hp of damage protection to its occupant. If the web sack is damaged, the taker will awaken (1d4 rounds until fully active; treat as stunned).

All of the doors leading out of this room are damaged and hang open. The door to location 7 is completely off the hinges and lying on the floor.

Taker (4)

large monstrosity, neutral evil

Armor Class: 17 (natural armor)

Hit Points: (9d10 +18); 66, 52, 47, 41

Speed: 40 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 15 (+2)

INT 8 (-1) **WIS** 8 (-1) **CHR** 5 (-3)

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

Languages: understands common, does not speak

Challenge: 3 (700 EXP)

Web Cast: per spell (web), DC 14, five uses until long rest.

ACTIONS

Bite - *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit 4 (1d6 +1), piercing; target must make DC 13 constitution or suffer 2d8 (9) poison damage.

EQUIPMENT

None



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8. Empty Room

This room is empty. The door to location 9 is locked (DC 15).

9. The Flower

A small table, made of rusting iron, stands in the center of southern portion of this room. A red, ceramic vase rests on the table. A single, yellow and white lotus flower stands erect within the vase.

The chamber is damp and musty, but a barely evident sweet smell floats on the air. Any PC that spends more than two rounds within the chamber must make a DC 13 constitution save or fall asleep for three turns. Only one save is required no matter how long a PC remains in the room.

A PC that fails his save will sleep for three turns and cannot be awakened by normal means. A *dispel magic* or *neutralize poison* will negate the sleep effects. A sleeping PC will dream of a future combat. He will awaken with only a vague memory of a horrific battle. More astonishing is that he will awaken wounded (1d4 damage). However, the PC will gain the benefit of rolling a natural "20" on any one combat situation within the next 48 hours. The roll can be an attack roll, DC save, or ability check. Alternatively, the roll can be substituted to gain the maximum benefit of one die roll (attack damage, spell effect, etc.).

If the table is disturbed it will collapse and the vase with shatter. The lotus will instantly dry and turn to dust. The lotus will die if removed from the room, but a spell caster can use the remains as a substitute for any spell that requires the material component that includes a flower or plant. That spell will be cast at maximum potential (damage, curing, etc.).

10. The Keeper

An oval, glass tube stands along the west wall of this chamber. The tube is filled with a swirling yellow mist. It is large enough to hold a giant. A flesh golem is hidden within the yellow mist. The glass is very resilient and can sustain 30 hp damage before breaking. In this event, the flesh golem will emerge and attack any PC in sight.

A 10' wide pit is set into the floor in the southern por-

tion of the room. The pit is part of a shaft that descends nearly 500' and terminates in the ceiling of a giant cavern. Directly under the shaft is a pile of bones and deteriorated equipment. The flesh golem collects the dead from battles at location 20 and drops them into the pit.

So long as the tube is not damaged, the flesh golem will remain in a form of suspended animation. The golem is a servant of Bracton Vimpgest and typically only exits the tube to clean up after a battle at location 20.

The flesh golem uses the secret door to access location 18 and beyond. Unknown to Bracton, the golem collects an item from each victim it removes from location 20. More often than not, the item is something trivial, such as a piece of armor or torn section of cloth. However, the golem has stumbled into two magic items which it wears: a *ring of launching* (see **New Magic Items**), and *horn of the gorgon* (see **New Magic Items**). The golem has no awareness of either magic item.

Flesh Golem (1)

Medium construct, neutral

Armor Class: 9

Hit Points: (11d8 +44); 70

Speed: 30 ft.

STR 18 (+4) **DEX** 9 (-1) **CON** 18 (+4)

INT 6 (-2) **WIS** 10 (+0) **CHR** 5 (-3)

Damage Immunity: lightning, poison, non-magical weapons (adamantine weapons excluded)

Condition Immunity: charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: darkvision 60 ft., passive perception 10

Languages: same as creator; cannot speak

Challenge: 5 (1,800 EXP)

Berserk: not applicable in this adventure

Aversion to Fire: If the golem sustains fire damage, it loses advantage until its next turn.

Immutable Form: Cannot change form; voluntary or otherwise.

Lightning Absorption: Lightning heals golem instead of inflicting damage.



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Magic Resistance: Golem has advantage on saving throws against spells and magical effects.

Magic Weapons: Golem's attacks are considered magical.

ACTIONS

Multiple Attacks: Golem makes two attacks per round.

Slam - *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit 13 (2d8 +4), bludgeoning

EQUIPMENT

See encounter description.

11. Guard Room

This chamber was used as a guard chamber, but now nothing remains but some rotted furniture and a weapon rack that has crumbled to the floor. There is nothing of value in the room.

12. Barracks

Used as a guard barracks, this room is filled with rotted furniture that is now unrecognizable. There are several piles of rotted wood but otherwise there is nothing of particular interest in the room.

13. Barracks

This chamber is identical to location 12.

14. Barracks and Shadows

This chamber is identical to location 12 with the exception that pair of shadows has taken refuge here. The shadows will attempt to remain hidden and then follow the PCs in an attempt to attack a PC that becomes separated or some other opportune time.

Shadow (2)

Medium undead, chaotic evil

Armor Class: 12

Hit Points: (3d8 +3); 17, 14

Speed: 40 ft.

STR 6 (-2) **DEX** 14 (+2) **CON** 13 (+1)

INT 6 (-2) **WIS** 10 (+0) **CHR** 8 (-1)

Stealth: +4 (+6 in dim light)

Damage Vulnerability: radiant

Damage Resistance: acid, cold, fire, lightning, thunder, nonmagical weapons

Damage Immunity: necrotic, poison

Condition Immunity: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses: darkvision 60 ft., passive Perception 10

Languages: none

Challenge: 1/2 (100 EXP)

Amorphous: The shadow can move through a space as narrow as 1 inch without squeezing.

Shadow Stealth: While in dim light or darkness, the shadow can take a Hide action as a bonus action.

Sunlight Weakness: While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit 9 (2d6 +2), necrotic damage, and target's Strength is reduced by 1d4. Target dies if Strength score equals 0. Strength is recovered after any rest period. Those that are slain by strength drain rise as a shadow in 1d4 hours.

EQUIPMENT

None

15. Hall

This chamber was used by the guards as their gathering place and dining hall. Some rusted and ruined weapons hang on the walls as decorations as do six rusted shields. The tables, chairs and other furniture have collapsed in ruin.

A stone oven is set against the southern-most section of the west wall. One of the stones that makes up the oven conceals a secret compartment. There are 10 *fire rubies* (see **New Magic Items** section) within the compartment.



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16. Guest Room

Visitors to the citadel that stayed more than a day were offered quarters in this room. It was once a very lavish and comfortable living chamber. However, time and decay have reduced the furniture to ruin and dust.

The door to the room can be locked (DC 12) from the inside and key is still in the lock.

17. Armory

On occasion, combatants that were brought to the citadel arrived without all of their weapons and/or armor. The participant was equipped from the inventory in this chamber. There are weapons of all types as well as armor. The majority of the weapons and armor were well maintained and oiled. However, the passage of time has rendered most of the pieces unusable. There is a 15% chance the PCs will locate a specific useable weapon or piece of armor. However, no weapons that have wood as part of their assembly will be useable. There are no magic weapons or armor in this chamber.

18. Courtyard

This area once had a manicured lawn and brick-paved sidewalks. The husks of several 30' tall trees stand in line along the decayed sidewalks while other trees have fallen over, their branches splintered and scattered. A massive stone wall reaches just over the tops of the tallest remaining trees (40').

A set of silver doors (location 18a), adorned with scenes of warriors and wizards brandishing weapons bar entry to the area beyond the wall. Neither portal has an obvious handle or keyhole. However, if either door is touched by a weapon, it will swing open for two rounds and then close. However, the doors can only be opened from the inside by Bracton or his minions. A *knock* spell will also open the portals. A *dispel magic* must overcome DC 17.

19. Guard Room

Whatever furniture once adorned this room has crumbled to piles of rotting wood. Chains and manacles hang from rusting iron pegs. A single, large key ring hangs

next to the door leading to the cells. There are two keys, but they are identical and they open all the cells.

19a. Cell Block

Each of these cells were once used to hold future combatants, but they are all empty. The guard captain had two secret doors installed (though each has a lock; DC 13). The captain was not adverse to bribes and he would specifically use the secret door cells to hold those who offered him a reasonable bribe.

20. Bracton's War

Between the outer wall and the citadel proper is this large courtyard. 13 large columns reach from the ground, which is covered with dark gray, slate flagstones, to the ceiling 40' above. The columns are smooth and featureless. The ceiling resembles the ground as it is composed of irregular-sized pieces of slate.

The entire area is illuminated by lanterns spaced at regular 30' intervals on all four walls. The lanterns do not burn oil, but have a continual light spell cast on a candle within each. The glass panels on the lanterns have been smoked which causes the light to be at half strength (30'). Therefore, any space more than 30' from a lantern is shadowed.

There are six glass tubes (identical to the one at location 10) set along each the east and west wall. The tubes along the west wall each contain a single figure, though their true appearance is obscured by the yellow mist. The six figures are captured NPCs (victims of the takers) and all are in a state of suspended animation. They are detailed below. There are eight NPCs available for use. The NPC Gertrand Halavoc is the fighter that was kidnapped by the taker referenced in the introduction. The six tubes on the east wall are vacant when the PCs enter this area.

Within a few minutes of the PCs' entrance into this area, the entire chamber will be filled with light - the glass panels on the lanterns will become clear. The silver doors within the wall will slam shut (they are magically sealed and only a *dispel magic* that defeats a 19th level wizard will open the doors.

A figure will appear on the balcony at location 28. The



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figure appears as a middle-aged man with dark hair and spectacles. He wears a single belt with a single pouch that is square in shape. His robes are dark and unremarkable. While the figure appears quite real, it is but a visage (see **New Monster** section) of the real Bracton Vimpgest (who does not appear [physically] in this adventure). The visage will address the PCs in common.

"Welcome to the citadel of combat! I am so glad you have elected to participate in this event. Your upcoming battle, and possible deaths, will aid me greatly in my studies. In a few moments you will awaken and the battle will begin."

Before the PCs can respond all will go black. Each PC has been teleported into one of the glass tubes along the east wall. If there are more than six PCs, simply add the appropriate number of tubes. If there are less than six PCs, remove one of the NPCs from the roster. It would be best to match character classes as close as possible. In any event, the number of PCs must match the number of NPCs unless the character levels are markedly disparate.

The PCs will all awaken - seemingly after just a few moments but in reality a day later - within one of the tubes along the east wall. Yellow mist swirls within the tube and it has a slightly sweet smell. Each PC will be fully healed and all spells available (spell casters may reselect any of their spells). Any special abilities or skills are also reset. A moment later the glass tubes rise and disappear into recessed compartments in the ceiling.

Again, the entire room is bathed light from the lanterns and the visage reappears.

"This a battle to the death. The battle will continue until all participants from either group are dead. Those who survive are free to leave and take whatever possessions that remain on the battlefield. You have my gratitude for your participation. And by the way, your participation is not optional. You fight or you die. Now begin."

As the visage finishes his challenge, the lantern light fades. The opposing force (see page 14) quickly gather and plan their attack. It is up to you as the DM to deter-

mine their course of attack. These NPCs, unlike the PCs, do not know each other, but they will work together to win the battle. This group is united in their new mission to destroy the PCs. They cannot be bargained with or convinced otherwise.

The visage will remain on the balcony to observe the entire battle. It will remove a square object called a *recording stone* (see **New Magic Items** section) to record the entire battle. The visage will not interfere. It will set the *recording stone* on the edge of the balcony. The visage will remain in ethereal form for the duration of the battle.

As the PCs emerge from the tubes and the visage gives its brief speech, it is possible for a few of the PCs to make out their enemies across the battlefield. But immediately after the visage completes its challenge, the lanterns fade and there is no illumination throughout the center area of the chamber. Also, the NPCs will make every attempt to stay out of line of sight as they plan their attack. It is important to make sure the NPCs act intelligently (they are experienced characters), though they may struggle with teamwork.

If the PCs survive the battle, they are free to gather whatever items they wish from their vanquished foes. The visage will address them again (see below). If the PCs are defeated, then the adventure is over. As an option, you may have the PCs awaken in the new city, naked in a park. The visage has raised them from the dead via the tubes.

"An excellent battle! Your contribution to my research is appreciated. For your troubles, you may gather whatever remains on the battlefield and claim it for yourselves. You are free to leave. Goodbye."

The visage will turn from the balcony, *recording stone* in hand, and retreat into the citadel (location 27). The doors at location 18a will swing open and remain so until all the PCs exit the citadel.

Three turns after the battle has concluded, the flesh golem (location 10) will arrive to collect the corpses. Of course, this cannot occur if the PCs have previously destroyed the golem. The golem will ignore the PCs unless it



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is attacked. It will only attack those who attack it and it will not pursue PCs that attempt to flee the citadel. It will pursue any who enter main citadel area (location 21-28).

20a. Citadel Doors

These doors are identical to those at location 18a. They will remain closed during the course of the battle. The doors can be opened from either side, unlike those at 18a.

Note: *The main citadel, locations 21-27, is not illuminated. Location 28, the balcony, is lighted by the lanterns described at location 20.*

21. Foyer

The floor here is covered with wooden planks, which are in turn covered with a thick layer of dust. The walls and ceiling are paneled with a dark, almost black, wood. A small table is set against each of the east and west walls. A vase rests on each table and inside each vase is a single, green lotus flower. The air has the faint smell of apples, which is the odor produced by the lotus flowers. They otherwise have no affects.

22. Parlor

This room is filled with comfortable chairs and sofas. Side tables are placed appropriately throughout the room. A chandelier, fitted with 20 large candles hangs in the center of the room. A long, but narrow table is set against the south wall. A large, silver platter holds six crystal goblets and a crystal decanter filled with a clear liquid (which is cold water). The decanter is magical and will keep any liquid cold and fresh indefinitely. It is worth 500 gp and the crystal goblets are worth 25 gp each. The silver tray is worth 100 gp. There is nothing else of value in the room.

23. Storage

Wooden shelves line the walls of the entire room. Numerous boxes, of varying size, are set on the shelves. The boxes contain parchment (2,000 sheets), empty wooden scroll cases (200), 12 blank journals, 24 corked ink bottles, 12 ink quills, and 20 red candles (used for wax seals).

24. Library

This large chamber is lined with book shelves so that no bare wall is visible. Six, large leather easy chairs are spread around the room, each accompanied by an end table. Two large fireplaces sit coldly against the north wall of the room. A raised dais, made of red granite, is set in the center of the chamber. It is the only thing in the room that is not dust-covered.

The books invariably deal with combat - whether basic training or anecdotal stories. One section deals inclusively with the hundreds of battles that have taken place at location 20. Although none of the books are magical, a fighter type that collects 10 books (selectively and taking two hours to find them) can read them at a future date and gain 1,000 experience points. There are enough books in the library for each fighter to select 10 books. It will take approximately one month to read and digest the contents of the books to award the experience. Only four such book groupings are available and a fighter can only benefit from one such group.

If any of the journals dealing with location 20 are removed from their shelf for more than one turn, the visage will appear. The visage will appear on the dais.

"While you are welcome to peruse my library, the battle journals (he points to the journal section) are off limits. Any attempt to defile or damage the journals will result in your destruction."

The visage will disappear in a flash of light. The visage will softly speak the word, "two" just prior to his departure via the teleportation dais.

Any PC that stands on the dais and utters the word, "two," will instantly be teleported to location 25. Any other word, including other numbers have no effect. At one time, the citadel comprised of six levels, but the top four levels were destroyed when the old city fell.

25. Teleportation Chamber (Citadel)

A red granite dais (same as location 24) is set into the floor of this chamber. The dais can be used to teleport to the dais at location one, but simply uttering the word,



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“one.” No other word will cause the dais to function.

The walls of the chamber are covered with wood panels as is the ceiling. The floor is covered with black-colored, wood planks. A total of six large, framed paintings hang from the walls. Each painting depicts a different form of lotus and each a different shade of red.

26. Teleportation Chamber (City of Seek)

This room is identical to location 25 with two exceptions: the portraits feature blue lotus flowers and the red dais will only function if the word, “Seek,” is uttered. A PC that uses this teleportation stone will arrive in the ruins of a mage tower within the City of Seek (see module **C2 The City of Seek**). To return to his chamber, a PC must say the words “blue lotus.”

27. The Visage

This massive chamber resembles the other areas on this level. There are 22 portraits of lotuses on the walls - all varying breeds of the flower. A large desk and plush chair sit in the center of room facing south. A narrow, but tall, book shelf stands next to the desk. More than half the shelves are filled with square stones. A wooden chest, which matches the desk, is set behind the bookshelf.

A large painting, four feet wide and seven feet tall, is set against a wooden stand near the west wall. The painting is of Bracton Vimpgest and exactly resembles the visage the PCs have previously seen.

A few moments after the PCs enter the chamber, the visage will step out of the painting and address the PCs.

“You have entered my sanctum unwelcomed and the penalty is death. However, I am a benevolent man and you may leave now and your life be spared. Leave the citadel and do not return.”

If the PCs leave immediately (10 seconds), the visage will return to the painting. Otherwise, it will attack. The visage can cast the following spells: *magic missile* (1-3d6), *scare* (4-5d6), and *lightning bolt* (6d6). It casts the spells as a 6th level wizard. When casting *magic-missile*, it will direct each missile at a separate PC, unless there are not enough

targets available. The spell cast each round is random; roll 1d6 consult spells above.

The visage’s host is the painting and it has 30 hp and AC 11. It can only be harmed by magical weapons or spells. It gains a +5 bonus to all DC saves.

The desk is made of mahogany and has numerous drawers and shelves. A single, iron-bound journal lies on the desk. A dried inkwell and quill lie next to the journal. The journal contains Bracton’s condensed notes on numerous battles within the arena. There are also two new magic user spells within the book: *combat sense* and *fast strike* (see **New Spells** section).

The *recording stones* in the bookshelf have recorded all of the previous battles within the citadel’s arena. Each *recording stone* contains 10 battles and there are 72 stones. To view a battle, the *recording stone* must be held and the command word spoken. The command word for each of these stones is “battle.”

The chest, which is unlocked, contains 28 *recording stones* that have not been used.



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New Magic Items (continued)

Ring of the Black Spear

This ring creates, on command, a black spear in the hand of the wearer. The spear must be thrown on the same round it is created. The weapon has a +2 bonus to hit and damage. If the spear hits or misses, it vanishes immediately. Three such spears can be created per day. 10% of these rings have the same powers of an *arrow of slaying*.
Value: 1,500 gp

Horn of the Gorgon

Taken from the corpse of a slain gorgon, these horns are filled with the ashes of their former host. The horn can be blown to blast forward a cloud of ash at any one target within 30'. The target must make a DC 13 saving throw. Failure indicates the target becomes petrified for 2d4 turns. Success grants the target with a stone skin which will absorb 2d8 damage points (duration of 2d4 turns). A horn contains enough ash for 3d8 uses.
Value: 2,000 gp

Fire Ruby

These magical rubies can be commanded to catch fire. Once used, they simply vanish and a flame is created for one round. If there is no combustible material at the location, the flame is extinguished.
Value: 250 gp

Recording Stone

These magical stones can record any event targeted by its wielder. A stone can record up to 20 turns of activity. The stone can play back the recording on command. Recorded activity cannot be erased from a stone.
Value: 1,000 gp

Pendant of Escape

The wearer of this pendant has the ability to avoid *hold person*, *paralyzation*, *web*, and similar spells or spell-like effects. These bejeweled devices typically come in the form of a spider. Each time the wearer is targeted, he must expend one charge to avoid the effects. A pendant has a maximum of 20 charges.
Value: 750 gp +100 per charge

Rod of Darts

This magical rod can fire up to three darts per round at a single target. The wielder must make an attack roll to hit with each dart. The weapon grants the user a +1 to hit but no damage bonus, although the darts are treated as a +1 magic weapon. A rod must be loaded with darts and has a capacity of six. It takes one action to load six darts. Magical darts can be loaded into these rods and their bonus stacks with the +1 to hit granted by the rod. These weapons are only useable by wizards and sorcerers.
Value: 1,200 gp

Potion of the Doppelganger

The imbiber of this potion can take on the exact form of any creature within sight of the same size class or smaller. The target creature must be a human, humanoid, demi-human, or giant-type. The transformation has a duration of 3d10 turns.
Value: 900 gp

Hand of the Strangler

This unique item appears as a mummified hand. It was taken from a murderous half-orc who delighted in strangling his victims. The hand can be thrown at a target, or placed thereupon. The hand will claw its way to the victim's neck (1d2 rounds). When the hand reaches the target's neck, it will begin to strangle the victim 1d4 damage per round. It will continue to strangle the target until the target is dead, the owner cancels the attack, or it is disrupted. The hand has an AC 10 and sustain 10 hp of damage, at which point it will be disrupted. The hand will remain disrupted for one day when it returns to its owner.
Value: 1,500 gp

Fang Blade

These weapons may be of any sword type or dagger. They have a magic bonus of +1d3. For every "+", the weapon can excrete poison on a successful attack. The poison inflicts 1d4 damage per "+". A DC 10 save versus constitution negates the damage. The wielder gains a bonus to any DC saves versus poison equal to the "+" of the weapon. The wielder need not be holding the weapon, but only possess it in accessible fashion (i.e. in a scabbard).



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New Monsters

Taker (2)

large monstrosity, neutral evil

Armor Class: 17 (natural armor)

Hit Points: (9d10 +18); 60, 52

Speed: 40 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 15 (+2)

INT 8 (-1) **WIS** 8 (-1) **CHR** 5 (-3)

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

Languages: understands common, does not speak

Challenge: 3 (700 EXP)

Web Cast: per spell (web), DC 14, five uses until long rest.

ACTIONS

Bite - *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit 4 (1d6 +1), piercing; target must make DC 13 constitution or suffer 2d8 (9) poison damage.

EQUIPMENT

None

These spider-like creatures are the creation of the archmage Bracton Vimpgest. They appear as extremely large spiders with narrow abdomens. They have eight legs like most spiders, but the two foremost end in razor sharp talons.

These creatures can bite and inject a powerful toxin that immobilizes the victim (2d4 turns) unless a save vs. poison is successful. A taker can attack by either bite or by slicing with its forelegs. These spiders can also shoot webs, in lieu of traditional melee attacks, at a single target. The taker must make an attack roll and if successful, the target is struck by webs which, while not particularly strong, cause the victim to be *slowed* (per spell; at fifth level).

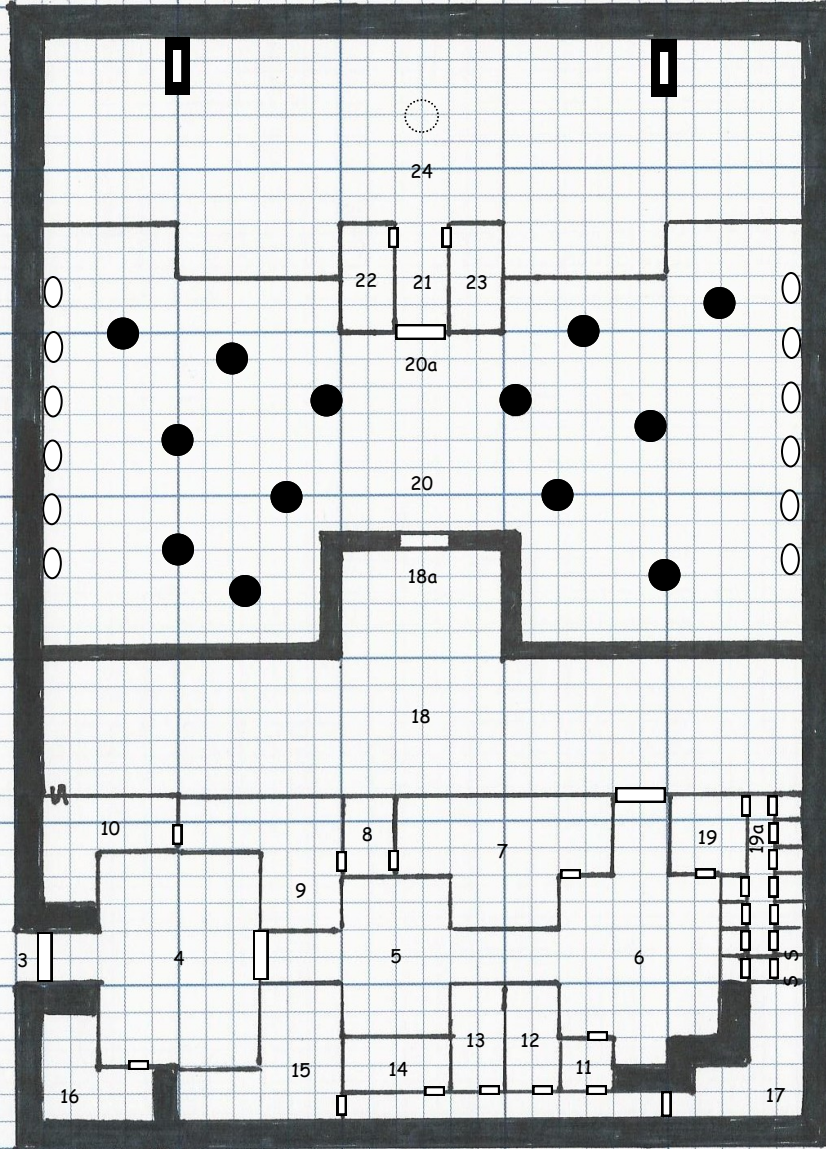


MAP 1: CITADEL OF BRACTON VIMPGEST

Each Square = 5 feet

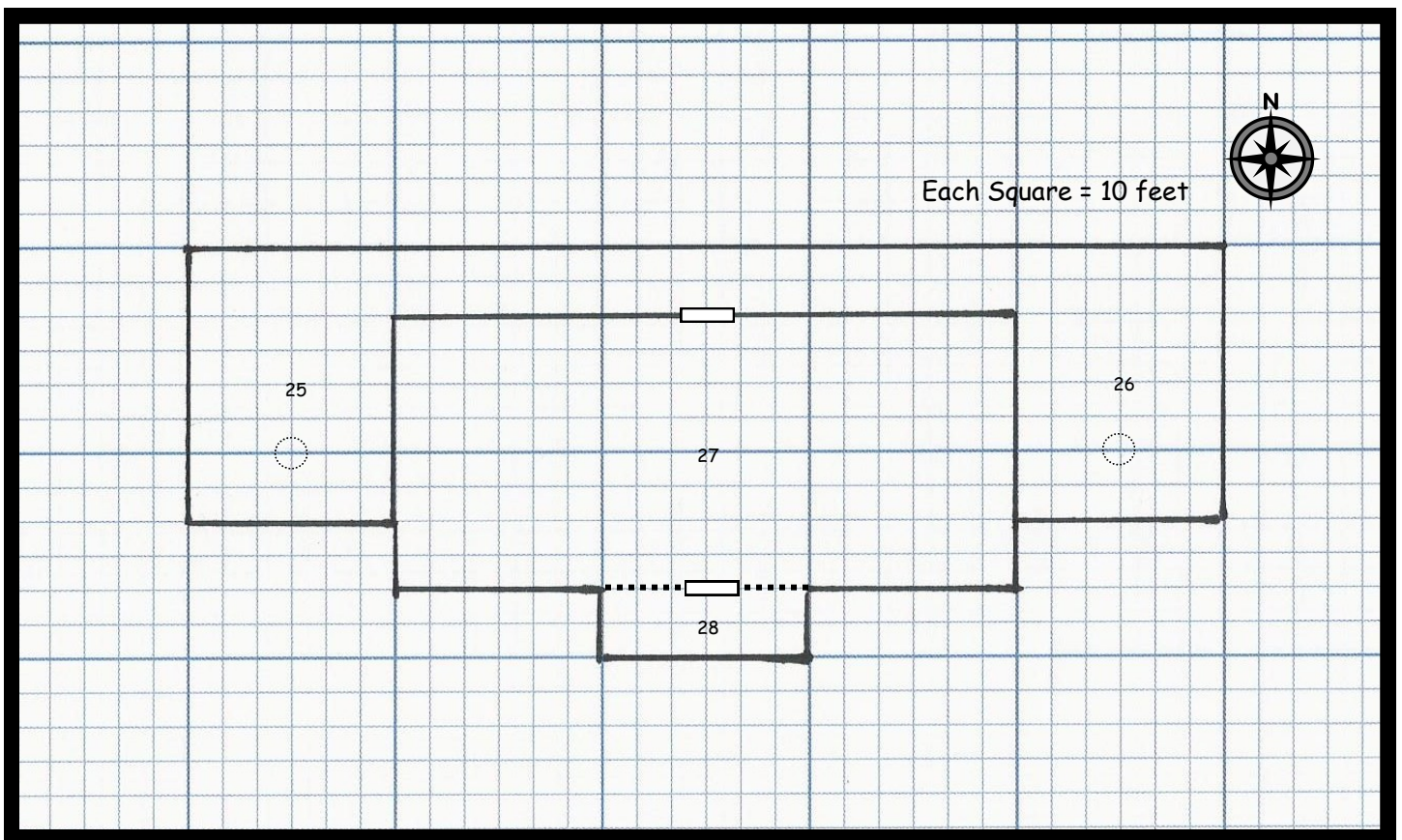


1 ← (200')





MAP 2: CITADEL OF BRACTON VIMPGEST (SECOND LEVEL)



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Beneath the city lies a massive underground sewer system. However, the sewers are less a construct of the city's planners and builders, but the repurposing of the remains of a much older city that lies beneath new metropolis. Little is known of the ancient city as the majority of which has never been explored. Almost immediately after it was discovered, it was used as a sewer and dumping ground. The city planners quickly put an end to careless dumping as a rat infestation nearly grew out of control. Access to the ancient city was quickly restricted through blockades and new laws matched with severe penalties. The old city was soon forgotten. But now strange things have emerged from the sewers and rumors are whispered behind closed doors. Something is crawling up from below.

The GC series is a seven-part, limited edition module group. Although designed to be played as a mini-campaign, each adventure stands on its own and can be inserted into virtually any campaign setting.

The scenario is designed for the Fifth Edition game using six to eight characters of third level.

GC3 includes two new monsters, nine new magic items, and two new spells!

