

DUNGEON CRAWL CLASSICS

THE ONE WHO WATCHES FROM BELOW

#81: A LEVEL 1 ADVENTURE
BY JOBE BITTMAN



THE ONE WHO WATCHES FROM BELOW

A LEVEL 1 ADVENTURE
WINNER OF THE 2012 MYSTERY MAP ADVENTURE DESIGN COMPETITION

By Jobe Bittman • Cover artist and cartographer: Doug Kovacs • Editor: Rev. Dak J. Ultimak
Interior artists: Fritz Haas, Doug Kovacs, Stefan Poag, Tom Galambos • Art direction & layout: Joseph Goodman

Special thanks to the judges of the 2012 Mystery Map Adventure Design Competition:
Michael Curtis, Aldo Ghiozzi, Doug Kovacs, Erol Otus, Stefan Poag, Harley Stroh

Playtesters: John Aegard, Jemima Bittman, Nita Bittman, Zeta Bittman, Twyla Campbell, Derek Guder, Cory Johnson,
Caitlin Ratzloff, Matthew Ratzloff, Adam Skalenakis, Shawn Smith; (Norwescon 2013) Travis J. Cook, Rusty Gerard,
Melissa Grimmer, Cameron Lee; (Gencon 2013) Nick Abruzzo, Jason Cefaratti, Dave Center, Lauriel Earley,
Noah Hornick, Mike Markey, Joseph Moore, Adam Muszkiewicz, Katie Muszkiewicz, Jim Skach, Edward Stoering, Jim Wampler

DCC RPG and this adventure are copyright © 2014 Goodman Games. Dungeon Crawl Classics is a trademark of Goodman Games. DCC RPG is
published under the Open Game License. Refer to the OGL in this work for additional information.

www.goodman-games.com



INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This adventure is designed for 6-8 level 1 characters. It pits the adventurers against otherworldly horrors of ever-increasing ferocity. The novice characters' resolve and sanity will be stretched to their utter limits. Those who wager their wits will emerge from the Undertemple of Shigazilnizthrub with fat purses and tales of legend. To have even the faintest chance of survival, the adventuring party must consist of a well-rounded team learned in the arts of warfare, thievery, wizardry, and holy might. Otherwise, they are certain to meet their doom.

The conclusion of the adventure finds the band of adventurers locked in mortal combat with an aspect of an elder god itself. The weak and dull-witted will perish in agony. Their bloated corpses will fodder the voracious acid worms, and their living eyes will be plucked from the still-warm sockets to spend an eternity in silent witness to the magnificence of the One Who Watches from Below.

HISTORY

In the beginning, there was chaos. The universe was a primordial cauldron of gurgling dread, a darkness that not even a thousand suns could light. In this black soup, the elder gods battled for supremacy. They feasted on fear and drank madness. Then the small things came. They skittered and foamed in the pockets between the elder gods' crushing might - shambling, killing and feeding upon one another - until they produced an infinitesimal speck of light. In an instant, they were many - points of light which became stars that begat suns then ascended to godlings. The new gods rose up in a white-hot explosion of defiance against the corpulent lords of chaos. A cataclysmic chain-reaction triggered, birthing all that is. This is the story of the gods before the gods, a tale unknown to the histories of humans and demi-humans alike.

For eons, the deposed old gods have roiled and churned in a seething pool of raw power beneath the universe, their foul intellects periodically bubbling to the surface. Chief among the dark gods is Shigazilnizthrub, sadistic eater of worlds. The invocation of the name alone has the power to wither crops and crumble cities to dust. His mad followers refer to him only as "The One Who Watches from Below." The foul deity has established three strongholds beneath Aereeth, their purpose unknown. For now, it watches, it gathers power, and it waits for celestial bodies to align in the heavens.

For it is written:

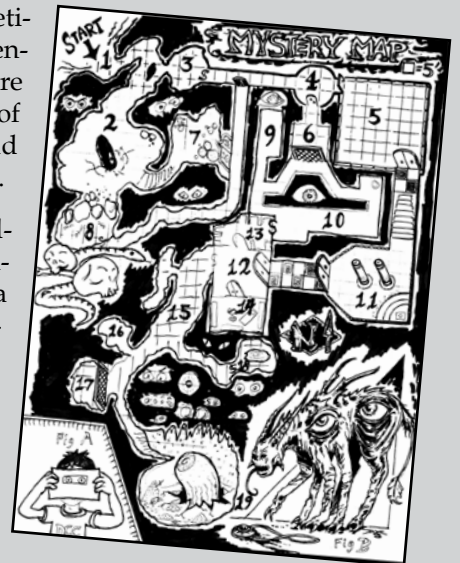
"The old gods will one day return."

THE MYSTERY MAP ADVENTURE DESIGN COMPETITION

In June 2012, Goodman Games sponsored a special adventure design competition. Our Free RPG Day 2012 adventure module included an incomplete adventure map. Readers could complete the map, send in their associated adventure proposal, and compete for a \$1,000 contract to write that adventure. A panel of distinguished judges read the flood of proposals, and finally whittled the field down to a handful of contenders. After lengthy debate, a winner was chosen.

The adventure you hold in your hands is the winner of the Mystery Map Adventure Design Competition. There were many great submissions to the competition, but Jobe Bittman's stood out above them all. This adventure has a strong Appendix N theme, unique encounters that your players will remember for a long time, many highly visual scenes that will stand out in your players' minds, and some terrific twists and turns. It also features one of the most creative player handouts I remember seeing. Prepare for a very fun time. I think you'll enjoy this adventure as much as we did.

- Joseph Goodman, Goodman Games, November 2013



DUNGEON CRAWL CLASSICS

THE ONE WHO WATCHES FROM BELOW

#81: A LEVEL 1 ADVENTURE
BY JOBE BITTMAN

Winner of the 2012 Mystery Map Adventure Design Competition!

The rumors are true! The secret cave of the mystics holds a hoard of treasure vast enough to buy the kingdom seven times over. Gold coins piled as high as snow banks! Gleaming swords and jewel-encrusted wands crackling with arcane energy! Precious gems as large as your fist! The only thing standing between your present circumstances and a life of fabulous wealth is a pesky, slumbering elder god with a penchant for consuming entire worlds, an endless army of vat-grown hybrid monstrosities, a veritable tidal wave of disembodied eyes with awesome powers, giant acid worms, and a curse with the power to rip the still-living eyes from your skull. Do you have the mettle to stare down a god or will your eyes forever adorn the vault of The One Who Watches From Below?



\$9.99
GMG5082