

Megalodile Sewers

Précis:

- Random sewer encounter
- Luminous fish in the water
- The fish scatter
- Players attacked by a large crocodile (e.g. pet)
- Crocodile pg 15 of DMG.. plus extra hit points

Outs:

- The crocodile has had enough and retreats.
- The players make down a side entrance to the sewers and the megalodile can't be bothered following (easier food to be found elsewhere).
- Flame drives the thing away (doesn't like the bright lights).
- Just skip the encounter
- Go over the wall instead?

Purpose:

- Filler
-