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**Fantastic Adventures and the Disgruntled Gong Farmer**  
is available as a **FREE PDF** on **DriveThru RPG**



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There are many sources of inspiration that led to the creation of 'Fantastic Adventures and the Disgruntled Gong Farmer'. One particular person who I would like to acknowledge and thank is Jason, our Game Master from 2010 to 2017, who introduced our gaming group to Dungeon Crawl Classics. As well, I would like to give a special thank you to Imperial Hobbies ([imperialhobbies.ca](http://imperialhobbies.ca)) for giving us a place to meet and play our games. I would like to thank Chris, the Manager of Imperial Hobbies, and his outstanding team, for being so accommodating and kind over the years. Moreover, I would like to thank the tremendous effort and hard work of the gaming community for creating podcasts, fan sites and gaming resources. A specific mention goes out to Sean and Brett, the hosts of the Gaming and BS Podcast ([gamingandbs.com](http://gamingandbs.com)), for their selfless dedication and hard work in producing an amazing weekly podcast.



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## Introduction

I originally wrote 'Kobolds Stole My Cat!' back in 2016 as an adventure I posted on my hobby website, Old School Adventures ([oldschooladventures.org](http://oldschooladventures.org)). I had the idea for 'Kobolds' back in early 2014, several months before I was introduced to Dungeon Crawl Classics. I even went as far as submitting a proposal for 'Kobolds', which included the first few pages of the module, to a well-known role-playing game company. I never received a reply from the company; thus, 'Kobolds' was put on the 'back shelf'.

In 2014, our Game Master introduced us to Dungeon Crawl Classics, by running 'The Portal Under the Stars'; a zero-level character funnel created by the Dark Master himself (aka Mr. Joseph Goodman). I rolled up five zero-level characters. My surviving zero-level character, Bertok the Farmer, earned the privilege of becoming a Level 1 character; Bertok became a Cleric. Bertok and his animal sidekick, Ernie the Goat, joined the ranks of the survivors of 'The Portal Under the Stars'

and continued their adventures in the fantastic world of Dungeon Crawl Classics.

A short-time after my introduction to DCC, I discovered the Spellburn podcast ([spellburn.com](http://spellburn.com)). Inspired by the DCC games I was playing and the Spellburn podcast I was listening to, I set out to write my own DCC adventure. The adventure I wrote was a zero-level character funnel titled the 'Temple of the Onyx Cat', which I posted on my hobby website. I started to think about the type of adventure the newly forged band of first level characters would go on after surviving the 'Temple of the Onyx Cat'. In keeping with the 'flavour of DCC', it would need to be an adventure filled with the 'quirky flair' that makes DCC what it is. 'Kobolds Stole My Cat!' came to mind; thus, I dusted off my old notes and set out adapting 'Kobolds Stole My Cat!' to DCC.

In 2016, I completed 'Kobolds Stole My Cat!' and posted this adventure on my hobby website. A short time later, I started working on 'The Gong Farmer's Revenge', which built on the setting and NPCs estab-

lished in 'Kobolds'. In 2017, as a hobby programming project, I designed a DCC zero-level character funnel with a randomly generated dungeon, called the 'King's Challenge'. While designing the 'King's Challenge', the name of this setting, the Villages of the Muir Forest, was born. The 'King's Challenge' became the first adventure in their series, replacing the 'Temple of the Onyx Cat' as the launching point for this series.

In the fall of 2018, I took up the hobby of sketching and decided to design and publish my own game. In March of 2019, I published 'White Box: Eastern Adventures', a 'rules light' OSR game (available on DriveThru RPG). Motivated by the publication of my first game, I decided to re-visit my old DCC modules and 'Fantastic Adventures and the Disgruntled Gong Farmer' was born.

### **Companion Website**

A companion website has been created to provide resources for Judges running 'Fantastic Adventures and the Disgruntled Gong Farmer'. The site includes a zero-level character generator and PDFs copies of the maps used in this series.

Fantastic Adventures and the Disgruntled Gong Farmer  
Companion Site:

[tasaka-games.com/dcc](https://tasaka-games.com/dcc)



# King's Challenge



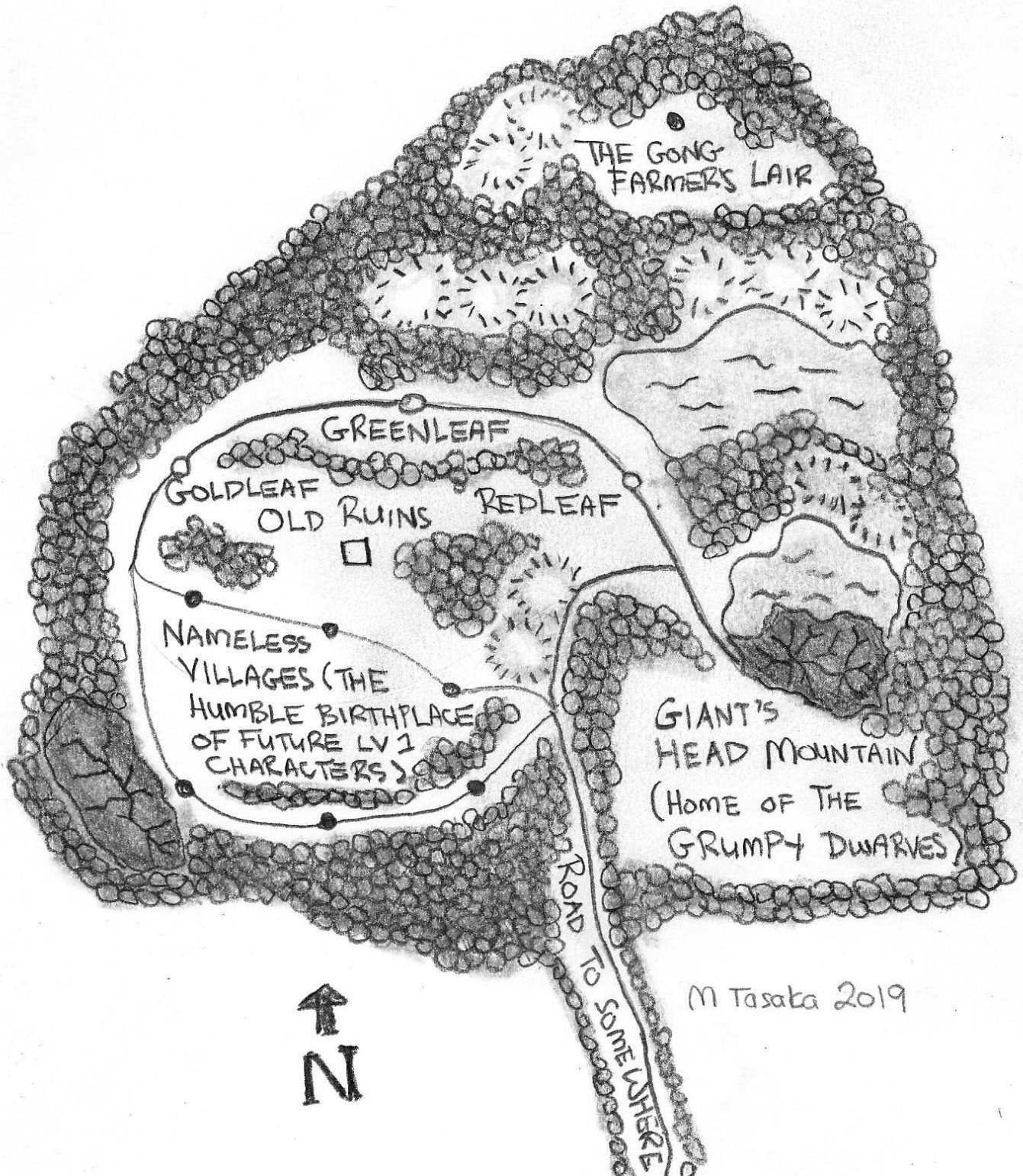
## King's Challenge (Zero-Level Character Funnel)

Designed and Illustrated  
by Mark Tasaka

King's Challenge Zero-Level Character Generator available at:  
[tasaka-games.com/dcc](http://tasaka-games.com/dcc)

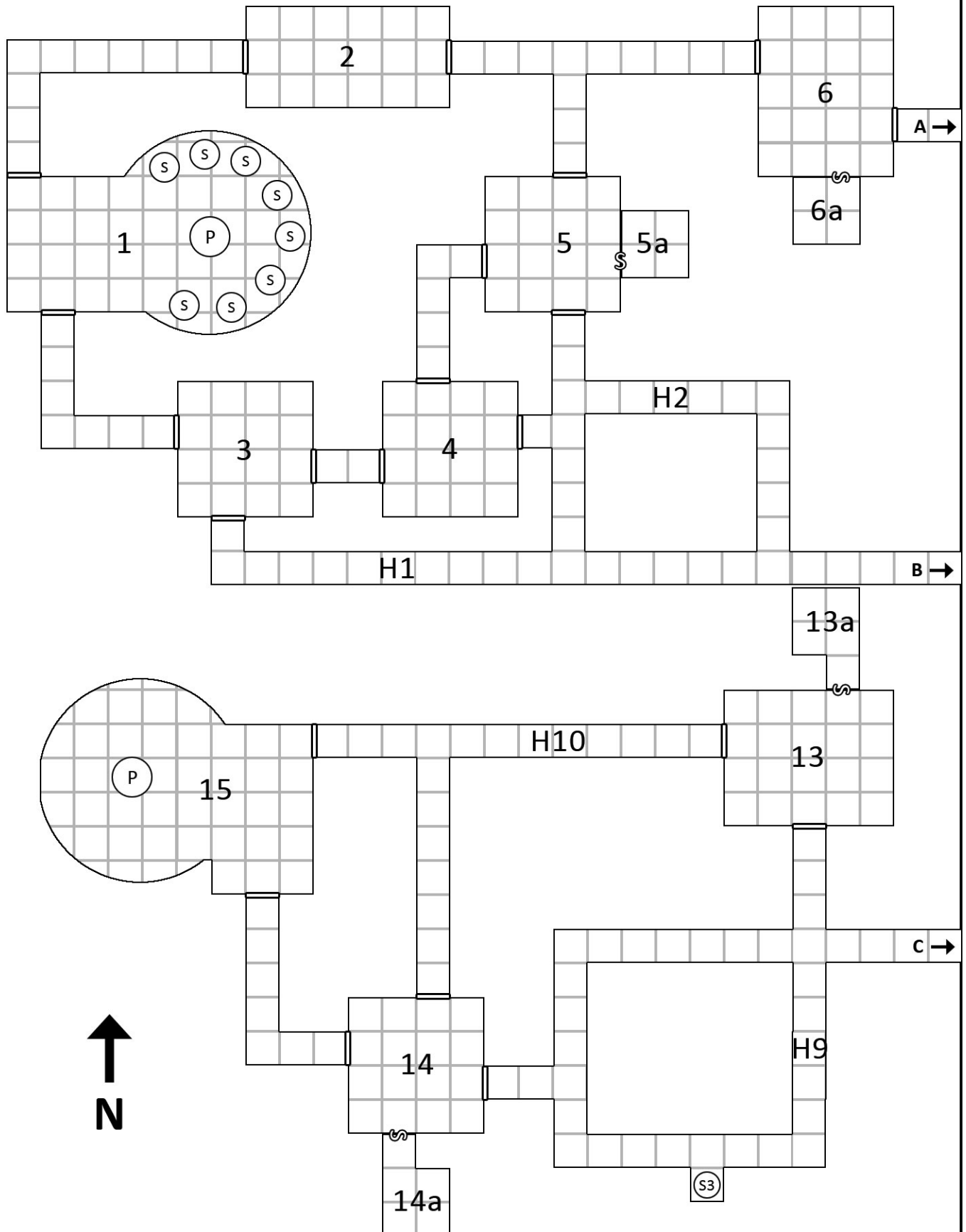
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# Villages of the Muir Forest

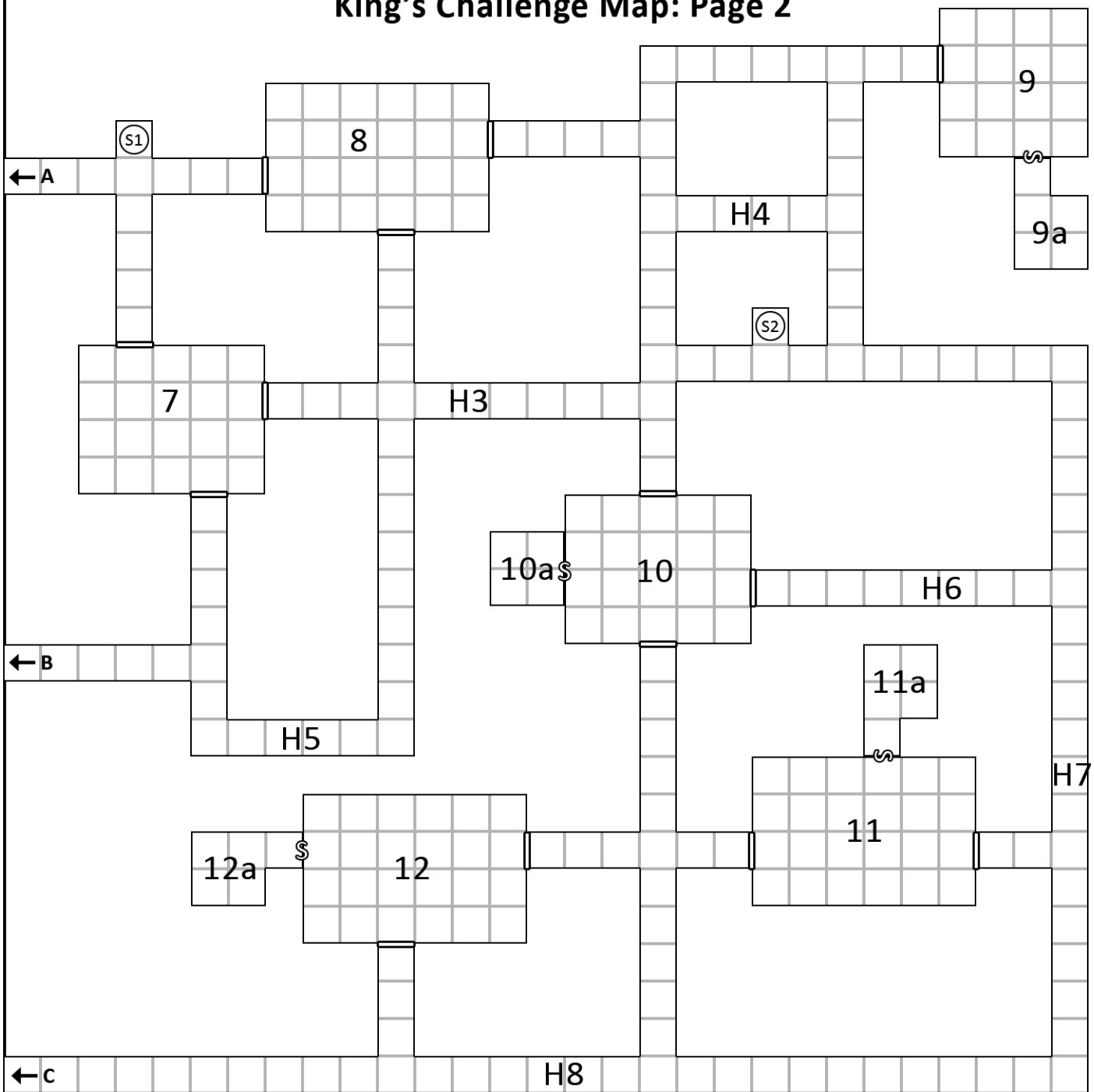









# King's Challenge Map: Page 1



# King's Challenge Map: Page 2



## Legend

- |   |  |
|---|--|
|  = 5 feet      |  = Statue |
|  = Door        |  = Portal |
|  = Secret Door |  |

## King's Challenge

*"Gather around. Come closer if you please. I am an old man, and my voice is not as strong as it used to be. Today is the day of the King's Challenge. It is the first day of autumn and the last day of summer. It is a day of death and a day of re-birth. We are gathered here, around the old ruins, as we have gathered here every year before.*

*'In a few moments, I will ask those of you, who are bold and brave, to step forward and accept the King's Challenge. But, before I ask you to do so, I must tell you the tale of the King's Challenge. Yes, I know, I have told this tale every year! And yes, I know, you are tired of hearing this tale! However, this a tale that must be told!*

*'Long ago, in ages long forgotten, there existed a mighty kingdom on the very ground on which we stand. Now, all that remains of this once mighty kingdom are the ruins you see around you, and the portal that stands before you. The kingdom was ruled by a powerful Mage-King, who sought men and women of worth to serve his land. The King believed that anyone, no matter what station in life they are from, should have the opportunity to prove their worth.*

*'This standard of worth came in the form of a test, a magical dungeon connected by a pair of magical portals. Those who took up the King's Challenge would enter the portal that stands before you, where they would be teleported to the first portal room of a magical dungeon. Their goal was to navigate the dungeon to the second portal room. The survivors would enter the second portal, where they would be teleported back here, proving their worth to the Mage-King. The return journey through the second portal brought with it a transformation that granted the survivors the privilege of adopting new titles and choosing professions worthy of the Mage-King's service.*

*'Men and women, ordinary folk, like you and I, would travel from afar to take the King's test. For many, the risks of accepting the King's Challenge were justified by the rewards of the transformation. As with all kingdoms, over the centuries, the Mage-King's kingdom was lost to the passage of time. What remains of his once mighty kingdom is the magical portal that you see before you and the magical dungeon that lies beyond it. Now, I will ask those of you, who are bold and brave;*

*those of you who seek a new life, to step forward and accept the King's Challenge...."*



## Background

The character funnel takes place in a small part of the world known as the Villages of the Muir Forest. The Villages of the Muir Forest is a collection of small villages, each having a few hundred residents, located inside the forest. The Villages of the Muir Forest is a shared setting and is the first of three adventures that takes place in this setting. The other two adventures are 'Kobolds Stole My Cat!' and "The Gong Farmer's Revenge".

Travellers rarely visit the Villages of the Muir Forest, as most do not know of the existence of villages inside the forest ("Who in their right mind would want to live in that dull mosquito infested forest", outsiders would say). As for the villagers themselves, most villagers are born, grow old and die in the villages, as travel outside the villages is rare. Those few villagers who leave the Muir Forest are never seen from again. This has led to the belief that those who have left the forest have travelled too far and have fallen off the edge of the world (most villagers believe that the world is flat, and the

boundaries of the world ends a hundred or so miles outside of the forest; this has led to the belief if you travel too far you are going to fall off the world's edge).

Most of the villagers are simple folk, content living their simple day-to-day lives. "Who'd in their right mind would want to become an Adventurer", most would say, "Living life away from home, never knowing where you'd sleep from one day to the next." However, there are those among the villagers who aspire for a life greater than the life they live. There are those who dare to see the larger world (even if it means falling off the edge of the world). This is where the King's Challenge character funnel starts. Your Players' characters are villagers, tired of living their simple day-to-day lives, who aspire to be Adventurers, and are willing to risk their own lives to take up the King's Challenge.

The King's Challenge takes place on the first day of Autumn and the last day of Summer, a day special to the Villages of the Muir Forest. It is an important day for the villagers, as on this day the King's Challenge takes place. In the heart of the ruins is a magical portal designed to test the worth of men and women. This test is known as the King's Challenge; a test created by a powerful Mage-King a long time ago. Volunteers will enter the portal and be teleported to the first portal room of a magical dungeon. Their goal will be to find the second portal room, which contains the portal that will teleports them back to the ruins. Their journey through the second portal will bring about the transformations necessary to become 1<sup>st</sup> level characters.

Every year a crowd of villagers gathers around the portal in the old ruins. There, the Teller of Tales, tells the story of the King's Challenge, and asks for volunteers to step forward to accept the King's Challenge. Every year a group of volunteers will take up the King's Challenge and enter the magical portal. The Teller of Tales and the villagers will wait near the portal for the return of the surviving volunteers. While waiting, the villagers will set up camp fires and tents, sing songs,

tell stories and drink to their heart's content. When the surviving volunteers return through the portal, the villagers will mourn the fallen and congratulate those who have passed the King's test.

### About the Character Funnel

The King's Challenge is a Dungeon Crawl Classics compatible zero-level character funnel designed for a group of 15 to 20 zero-level characters. Many of the zero-level characters will perish in the funnel; thus, each player should have multiple characters (3 to 5 characters per player works best for smaller groups; 3 or 4 for larger groups).

In the tradition of 'old school' role-playing games, the King's Challenge is filled with hidden items and secret doors. However, to uncover these, the characters will need to search different areas of the funnel and need to be specific in what/where they are searching (i.e. opening ceramic jars to look inside). If your players are new to 'old school' gaming, let them know in advance, that exploration and searching are the key to find items and treasure that will help both with this funnel and on their next adventure as 1<sup>st</sup> level characters.

### Dungeon Features

**Light source:** Magical light illuminates the King's Challenge, making the need for lanterns and torches unnecessary (zero-level characters rarely start out with light sources; thus, it would be unfair to require the characters to have light sources to navigation the dungeon).

**The hallways:** In the King's Challenge, encounters take place in rooms and hallways. The hallways are only wide enough for two characters to travel abreast. Therefore, when the characters are travelling down the hallways, it will be necessary to know which two characters are in the front of the marching order (knowing the second set of characters in the marching order will

be helpful, as hallway encounters can be deadly).

**Doors:** Doors are located throughout the dungeon. The doors are unlocked. The placement of doors are used to spark role-playing and to build tension. For instance, a character may try to listen to a door to hear sounds coming from the other side before making the decision to open the door. Likewise, if the characters are being chased by monsters from a hallway encounter, they may close and barrack a door to prevent the monsters from catching them.

**Boxed Text**

The boxed text in the upcoming sections are intended to be read out loud to the Players.

**Random Items**

The Random Items Table uses a d20 to generate random items located throughout the dungeon. Often, characters will encounter situations where rolls on the Random Items Table are made.

Table 1: Random Items	
D20	Items
1	a small pouch containing a set of false teeth
2	a small pouch containing 5 glass eyes
3	a pouch containing 6 silver tipped arrow heads
4	flint and steel
5	a tinderbox
6	an iron crowbar
7	3 flasks of lantern oil
8	a lantern
9	a bag containing 12 wood stakes
10	a grappling hook tied to 50' of hemp rope
11	a jar filled with sticky glue
12	an elegant hand mirror
13	50' of hemp rope
14	50' of silk rope
15	a carpenter's hammer
16	thieves' tools
17	20' of chain

18	a silver bladed dagger
19	a holy symbol of a forgotten deity
20	a gemstone worth 10 gold pieces

**Room 1: Portal Room**

The character funnel starts with the characters entering the portal, a large circle carved into a stone floor. When all the characters have stepped inside the circle, they will be surrounded by blue light. A few seconds later, the blue light will fade, revealing the first room of the King's Challenge. A description of this room is below:

The room is in the shape of a semi-circle, with a high domed ceiling. An unknown light source illuminates the room, giving light to a room that should, by rights, be shroud in darkness. Along the walls of the semi-circle are eight stone statues facing the portal. Each statue represents a person with a youthful appearance, dressed in long flowing robes. At first glance, the statues appear to represent humans, but their features are far too perfect and beautiful to belong to the moral world of men. Yet, they are not elves, even though they share many of the features of the elven race. Rather, the statues perfectly blend the features of elves and men into one, bringing perfect harmony to the two races. Perhaps, the statues represent the people who once lived in this kingdom, in ages long past...in times, long since forgotten.

**Room 2: The Oil Painting**

There is an oak coffee table and a set of worn leather chairs in the centre of the room. Hanging on one of the walls is a large oil painting of a sea creature with several long tentacles. The scent of sea salt fills the air.

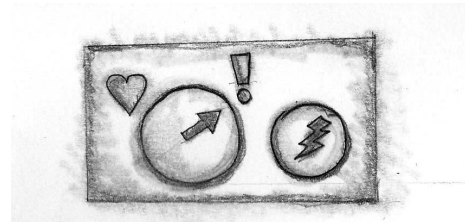


### Room 3: Mechanical Spider

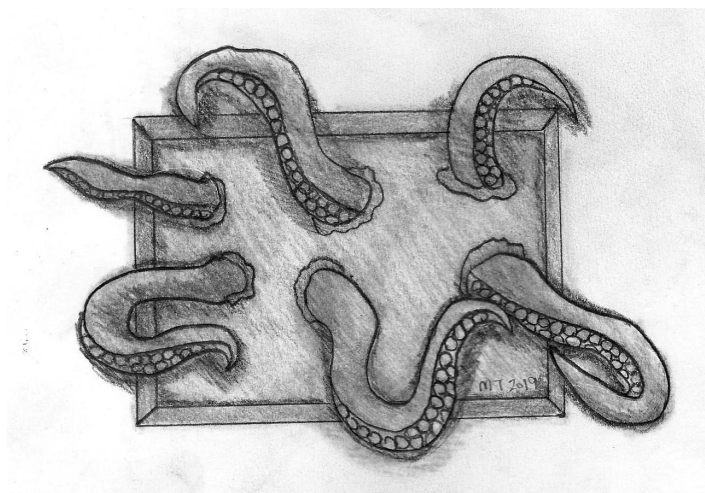
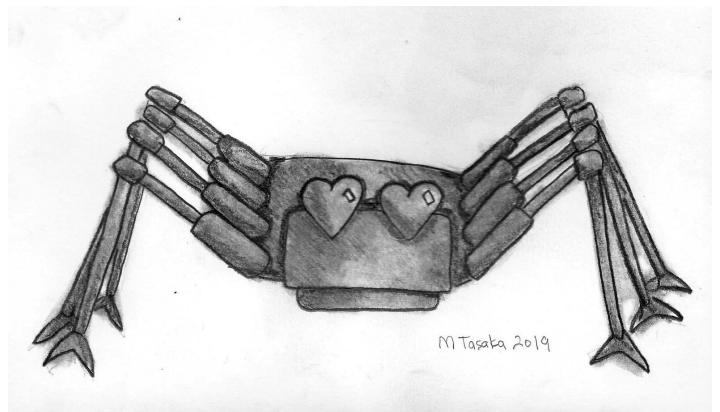
Cobwebs fill the room. In the corner of the room is a giant spider, the size of a medium-size dog. The spider appears to be sleeping.

If the characters investigate the cobwebs, they will discover the cobwebs are in fact thin pieces of string tied together. If the characters spend time searching through the cobwebs, they will find three random items (Table 1: Random Items) hidden in the cobwebs.

**Mechanical Spider.** Init +1; Atk bite +1 melee (1d6); AC 18; HP 10; MV 30; Act 1d20; SV Fort +1, Ref +1, Will +1; AL N.



If the characters examine the giant spider, they will discover the spider is a mechanical construct made from blackened metal. On the back of the spider is a button and a dial, with one of two settings. If the characters press the button, the mechanical spider will attack. However, if the characters turn the dial to the second setting and then press the button, the spider will befriend the characters, and will follow the characters around the character funnel (and on future adventures should the spider survive the funnel).



Shortly after the characters have entered the room, the oil painting creature will attack. Long tentacles will emerge from the oil painting and will attempt to pull the characters inside the painting.

**Oil-Painting Creature.** Init +3; Atk tentacles +0 melee (see below\*); AC 11; HP 12; MV 0' (Reach 15'); Act 6d20; SV Fort +2, Ref +0, Will +1; AL N.

The oil-painting creature has 6 tentacle attacks per round. The tentacles do not cause any damage; rather, they are used to pull the characters inside the oil painting. If a character is hit with a tentacle, they must succeed a DC 10 Reflex save. If they fail this save, the character is pulled into the oil painting, where they become part of the painting. When this occurs, the character dies.

When the oil-painting creature is defeated, the oil painting will show a dead version of the creature. As well, any of the characters that were pulled into the painting will appear in the oil painting, floating nearby the deceased creature.

If the characters remove the oil painting from the wall, behind the painting they will find a hidden compartment inside of the wall. In the compartment, the characters will find a scroll of Mirror Image, a scroll of Binding and a small sack containing 78 gold pieces.

## Hallway Encounter H1: Falling Ceiling Tiles

A cracking sound comes from above. Loose stone ceiling tiles fall.

Select 4 characters from the middle of the marching order; have these characters make a DC 8 Reflex save. If the characters fail this save, they suffer 1d4 points of damage from the falling tiles.

## Room 4: The Clay Dog

A makeshift table, made from a pair of old chests and planks of wood, is in the middle of the room. On top of the table is a set of playing cards and a collection of copper and silver coins. Around the makeshift table are five crudely constructed wood chairs. A weather-worn riding jacket hangs over one of the chairs. In one of the corners of the room is a clay statue of a dog-like creature. One of the walls adjacent to the statue has a long shelf containing mugs, empty bottles and colourful ceramic jars. Below the shelf are a dozen cast-iron garden gnomes, each standing a foot or so in height.

After the characters have spent some time in this room, the eyes of the dog statue (clay-dog) will glow red. The statue will come to life and attack the characters.

**Clay-dog.** Init +2; Atk bite +0 melee (1d4); AC 13; HP 8; MV 30; Act 1d20; SV Fort +1, Ref +2, Will +0; AL N.

When the clay-dog is destroyed, its body will crumble into a pile of sand.

On the makeshift table are 36 copper and 17 silver pieces; the playing cards have illustrations of 'pig-men' for their face cards. If the characters open the chests used for the base of the table, they will discover the first chest is empty; however, if they open the second chest, they will find three random items (Table 1: Random Items). In one of the pockets of the riding jacket is a gold locket shaped like a crescent moon, worth 5

gold pieces. If the characters search the ceramic jars on the shelf, they will find a coin purse inside one of the jars containing 11 gold pieces. The remaining jars are empty.

## Room 5: The Blackened Steel Helmet

A make-shift altar constructed from planks of wood stands near one of the walls. Sitting on the altar are the wax remnants of burnt out candles and a blackened steel helmet; the helmet's visor resembles the face of a demon. Near the opposite wall to the altar is a poorly constructed pine chest with a black velvet robe draped over it.



The chest is unlocked and contains a mace made from blackened steel and a holy symbol of an unknown deity. The mace is an ordinary mace. The holy symbol is made from blackened steel and is shaped in the likeness of a sinister demon; the eyes of the demon are ruby gemstones. The holy symbol is worth 75 gold pieces; the characters will have trouble finding a buyer for this item, as most will see the holy symbol as an object of evil and misfortune.

**Blackened steel helmet:** If a character puts on the helmet, a suit of blackened chainmail will materialize over their body. The character will feel the weight of the chainmail on their shoul-

ders (the armour counts as an ordinary suit of chainmail, granting the same bonuses and penalties that a suit of chainmail grants). When the helmet is removed, the chainmail will disappear, and will re-appear again when the helmet is worn.

### **Secret Room 5a:**

On the wall behind the altar is a hidden door. If the characters search the wall, they will see the outline of a hidden door (DC 5 Intelligence check). The hidden door is unlocked and leads to a small room. On the floor, the characters will find a tattered wool blanket wrapped around a human-size object. Hidden inside the blanket is a full suit of banded mail armour (human-size), which includes a helmet, gauntlets and boots.

### **Hallway Encounter H2: The Worn Leather Backpack**

A worn leather backpack lies on the ground.

Inside the backpack are two random items (use Table 1: Random Items).

### **Room 6: The Bookshelf**

Near one of the corners of the room is a comfortable leather chair and a matching leather ottoman. To the right of the chair is an oak end table. A brandy snifter (glass), a half empty bottle of brandy and a smoking pipe rests upon the table. Against one of the walls is a bookshelf containing 20 leather-bound books. Against another wall is a shelf containing a jar of pipe weed, 2 bottles of brandy and a dozen brandy snifters.

The ottoman contains a hidden compartment (a DC 5 Intelligence check is required to find the hidden compartment). Inside the hidden compartment is a coin box containing 190 silver pieces. The brandy is of the finest quality, possessing all the qualities of perfectly aged brandy. If a character smokes the pipe weed, they must succeed a DC 12 Fortitude saving throw. A failed saving throw will result in the character's attack rolls, saving throws and skill checks being reduced by -1d (i.e. their attack rolls will be reduced to 1d16) for the next 3 hours.

If a character picks up one of the books, the book will yell "Put me down!" and materialize a pair of legs. The book will break free from the character's grip and run around the room frantically. This will cause the other books on the bookshelf to materialize pairs of legs and run around the room frantically. There will be 20 books running around the room, screaming "Don't touch me!", "Stay away from me!", etc. The characters could attempt to capture the books. This will require a DC 15 Agility check for each book. However, the books will continue to scream, kick, etc., when captured.

### **Secret Room 6a:**

After the books start frantically running around the room, the characters will notice a single book remaining on the shelf. If the characters move this book, it will trigger the bookshelf to open, revealing a hidden room. Inside the hidden room, the characters will find a long coat of mithril chainmail armour (elf size), a mithril shield, a longbow of elven design and a quiver containing 12 arrows.

## S1: Statue

A stone statue of a lady dressed in flowing robes stands in the hallway. Like the statues in the portal room, she combines the features of men and elves in such a way as to create a perfect harmony between the two races. In her right hand, she holds a functioning spear, and in her left hand a shield.

The spear and shield are for the characters to take; items to help them on their journey to the second portal room. If a character takes the spear and shield, the statue will appear to smile at them, giving the character encouragement on their journey to the second portal room.

## Room 7: The Puppets

A large carpenter's table is in the centre of the room. On the table are chisels, hammers, paint brushes and pots of paint. There is a workbench nearby. On the workbench are five wooden puppets; each puppet is roughly 2 feet in height. Near one of the walls is a large woodworker's chest.



The characters could use the chisels and hammers on the table as weapons; the chisels count as daggers and the hammers count as clubs. The wooden puppets will stay in a dormant state until the chest is opened. When the chest is opened, a green mist will emerge from the chest. When this occurs, the eyes of the puppets will glow green, and the mouths of the puppets will open revealing a series of sharp metal saw-like teeth. The puppets will attack the characters.

**Sinister puppets** (5). Init +0; Atk bite +0 melee (1d4); AC 11; HP 4 (x3), 5, 6; MV 20; Act 1d20; SV Fort -1, Ref +0, Will +0; AL N.

When the puppets are destroyed, the characters could search the contents of the chest. Inside the chest they will find a black human-size suit of studded leather armour, a blackened mace, a curved bladed longsword from a distant land, and a large waterproof sack containing 345 copper pieces. There is nothing special about the armour, mace and longsword; these are ordinary items.

## Room 8: Mural of the Forest

A mural of a great forest is painted on all four walls of the room. The ceiling is painted as the night's sky. The scent of fresh pine fills the air. Suddenly, coin-size balls of bright light start to move around in the mural. The balls of light leave the mural and hover around the room.

The balls of light are harmless spirits who inhabit this room. They are curious of the characters and will hover around them. If any of the characters tries to capture (or threatens) the balls of light, they will make a loud shrieking sound and will flee back into the mural. Afterwards, a hairy goat-headed humanoid will emerge from the mural and attack the characters.



**Goat-man.** Init +1; Atk battle-axe +0 melee (1d10); AC 13; HP 10; MV 30; Act 1d20; SV Fort +0, Ref +1, Will +0; AL N.

When the goat-man is killed, its body and weapon will fade away into nothingness, appearing as if this creature never existed. However, the injuries and deaths inflicted by the goat-man will be a stark reminder that this creature was very real.

### Hallway Encounter H3: Skeletons

The smell of dust and decay fills the hallway. Two skeletons, each the size of a dwarf, approach from the shadows. The skeletons have small heads and large glowing eyes. The skeletons' arms are long, and at the ends of their fingers are long sharp bone claws.

The skeletons (bone-grunts) move slowly, so the characters can back away without being attacked by the bone-grunts. However, if the characters do not move, or advance towards the bone-grunts, the bone grunts will attack. As with hallway encounters, only the two characters at the front of the marching order can engage the bone-grunts in melee combat.

**Bone-grunts** (2). Init -1; Atk claws +0 melee (1d3\*); AC 10; HP 7, 8; MV 15; Act 2d20; SV Fort +0, Ref -2, Will +0; AL N.

\*If a character is hit by the bone-grunt's attack, they are required to make a DC 8 Fortitude saving throw. A failed save will result in the character developing a fever, whereby their attack rolls, saving throws and skill checks will be reduced by -1d (i.e. a character's 1d20 attack roll will be reduced to 1d16). The fever will last until the character's turn is over, or when the character receives magical healing.

When the bone-grunts are destroyed, their bodies will turn to dust. One of the bone-grunts has an ancient tarnished gold amulet; the amulet is shaped like

a coiled snake, and at its centre is an opal gemstone. The amulet is worth 30 gold pieces.

### Hallway Encounter H4: The Body

The body of a victim lies in the hallway. The victim was recently killed; perhaps within the last few minutes, judging by the fresh pool of blood flowing from the victim's body.

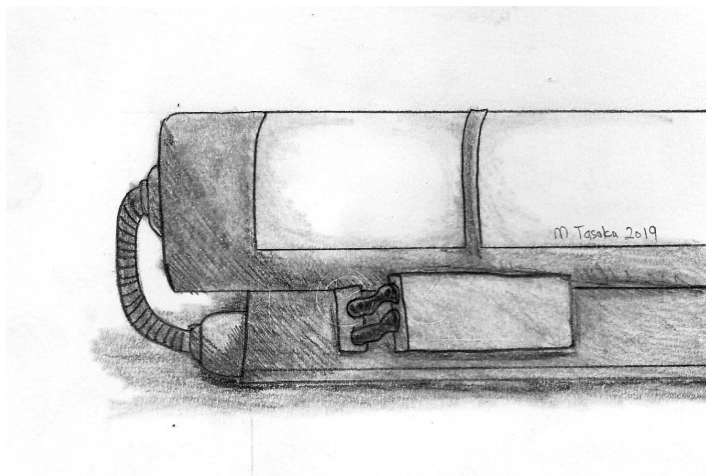
The first character to examine the body (likely one of the two characters in the front of the marching order), will discover, to their surprise, that the victim is them. The victim shares the same physical appearance as the character and possesses the same clothing and gear that the character is carrying. Vicious claw and bite marks cover the victim's body.

### Room 9: Sarcophagi

There are five sarcophagi in the centre of the room, arranged side-by-side. The sarcophagi are made of a clear glass-like material. Each sarcophagus contains a person, dressed in simple clothing, who appears deep in sleep. At the base of each sarcophagus is a series of strange symbols and buttons.

Each sarcophagus contains a zero-level character, who had taken up the King's Challenge in the past. The characters are in a state of hibernation; they have not aged since being placed in the sarcophagi. Some of the characters will recognize some of the people in the sarcophagi (i.e. "That's Uncle Bob who disappeared 10 years ago"). The sarcophagi are easy to open (no skill check is required); when a sarcophagus is opened, the zero-level character inside will wake-up. Their last memory is of volunteering for the King's Challenge, as their memories leading up to their capture have been erased.





Roll up a random zero-level character for each person retrieved from the sarcophagi. The zero-level characters' weapons, trade goods, cooper pieces and random pieces of equipment are found in this room.

### Secret Room 6a:

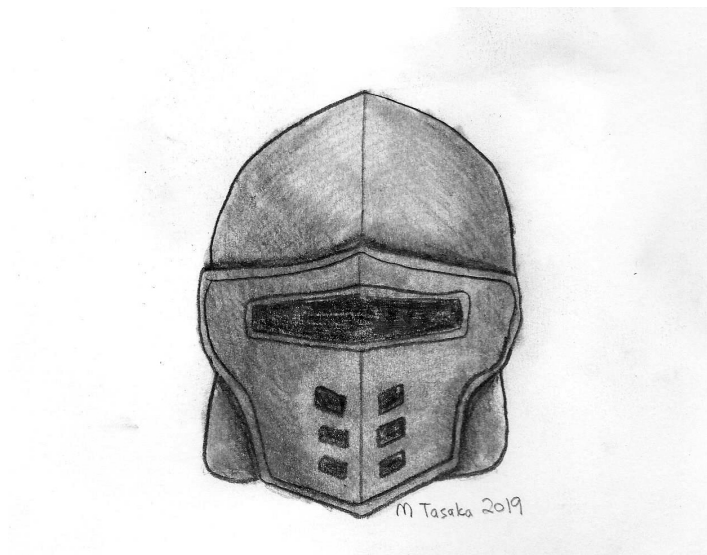
A section of the south wall is an illusion. If a character is near the wall, they may feel a slight breeze of cool air coming from the illusionary section of wall. On the other side of the wall is a small room; in the room is a chainmail hauberk (human size) placed on an armour stand. Near the hauberk are two javelins and a round shield.

### S2: Statue

A stone statue of a lady dressed in flowing robes stands in the hallway. Like the statues in the portal room, she combines the features of men and elves in such a way as to create a perfect harmony between the two races. In her hands, she holds a masterwork steel helmet, crafted by a master artisan.

The helmet is for the characters to take to help them on their journey of reaching the second portal room. When one of the characters takes the helmet, it will appear as if the statue smiles at them. When the helmet is placed on a person's head, a suit of scale armour will form around the wearer's body. The suit of scale

armour is a normal suit of scale armour, granting both the benefits and penalties that an ordinary suit of scale armour grants. When the helmet is removed, the suit of armour will disappear; it will re-appear each time the helmet is placed on a person's head.



### Room 10: The Slime-Man

In the middle of the room is a coffee table and a set of mismatching couches, showing signs of wear. A trio of ale mugs sits on the table and a worn leather coat rests on one of the couches. Against one of the walls is a poorly constructed bookshelf, containing a dozen or so books. Against another wall is an oil painting of a farmhouse, and beneath it is a dresser drawer.

While the characters are exploring this room, pink slime will descend from a large crack in the ceiling. The slime will take a humanoid form and attack the characters.

**Slime-man.** Init +0; Atk bite +0 punch (1d3); AC 10; HP 9; MV 30; Act 2d20; SV Fort +1, Ref -3, Will +0; AL N.

The slime-man has two attacks per round. When the slime-man is defeated, it will turn into a lifeless puddle of pink slime.

If the characters search the leather coat, they will find two small coin pouches inside an inner pocket. One

pouch contains 15 silver pieces and the other contains a small collection of low to medium grade opal and jade gemstones worth a total of 25 gold. The books on the bookshelf are filled with childish illustrations and scribbles. Upon opening the dresser drawer, a strong scent of mothballs will fill the air. Inside the drawer are tattered wool and cotton sheets and a collection of mothballs. Hidden inside one of the sheets is a well-crafted curved silver bladed dagger with onyx gemstones embedded in the dagger's hilt. The dagger is an ordinary silver dagger (non-magical), but due to its remarkable workmanship it is worth 75 gold pieces.

#### **Secret Room 10a:**

If the characters remove the oil painting, they will discover a latch behind the painting. If the characters pull the latch, a section of the wall will open, leading to a small room. In the room, a suit of scale mail armour (human size) rests on an armour stand, with an oval shield nearby. On the ground is a worn leather backpack containing two random items (use Table 1).

#### **Hallway Encounter H5: The Stink-Bomb**

A floating orb, roughly 2 feet in diameter, travels down the hallway. The orb is covered in coarse orange fur; it has 3 large glowing eyes.

**Stink-bomb.** Init +0; Atk -; AC 12; HP 1; MV 30; Act 1d20; SV Fort -3, Ref +1, Will -3; AL N.

The floating orb (Stink-bomb) will harass the characters in the front rank of the marching order (the stink-bomb is incapable of attacking the characters). If a character hits the Stink-Bomb, it will explode into a cloud of nauseous gas. The two characters in the front of the marching order must succeed a DC 12 Fortitude saving throw or die from the gas. The remaining characters will start to cough and gag (and possibly lose their lunch) but are otherwise not harmed by the nauseous

gas. If the characters do not react to the Stink-bomb's harassment, it will simply float away.

#### **Hallway Encounter H6: Arrow Trap**

Have the two characters in the front of the marching order make a DC 15 Personality check. If one of the characters passes this check, that character has discovered a trip wire. If both characters fail this check, they have tripped the trip wire and triggered the trap. The trap causes 6 arrows to fire from small holes in the ceiling. Select 6 characters from the middle of the marching order. Have these characters make a DC 10 Reflex Save. A failed save will result in the character being hit by an arrow, which causes 1d6 points of damage.

#### **Room 11: Sinking Carpet**

A large area rug covers the centre of the room. Along the walls are a series of paintings depicting strange pig-faced humanoids. In the corner of the room stands a bronze statue of a pig-faced warrior wielding a functioning polearm. The blade of the polearm is curved on one side to such an extent that it resembles a large fishing hook.

If any of the characters steps on the area rug they will begin to sink into the rug (the rug has a similar effect as quicksand, whereby the characters will sink at a gradual rate). Initially, a DC 4 Reflex save is required to leave the rug; each round a character stays in the rug the DC is increased by 4 points (i.e. if a character stays in the sinking rug for the first round, then attempts to leave the rug on the second round, they will need to succeed a DC 8 Reflex saving throw; if that character fails this save, the next round they will need to make a DC 12 Reflex saving throw). When the DC reaches 20, the character completely sinks into the rug and dies.



suit of leather armour, a short sword, a sling and a pouch containing 10 sling stones. The other chest contains three random items (use Table 1).

### Hallway Encounter H7: The Long Dead

The skeletal remains of a humanoid lies on the hallway floor. The skeleton is likely several decades old, as all that remains of it are its brittle bones and the ragged remains of the clothing it was wearing. The skeleton belongs to a human-size creature; this creature is not human. It has a trio of horns growing from its skull, and long canine teeth protruding from its over-sized mouth. A crude dust covered hand-axe and the tattered remains of a makeshift backpack are nearby.

The characters could throw the statue into the rug to test the depth. They will discover the rug is just over 6 feet deep. If the characters use the hooked bladed polearm to probe the bottom of the sinking rug, they will discover pieces of armour at the bottom of the rug. Using the hooked bladed polearm, they will be able to retrieve the armour piece by piece (i.e. first retrieving a gauntlet, then a helmet and so on). At the end, the characters will have retrieved a well preserved and well-crafted suit of full-plate armour (human-size).

The hand-axe is an ordinary hand-axe. The backpack contains two random items (use Table 1). On one of the skeleton's fingers is a gold ring, with a series of crude runes scratched on the surface of the ring. The ring is worth 5 gold pieces.

While the surface of the rug has the magical sinking effect, the bottom of the rug is normal. Thus, the characters could roll the rug up. If they do so, the characters will discover a trap door beneath the rug. The trap-door leads to a small cellar; there, the characters will find a chainmail hauberk (human-size) on an armour stand and a weapons rack containing a longsword, two spears, a battle-axe, a crossbow and a quiver with a dozen bolts.

### Hallway Encounter H8: The Goat Man

Heavy footsteps approach ahead. A humanoid creature, the size of a fully-grown man, appears down the hallway and walks forward. The creature's head resembled that of a goat, and its body is covered with thick coarse fur. The creature stops walking and raises a mighty battle-axe to its chest. The creature gives a menacing look and says with a thick guttural accent: "Turn around! Do not come forward!"

### Secret Room 11a:

If the characters remove one of the paintings, they will find a key hole on the wall. Behind another painting is a small compartment containing a brass key. The key fits the key hole, and when used, a section of the wall will open, revealing a hidden room. Inside the room are two chests. One chest contains a halfling-size

The goat-man will not attack the characters at first; rather, he will stand in the hallway, warning the characters not to come forward. If the characters come within striking distance of the goat-man, or they initiate combat (i.e. by firing a missile weapon), the goat-

man will attack. As with hallway encounters, only the two characters at the front of the marching order can engage the goat-man in melee combat.



**Goat-man.** Init +1; Atk battle-axe +0 melee (1d10); AC 13; HP 6; MV 30; Act 1d20; SV Fort +0, Ref +1, Will +0; AL N.

When the goat-man is killed, its body and weapon will fade away into nothingness, appearing as if the creature had never existed. However, the injuries and deaths inflicted by the goat-man will be a stark reminder to the characters that the goat-man was very real.

## Room 12: The Woman Dressed in White

The scent of lavender fills the air. Against one of the walls is a leather couch and a long rectangular coffee table. Against another wall is a dresser-drawer, upon which sits a well-crafted brass lantern and 3 bottles of perfume. In the corner of the room is a woman, gazing into a tall mirror. The woman is beautiful; she is dressed in white; her skin and hair are pale. A soft white glow surrounds the woman.

The first character to try to interact with the woman must make a DC 16 Will saving throw. A failed saving throw will result in the character falling madly in love with the woman and the two of them will float away into the mirror (at this point the character is lost

forever). If the character passes this saving throw, the woman vanishes, and the character is surrounded by a bright aura of white light. The white light will fade away, and the character will feel a sense of energy surge through their body. The character's lost hit points are recovered, and all of their abilities scores are permanently increased by 1 point (this increase cannot cause an ability score to exceed a score of 18).

If any of the characters attacks or threatens the woman, lightning bolts will surge from the woman. After this, she will vanish. The character must succeed a DC 15 Reflex save or take 3d6 points of damage from the lightning bolts.

The lantern on the dresser-drawer is an ordinary lantern; the bottles of perfume contain lavender scented perfume. Inside the dresser-drawer are 20 scented beeswax candles, 2 velvet dresses and silk undergarments.

### Secret Room 12a:

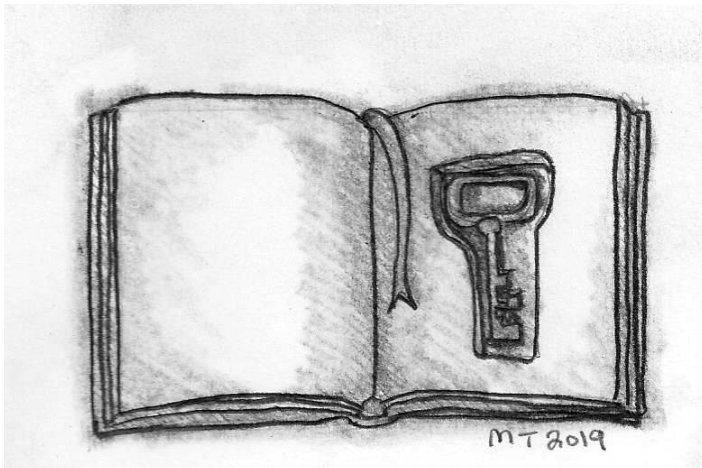
Against the wall adjacent to the dresser (west wall) is a secret door. If the characters are actively searching this wall (DC 10 intelligence check), they will notice one of the bricks is loose. If the characters press the brick, the secret door will open. The secret door leads to a small room containing a weapons rack with the following weapons: a spear, a two-handed sword, a spiked mace, a flail and a glaive (polearm).



## Room 13: Magical Mirrors

A square coffee table sits in the centre of the room; the coffee table is unvarnished and marked with scratches and stains. Resting upon the coffee table is a set of playing cards, some dice and a worn leather-bound book. On one side of the coffee table is a worn and tattered couch. On the other side are a pair of equally worn chairs. The legs of the chairs are low to the ground, likely designed to accommodate a dwarf or a halfling. Behind the chairs is a pine chest. There are 3 large mirrors, against separate walls; one of the mirrors is broken, with shards of glass scattered on the floor beneath it.

There are strange runes and designs on the faces of the playing cards; there are similar runes on the dice. The centres of several of the pages of the leather-bound book have been cut out, hiding a brass key inside. The key will unlock the pine chest behind the chairs.



The pine chest is locked and requires the brass key to unlock it. Without the key, a DC 18 Strength check is required to forcefully open the chest (if a crowbar, dagger, chisel or other such tools are used to open the chest, the DC is reduced to 8). The chest is trapped; if the chest is forcefully opened, 3 darts will fire at the character who forcefully opened the chest. The character will have to make 3 separate DC 10 Reflex saves to avoid being hit by the darts. Each failed save will result in 1d4 points of damage. Using the key will deactivate the trap. The chest contains the following

items: a dwarf-size suit of chainmail armour, a shield, a longsword, a crossbow and quiver containing 15 crossbow bolts. The weapons and armour are of dwarven design.

If a character examines the unbroken mirrors, they will see their reflection looking back at them. They will notice several odd things about their reflection (i.e. their reflection will not mimic their movements). They will also notice their reflection is trying to communicate with them; trying to tell them to break the mirror. If a character breaks the mirror, their reflection will appear before them. The reflection is an identical copy of the character and has the same statistics and items the character has. The reflections could join the party as zero-level PCs, replacing some of the zero-level characters who have perished along the way.

### Secret Room 13a:

One of the bricks near the broken mirror is loose (DC 10 Intelligence check); if this brick is removed, the characters will find a lever. If the lever is pulled, a secret door will open leading to a small room containing a large pine chest. The chest contains a mace, a sack containing 156 silver pieces and a dwarf-size suit of band-ed mail armour.

### Hallway Encounter H9: The Scarecrow

A massive hooded figure cloaked in a black robe stands in the hallway. The figure stands close to 8 feet tall, nearly the height of the ceiling. The figure does not move; it has one arm extended forward as a warning not to come closer.

The figure is a 'scarecrow', constructed from wood planks and bundles of old clothes. Several sheets of black fabric covers the entire 'scarecrow', preventing the characters from seeing what lies beneath the fabric.



### Hallway Encounter H10: Construct Guard

A short halfling-size humanoid stands in the hallway; the humanoid is covered head-to-toe in metallic armour. Its eyes are glowing orbs of blue light. The creature draws a crossbow and says with a mechanical voice: "Do not come forward. Turn around or be destroyed!"



**Construct Guard.** Init +0; Atk crossbow +0 missile fire (1d6) or club +0 melee (1d4); AC 16; HP 9; MV 20; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

The Construct Guard will not attack unless the characters advance, or initiates combat. If this occurs, the Construct Guard will fire its crossbow (before combat initiative is rolled); then it will draw a club for melee combat. As with hallway encounters, only the two characters in the front of the marching order can engage the Construct Guard in melee combat. When the Construct Guard is destroyed, the characters will discover that it is a machine made of metal plates and wires. The only items of value the characters could salvage are the crossbow, 12 crossbow bolts and the club.

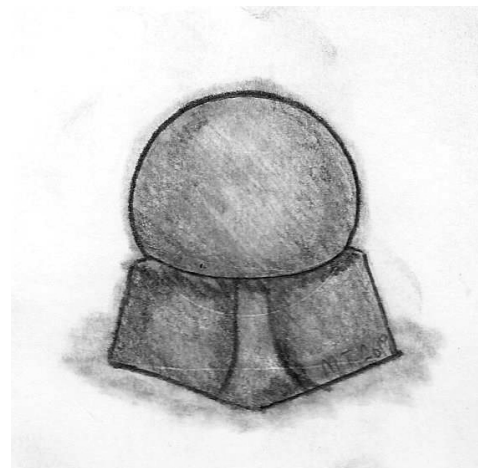
### S3: Statue

A stone statue of a lady dressed in flowing robes stands in the hallway. Like the statues in the portal room, she combines the features of men and elves in such a way as to create a perfect harmony between the two races. In her hands, she holds a beggar's bowl.

If a character places something that is valuable to them (their coins, their trade goods, etc.) in the beggar's bowl, a soft glowing white light will form around the character and the statue. A few seconds later, the white light will fade away and the statue will disappear. The character will feel stronger and healthier because of the blessing they received from the statue. What wounds they have suffered will heal and each of their ability scores will be permanently increased by 1 point (this increase cannot cause an ability score to exceed 18 points).

### Room 14: The Glowing Orbs

A hexagon shaped stone table sits in the centre of the room. The table was likely crafted by dwarves, due to its remarkable craftsmanship and low stature. On top of the table sits 5 glowing orbs, arranged as points of a five-pointed star. Each orb is a distinct colour; there is a blue orb, a green orb, an orange orb, a purple orb and a red orb.



When a character touches one of the orbs, the room will be filled with a bright glowing light and the orb and the character will disappear. A few seconds later, the character will reappear, undergoing a transformation associated with the orb:

**Blue Orb:** The character will be transformed into a cute puppy. The character will cease to exist; in their place will be a puppy with the following statistics:

**Puppy.** Init +1; Atk bite +0 melee (1d3); AC 12; HP 2; MV 30; Act 1d16; SV Fort +0, Ref +0, Will +0; AL N.

**Green Orb:** The character will undergo a noticeable physical transformation, such as their skin turning green, developing a third eye, being covered in warts, etc. The character will feel stronger because of this transformation, and their Strength, Agility and Stamina scores will be permanently increased by 2 points (their abilities scored cannot exceed 18 points; thus, characters with ability scores of 17 will gain a 1 point increase for that ability score). As well, they will recover any of their lost hit points.

**Orange Orb:** The character will feel a sensation of energy flow throughout their body. They will recover any lost hit points they suffered, and their lowest ability score will be permanently increased to 16 (i.e. let's say Fred's lowest ability score is his intelligence score of 5. The orb will give Fred wisdom and knowledge, transforming his intelligence score to 16).

**Purple Orb:** The character will revert to a childhood version of themselves. They will appear as they appeared when they were 11 years old (or the equivalent age for demi-humans). Their Strength, Agility and Stamina scores will be reduced by 2 points. In five years (or the equivalent number of years for demi-humans), when the character turns 16, they will regain these lost ability score points.

**Red Orb:** The character will feel stronger and healthier; their physical appearances will show noticeable signs

of improvement (i.e. better muscle tone, etc.). The character will recover any lost hit points they suffered, and their 3 lowest ability scores will be permanently increased by 2 points (this increase cannot cause an ability score to exceed a score of 18).

### **Secret Room 13a:**

Carved into the south wall is a strange looking rune. If a character places their hand over the rune, the rune will start to glow, and a strange buzzing sound could be heard throughout the room. If the character keeps their hand over the rune for 30 seconds, an outline of a secret door will appear against the wall. The secret door requires a DC 10 Strength check to open. The door leads to a small room, where a lacquered oak chest sits in the centre of the room. On top of the chest is a curved bladed longsword from a foreign land. The chest contains 2,566 silver coins; the coins are hexagon shaped and have foreign characters and symbols minted on their surfaces. Most merchants will accept these coins at face value (silver coins are silver coins after all).

### **Room 15: The Second Portal Room**

The characters have reached the final room of the King's Challenge. This room is similar in appearance to the first portal room (a semi-circular room with a high domed ceiling). Shortly after entering the room, a vision of the Mage-King and his retainers will appear before the characters.

Several figures appear out of nothingness. The figures stand in a semi-circle, in the same fashion as the statues stood at the start of this adventure. There are 8 figures in total: four are women and four are men. Each figure is dressed in a long flowing robe; their features perfectly combines the features of elves and men into one.

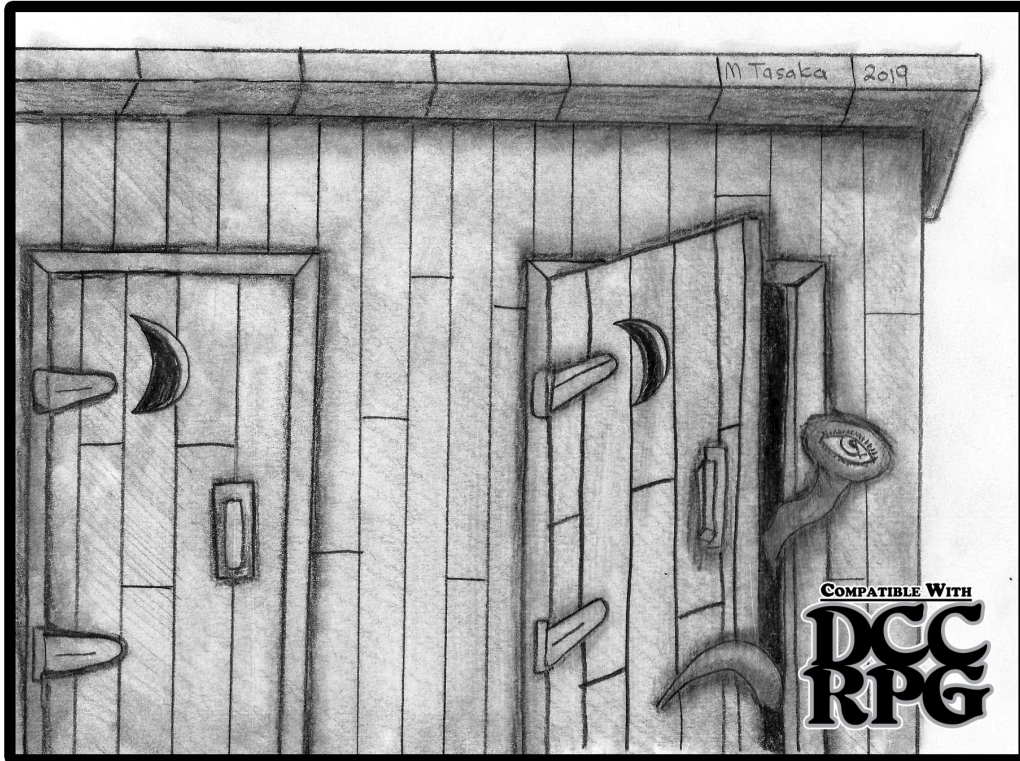
One of the figures steps forward. His age is hard to judge; his face is youthful, but his eyes belong to one who has lived many years; possibly many lifetimes.

“You have passed my test”, the man says with a warm smile. “You have proved yourself worthy of entering a new life. You will undergo a momentous change, as all those who have passed my test have. Please step forward and enter the portal.”

When the characters enter the portal, they will feel a renewed sense of strength. They will reappear back at the ruins. There, they will be greeted by their fellow villagers. The villagers will mourn those who have perished in the King’s Challenge and congratulate those who have passed the Mage-King’s test.

The characters are now 1st level Adventurers and can choose a character class (unless they are elves, dwarves or halflings, in which case their race will be their character class). The weapons, armour, items and coins the characters gained from the King’s Challenge will help them prepare for their next adventure as Level 1 characters. So, what will the characters do next? If you wish to continue running adventures in the Muir Forest, the characters’ next destination will be the village of Greenleaf (“Kobolds Stole My Cat!”). Shortly after surviving the character funnel, the characters will receive information about a kidnapped cat and a huge reward offered in the village of Greenleaf.

# Kobolds Stole My Cat!



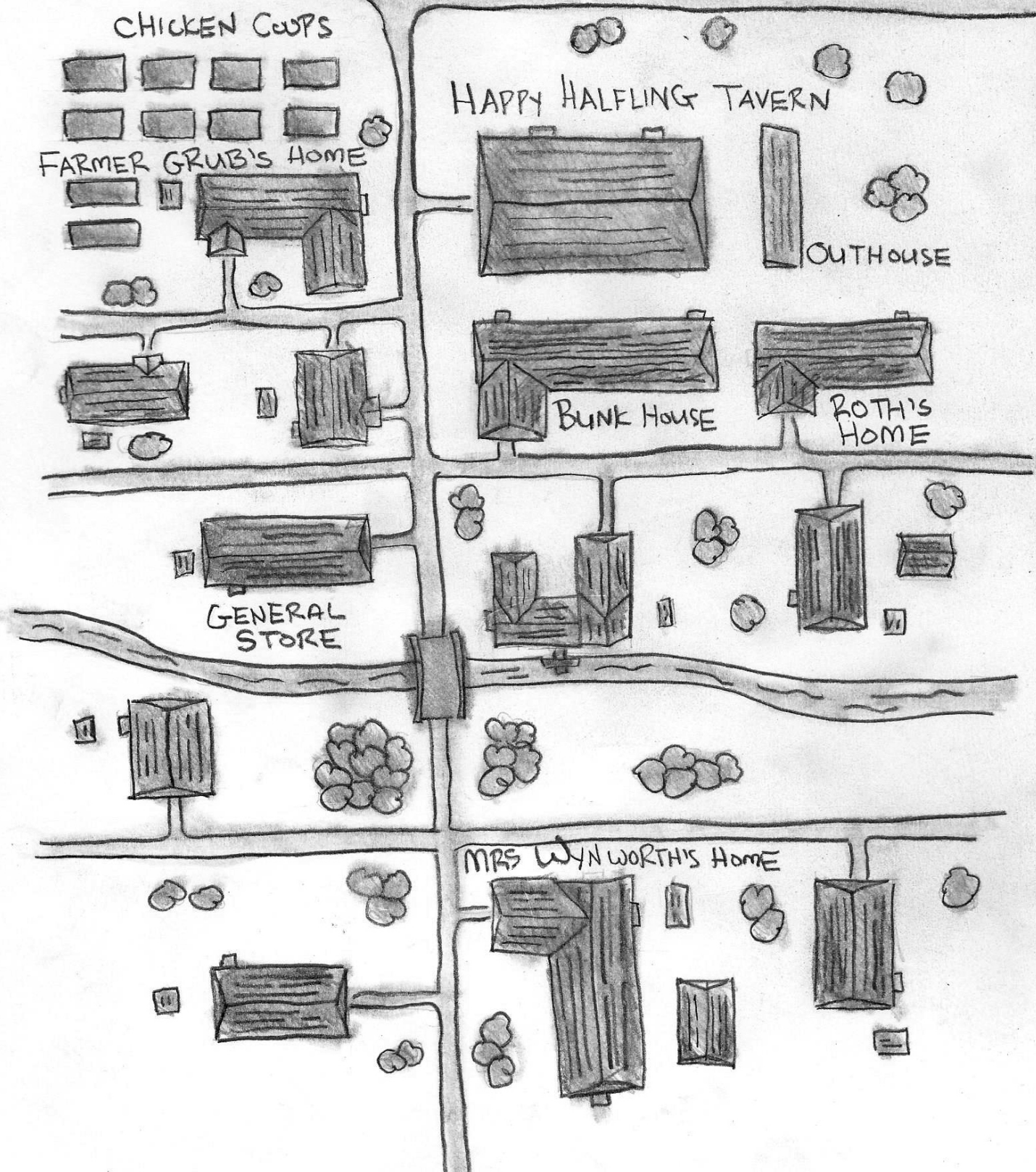
**Kobolds Stole My Cat!**  
(Level 1 Adventure)

**Designed and Illustrated**  
**by Mark Tasaka**

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# VILLAGE OF GREENLEAF



## Kobolds Stole My Cat!

*"I saw them take Mr. Mu, my precious little cat. I chased after those kobolds with my broom. I chased after the kobolds downstairs to the basement, where I watched them disappear with Mr. Mu through a trapdoor. How dare they steal my precious Mr. Mu!"*

*"Mr. Mu is no ordinary cat, mind you. He's a clever cat, and I am sure Mr. Mu is able to talk his way out of being eaten by those nasty little kobolds. But Mr. Mu is only a cat, and he needs help finding his way back home."*

*"Please help me! Please return my precious Mr. Mu to me. I'll give whoever rescues Mr. Mu my family jewels. The jewels are worth 500 gold pieces."*

*~Mrs. Wynworth, Resident of Greenleaf*

### Introduction:

"Kobolds Stole My Cat!" is a Dungeon Crawl Classics Compatible Adventure designed for a party of 6 to 10 Level 1 Characters. This adventure could be run as part of the "Fantastic Adventures and the Disgruntled Gong Farmer" set or on its own. If run as part of the "Fantastic Adventures and the Disgruntled Gong Farmer" set, this adventure should take place right after the "King's Challenge" character funnel. It is important to not allow the characters to purchase weapons, armour, etc., between the "King's Challenge" and this adventure, as it makes the weapons and armour gained from the "King's Challenge" more significant; thus, rewarding the players for gaining these items through clever gameplay.

"Kobolds Stole My Cat!" is divided into two main parts. The first part involves exploring the village of Greenleaf to discover the whereabouts of Mrs. Wynworth (who is offering her 'family jewels' as a reward for rescuing her cat). The characters' first stop will be the Happy Halfling Tavern, where they will gain information on Mrs. Wynworth's location. As well, plots threads for "The Gong Farmer's Revenge" (the next adventure in this

series), will be established at the tavern. Thus, it will be important for the characters spend enough time at the Happy Halfling Tavern to make these connections.

When the characters learn the location of Mrs. Wynworth's residence, they will have the opportunity to visit the General Store, where they could buy supplies for their adventure. It should be noted that the items sold at the General Store are limited to the items found in 'Table 3-4: Equipment' of the DCC rulebook (page 73). The General Store does not sell weapons or armour (the General Store will be discussed in greater detail in part 1). Part 1 concludes with the characters interacting with Mrs. Wynworth. Part 2 of the Adventure deals with the dungeon itself (kobold infested tunnels), where the characters will explore the underground tunnels beneath Greenleaf, searching for Mr. Mu.

## Part 1: The Village of Greenleaf

This adventure starts out with the characters travelling down a dirt road to the village of Greenleaf. Read the following out loud to the players:

You find yourself walking down a dirt road to a small village in the distance. As you walk, you reflect on the events of the past few days. It was only a short time ago when you were a mere peasant living in some nameless village, destined to live a life of poverty and boredom. You think back to that day when you, along with a number of others from your village, took up the King's Challenge to become Adventurers.

Many of those who had taken up the King's Challenge with you had perished. But, through skill and luck, you had survived. Now, you are an Adventurer. But, as a newly forged Adventurer you will need gold to upgrade your weapons and gear. Moreover, you will need to develop your reputation as a monster slayer and to make a name for yourself in the world.



This is the reason why you find yourself walking down the dirt road to the village ahead. You learnt a lady by the name of Mrs. Wynworth has had her cat kidnapped by a gang of kobolds and is offering her family jewels as a reward for rescuing her cat.

Saving a cat from a gang of kobolds may not be the most epic adventure, but you know that even the mightiest of heroes have to start somewhere.

At this point, have the players engage in some role-playing. Encourage the players to talk about the classes their character choose, what their future adventuring goals are, etc. When enough time has passed, read the following:

As you come closer to the village, you see a sign with a painting of a green leaf and the symbol for 'village' underneath it. At last, you have arrived at the village of Greenleaf! Now, you have to figure out where Mrs. Wynworth lives. You see what appears to be a tavern a short distance away. There is a crudely constructed sign hanging over the door of a converted barn. The sign has a simple drawing of a mug of ale, and written underneath it are the words: Happy Halfling Tavern.

You know that a tavern is the best place to gather information about the location of Mrs. Wynworth's home. Moreover, judging by the size of this village, this is likely the only tavern around.

### **The Happy Halfling Tavern**

Allow the characters to make their own decision to enter the tavern. When they have done so, read the following:

You enter the tavern and see a massive bear of a man standing behind a simple bar, made out of salvaged pieces of wood and barrels. Sitting at one end of the bar are a group of villagers socializing; sitting on the opposite end of the bar is a man drinking in solitude,

with what appears to be a small colony of flies circling around him.

There is a young barmaid servicing food to a group of dwarves in the corner of the room. The other tables are occupied by a couple eating together, a young man eating his meal with a sheep and a woman dressed in a dark green cloak talking to a man wearing chainmail.

The man behind the bar looks up at you and smiles, revealing a mouthful of sharp crooked teeth. "Welcome to the Happy Halfling Tavern," he says, "We served the finest ales in Greenleaf. One copper piece for a mug of ale. Three copper pieces for a mug of ale and a meal. We also accept trade if coin is what you are lacking."

### **The Tavern**

The characters could purchase a mug of ale, mead or beer for one copper piece. The tavern also serves smaller glasses of wine and spirits for the same price. The drinks are of an average quality. The meal consists of a bowl of stew, served with some bread and a mug of ale. The stew is tasty and filling. The meal costs 3 copper.

### **The Outhouse.**

After the characters have started to eat and drink, mention to one of the characters they need to use the washroom. The outhouse is located outside, behind the tavern. It will be important for at least one of the characters to encounter Oscar (the creature living at the bottom of the outhouse), as Oscar plays an important role in "The Gong Farmer's Revenge".

**Outside of the Outhouse.** There is a small coin pouch, on the ground, outside of the outhouse (this should be easy for the character to find). Inside the coin pouch

are 3 silver coins and a key with strange text scratched on it. The silver coins are ancient coins that are heavily tarnished and discoloured with age. The text on the key is in kobold and say: 'treasure chest'. The key will unlock a treasure chest found in the second part of the adventure.



**Inside the Outhouse.** When the character is using the outhouse, they will get the sensation they are being watched and will hear strange noises coming from the bottom of the outhouse. If the character looks down to the bottom of the outhouse, they will see movement coming from the waste; they will also see a series of eyes look up at them and then disappear inside the waste.

If the character asks the bartender (Roth) or the barmaid (Ruen) about what they heard (or saw) in the outhouse, they will receive the following reply: "That's Oscar. She lives down there. She's great help."

No one in the village knows exactly what Oscar is. Oscar recently had babies, who have migrated to the outhouses in the village.

It seems everyone in the village loves Oscar and her babies (with the exception the Gong Farmer).

### The Tavern Occupants

In order for the characters to gather information on the location of Mrs. Wynworth, they must talk to the occupants of the tavern.

**The Bartender.** Roth is the owner and bartender of the Happy Halfling Tavern. He is a massive man standing nearly 7' tall, and weighs over 300 lbs. It is rumoured Roth has an ogre (or a similar creature) in his ancestry. Despite his intimidating appearance, Roth is a kind and fair person, and provides excellent service to his customers.



**The Gong Farmer.** The man sitting alone at the bar with the flies circling around him is the Gong Farmer. It is important the characters encounter the Gong Farmer, as he will be the principle protagonist in the next adventure: "The Gong Farmer's Revenge". When encountered, the Gong Farmer is in a drunken state; he is bitter with Oscar and the arrival of her babies. The Gong Farmer will curse Oscar, claiming she is an abom-



ination; a monster put on this world to steal jobs away from gong farmers.



**Villagers at the Bar.** The group of villagers at the bar are lifelong residents of Greenleaf and could provide the characters with information about Mrs. Wynworth and her missing cat (see Rumours Table).



**The Barmaid.** Ruen is Roth's daughter, and is the spitting image of her father. She will serve the characters their drinks and meals if they decided to sit at one of the tables. Ruen has a close relationship with Oscar and her babies. When the Gong Farmer curses Oscar, she will give him a particularly dirty look.

**The Dwarves.** The dwarves are members of the Grumpy Dwarf Clan from the dwarven stronghold of Giant's Head Mountain. The dwarves will be cold to the characters at first. However, if the characters were to buy the dwarves drinks, they will warm up to the characters and provide the characters with information (see Rumours Table).

**The Couple.** Farmer Grub and his wife, Missy, are lifelong residents of Greenleaf, who own several chicken coops. The Grubs have a lucrative business of selling eggs and poultry to the village. The Grubs are angry with the 'kobold problem', as kobolds frequently raid their chicken coops. Last month, Farmer Grub lost over two dozen hens to the kobolds.



**The Man eating his meal with his Sheep.** Trayver Borjin is a local farmer, who dreams of becoming an Adventurer. Trayver will express an interest in joining the characters if a conversation should arise between

the characters and Trayver. The sheep accompanying Trayver is Larr: his pet, his best friend and his source of income (wool).

**Trayer Borjin** (Level 0, Farmer). Alignment: Neutral; AC 11; HP 4; STR 16 (+2); AGI 15 (+1); STA 11; PER 12; INT 11; LUCK 14 (+1). Melee +2 (Pitchfork, d8+2); Missile +1; Lucky Sign: Lived Through Famine (Fort Save); Ref +1; Will +0; Fort +1; Gear: Sheep, Holy Symbol, Obsidian Sphere, 19 cp.

Trayver possesses a small obsidian sphere, roughly the size of a human eye. Trayver came across the sphere one evening, while he was transporting a wheel barrel full of chicken feed to Farmer Grub's house. That evening, Trayver witnessed the sphere fall out of a kobold's pouch as it was fleeing away from Farmer Grub and his vicious dogs (the kobolds had gotten into Farmer Grub's chicken coops again). The obsidian sphere is valuable to Trayver, and he will not part from it. Thus, it would be wise for the characters to accept his offer to join the party, as the obsidian sphere will reveal an item of value in the second part of the adventure. If Trayver joins the party and survives this adventure, Trayver will become a first level character.

**The Woman in the dark green cloak:** Karra Shallank is the local Forester, who often assists Gregor Hornjur, the Constable for the villages, in his duties. Karra has no interest in joining the party but could provide the characters with information (see Rumours Table).

**The Man in chainmail:** Gregor Hornjur is the Constable for the Villages of the Muir Forest. Gregor has just finished asking Karra if she has seen a pair of Halfling criminals he is tracking. Gregor has no interest in joining the party. However, if the characters engage Gregor in conversation, he will ask them if they have seen the two Halfling criminals he is tracking. For a physical description of the Halflings, Gregor will say that one of the Halflings is missing part of his right ear and has a noticeable birthmark on his left cheek. Gregor will

tell the characters that he will be staying at the Happy Halfling Tavern for the next couple of days, and if the characters encounter these Halflings to let him know right away.



In the second part of this adventure, the characters may encounter one of the Halflings Gregor is seeking. If the characters return the Halfling to Gregor, he may reward the party or serve as a valuable Non-Player Character down the road (as a Judge, it is up to you to decide what happens).

## Rumours

It is your decision to choose which rumours the characters are given. The characters should get enough information to be able to make their own decision to leave the tavern and to travel to Mrs. Wynworth's home. Some of the rumours listed on the table are false. Whether a rumour is true or false is indicated in brackets following the rumour.



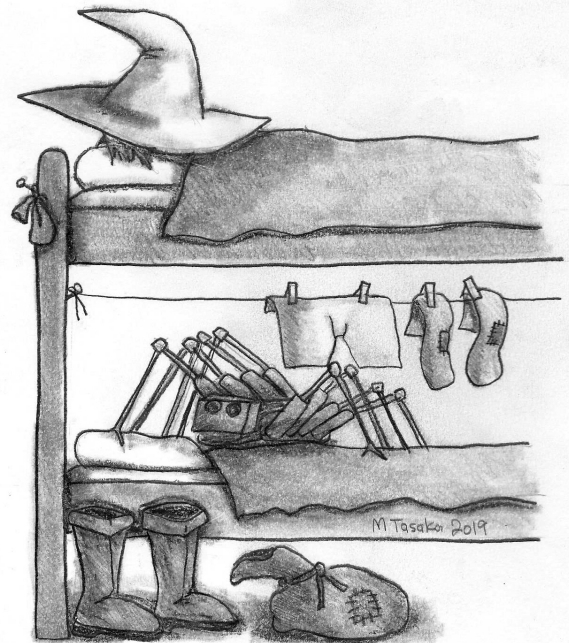
**Table 1-1: Rumours**

- 1 Mrs. Wynworth lives with her 'son' Thomar Wynworth, and his family in a large green house on the corner of Helm and Vine Street (true).
- 2 Mrs. Wynworth appears to be a woman in her seventies. The truth is, she is over 200 years old. The so-called son she lives with (Thomar) is in fact her great-great grandson (true).
- 3 Mrs. Wynworth is a witch, who uses dark magic to prolong her lifespan (false – Mrs. Wynworth is an ordinary human, but her magical cat has granted her an unnaturally long lifespan).
- 4 Often at night, kobolds have been seen wandering around the village (true).
- 5 The kobolds living in the tunnels underneath the village are led by an evil wizard (false).
- 6 There are mushrooms growing in the tunnels underneath the village. If these mushrooms are eaten, they will grant magical healing (false).
- 7 Mrs. Wynworth is a strange lady, who keeps to herself. Whenever she is outside her home, she is always accompanied by her cat (true).
- 8 Mrs. Wynworth claims her cat is a "talking cat", who only talks to her when they are alone (true).
- 9 Mrs. Wynworth's cat, Mr. Mu, has an unnaturally long lifespan (true).
- 10 Mrs. Wynworth has had several cats named Mr. Mu; thus, creating the perception of her cat living for so long (false).
- 11 The family jewels Mrs. Wynworth claims to be worth 500 gold pieces are only worth half this amount (true).
- 12 No one in the village of Greenleaf has the means of purchasing Mrs. Wynworth's family jewels. The characters will have to go elsewhere to sell these (true).

- 13 Among Mrs. Wynworth's jewels is a magical ring (false).
- 14 Below the village, connected to the wells, are a network of tunnels where kobolds and other such monsters dwell (true).

### Lodging: The Bunk House

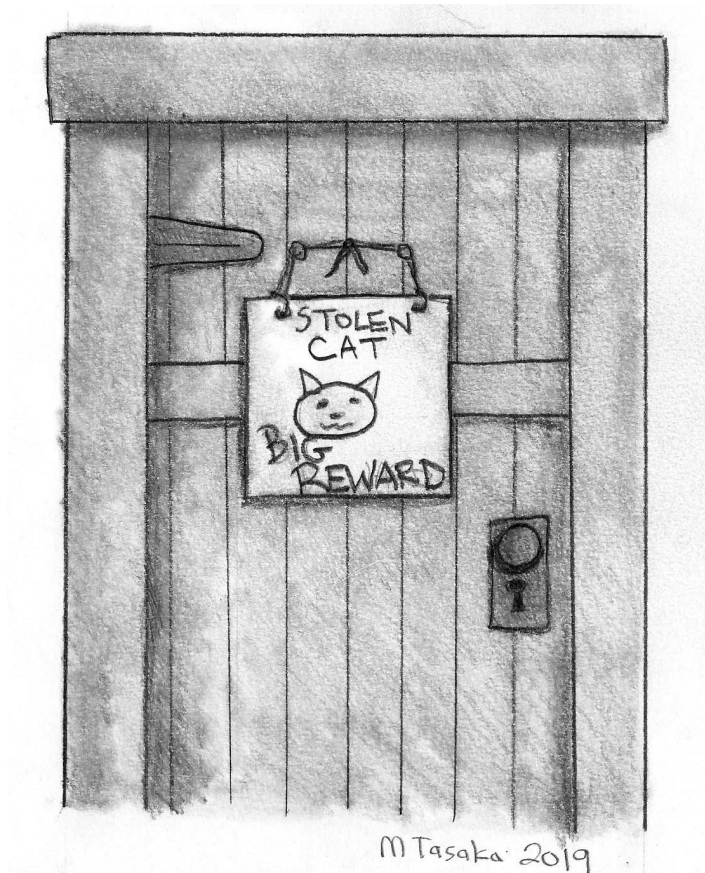
Next to the Happy Halfling Tavern is the Bunk House, which provides lodging for travellers. Roth owns the Bunk House and charges a modest fee (one or two silver pieces per night for the entire party). After completing this adventure, the characters will be staying at the Bunk House; there, the events leading up to the next adventure ("The Gong Farmer's Revenge") will take place.



### General Goods Store

The General Store is owned by Murt, a middle-age man and lifelong resident of Greenleaf. The General Store only sells the items listed on 'Table 3-4: Equipment' of the DCC rulebook (page 73). The characters can sell some of their extra items to Murt; however, Murt has

limited resources, and can only buy a total of 50 gold pieces worth of merchandise from the characters.



### Mrs. Wynworth's Home

When the characters arrived at Mrs. Wynworth's home read the following:

You arrive at Mrs. Wynworth's home. You knock on the door. The door opens and you are greeted by a middle-aged man who says, "Hello, you must be the Adventurers. Please come in."

The characters are greeted by Thomar Wynworth, Mrs. Wynworth's 'son' (actually her great-great grandson). When the characters enter the home, they meet Thomar's wife Julicia. Thomar and Julicia are very hospitable and offer the characters tea and cookies.

Once the characters have had a chance to interact with Thomar and Julicia read the following:

"I have to warn you about my Mother," Thomar says. "She has locked herself in her room. She has become paranoid that the kobolds are out to get her."

Once Thomar has led the characters to Mrs. Wynworth's room, read the following:

Thomar knocks on his mother's door and says, "Mother, the Adventurers are here to see you."

"Adventures you say?" a voice from the other side of the door replies. "No, those are not Adventurers. They are nasty kobolds trying to trick an old woman. I warn you kobolds, I have a broom in my hands, and I am not afraid to use it!"

Have the players engage in some role-playing to convince Mrs. Wynworth they are not kobolds. When they succeed, read the following:

The door to the room opens and you are greeted by an elderly woman who says, "So, you are the Adventurers who are going to rescue my cat. Well, you are certainly not what I was expecting! I was expecting Real Adventurers... but, I guess you will have to do."



Mrs. Wynworth has every intention of giving the characters her family jewels upon the safe return of Mr. Mu (her cat). She will even go so far as to show the char-



acters the collection of jewels she intends to use for payment (while Mrs. Wynworth claims her jewels are worth 500 gold pieces; they are in fact only worth 250 gold pieces).

When asked to describe Mr. Mu, Mrs. Wynworth will provide the following description of her cat:

“Mr. Mu is an introvert and has a quiet personality. However, at times, he could be talkative, and tends to ramble on about things.”

When asked about Mr. Mu’s appearance, Mrs. Wynworth will say the following:

“Mr. Mu is a black medium-size cat, with a pair of white paws, and a patch of white fur at the base of his neck.”

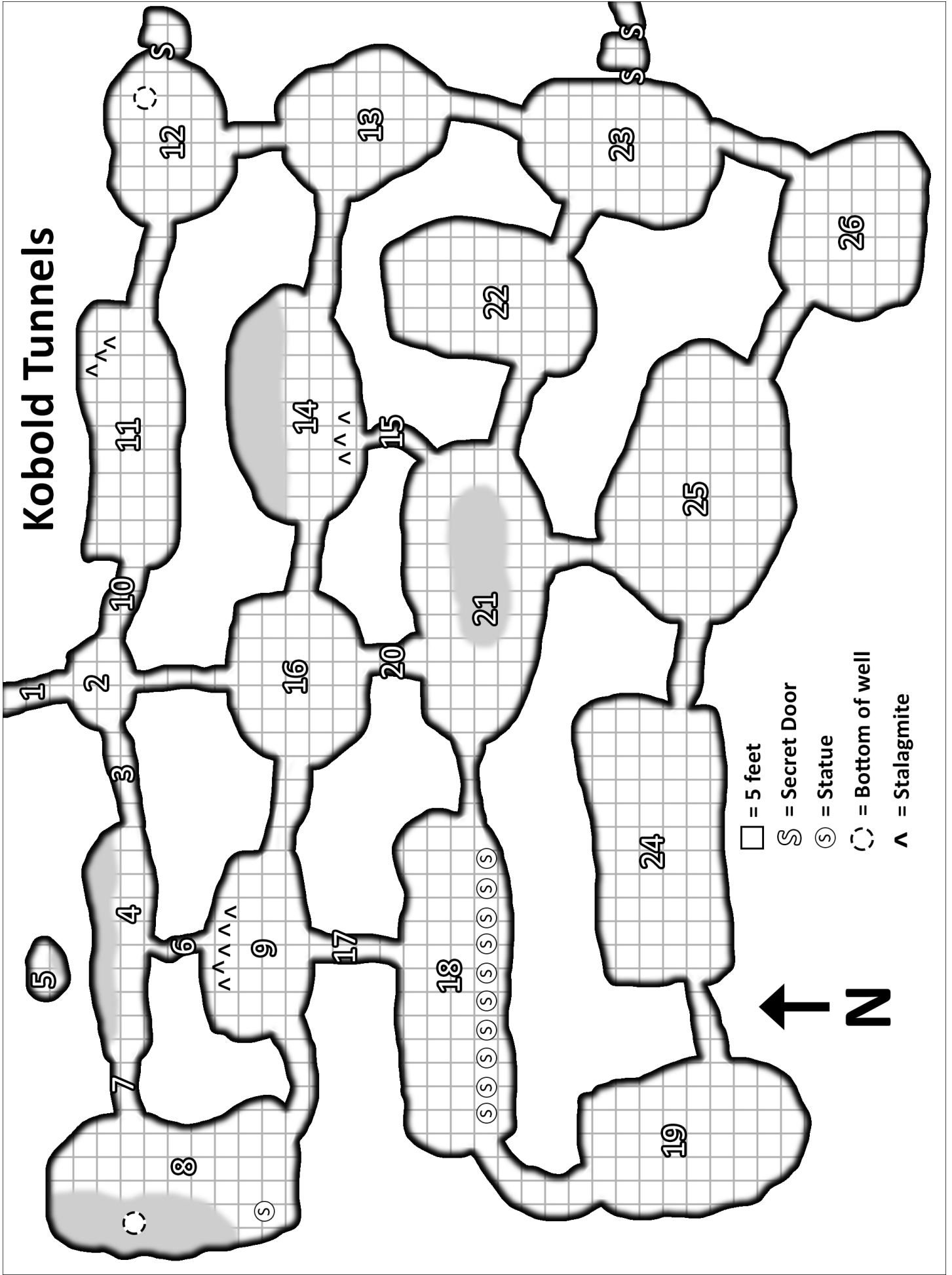
After the characters have finished their interactions with Mrs. Wynworth, Thomar will take the characters to the basement. When this occurs read the following:

Thomar leads you downstairs to the basement. You see the trapdoor the kobolds used. There is a heavy lock on the trapdoor. Thomar removes a pair of identical keys from his pocket and hands one of the keys to you.

“I have placed this lock on the trapdoor after the incident with the kobolds. This key will open the locks on either side of the door,” Thomar says as he unlocks and opens the trapdoor with one of the keys.

The trapdoor opens. You see a crude staircase dug into the earth descending into the darkness below.

Those characters without infravision will need light sources to see in the tunnels. If the characters lack torches, lanterns, and/or flint and steel, Thomas will lend these items to the characters (Thomas will want these items back after the adventure).



## Part 2: The Search for Mr. Mu

### Cavern/Tunnel Features:

The tunnels are dark, and unless the characters have infravision, they will need light sources to see. Even though the tunnels and caverns are used by kobolds, the characters will be able to travel through the tunnels with ease (the tunnels are high enough to accommodate the height of a fully grown man). Every now and then the characters will see rats or subterranean insects scurrying around the tunnels; these are harmless and are one of the food sources for the kobolds.

### New Monsters



**Muir Forest Kobold**

**Kobold (Muir Forest Variant).** Init +2; Atk tiny blade -2 melee (1d3) or tiny sling -2 missile fire (1d3); AC 11, HD 1d3; MV 20'; SV Fort -3; Ref +1; Will -2, AL N.

A unique breed of kobolds live in the Muir Forest. Like their 'old school' brethren, these kobolds are warm blooded mammals (not reptiles) with canine facial features. Muir Forest kobolds stand 2 to 2 ½ feet tall, and have disproportionately large eyes and ears, which allows them to navigate in total darkness with ease.

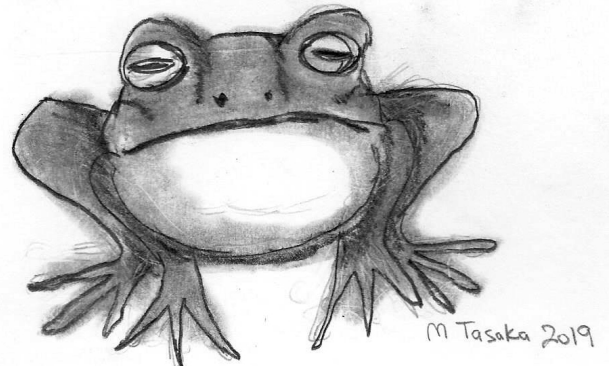
**Kobold Tactics:** The kobolds will avoid direct assaults, and favour sneaking up on unsuspecting victims, launching surprise attacks. The kobolds prefer attacking with missile weapons (slings or blowguns) and will only engage in melee combat when necessary. Kobolds will typically flee after a couple rounds of combat (or as soon as the battle turns against them).

### Grotrat

**Grotrat.** Init +0; Atk bite +0 melee (1d4-1); AC 11; HD 1d3; MV 20'; Act 1d20; SV Fort -2, Ref +2, Will -3, AL N.

Grotrats are a large species of rodents the kobolds keep as pets in the tunnels. Grotrats weigh between 15 to 20 lbs and have long slender bodies and large mouths full of sharp teeth.

**Grotrat Tactics:** Grotrats will fight to the end. When paired with kobolds, the grotrats will attack in melee while the kobolds will keep their distance and attack with missile weapons.



**Mork Frog**

**Mork Frogs.** Init +1; Atk bite +0 melee (1d3 + poison\*); AC 11; HD 1d4; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0, AL N.

Mork Frogs are a giant species of frogs and are the size of a medium size dog. A fully grown Mork Frog weighs between 20 to 25 lbs.

\*Every time a character is bitten by a Mork Frog, use Table 2-4 to determine the random effects of the poi-

son. Use Table 2-4 each time anyone is bitten, as each bite from the Mork Frog will generate a random poison effect.

Wandering Monsters: Kobold Patrols/Ambush Groups

The party may be ambushed by a kobold patrol if they are careless, are making too much noise, etc. As a Judge, it's up to you to decide when to use the Kobold Patrols/Ambush Groups table.

Table 2-1: Kobold Patrols/Ambush Groups:	
Roll (d6)	Kobold Patrols/Ambush Groups:
1-3	4 to 16 (4d4) Kobolds. 2 to 4 (d3+1) of the Kobolds will be armed with blowguns [missile fire (1d3/1d5)] in lieu of slings. The blowguns use poison soaked darts (see Table 2-4).
4-6	3 to 9 (2d4 +1) Kobolds and 2 to 12 (2d6) Grotrats.



Determining DCs

There are many challenges throughout this adventure that do not have difficulty checks (DC) listed. As a Judge, it is up to you to determine if a DC is required or not, and what the DC should be. For instance, if a character is at the front of the marching order, leading the party down a tunnel with a light source (or has Infravi-

sion) and is actively scanning the tunnel, they may not be required to roll a DC to spot the Poisoned Spiked Pit Trap ahead. However, if the same character is not actively scanning the tunnel or does not have a light source, then a DC is required to spot the trap.

Poisoned Spiked Pit Traps

The kobolds have built a series of poisoned spiked pit traps throughout the tunnels. If the characters are actively scanning the tunnels and are able to see in the dark, the pit traps will be fairly easy for them to spot. The pit traps take up the width of the tunnel and are 4' long. The pits are 6' deep, and at the bottom of the pits are a series of wood spikes soaked in poison. If the characters fails to notice the pit trap, they must make a DC 10 Reflect Saving Throw to avoid falling into the pit. If the characters fails their save, they will take 1 to 4 points of damage, and Table 2-4 will be used to determine the effects of the poison.

Mushrooms

The digestive systems of kobolds are very different from those of humans and demi-humans. Thus, while the mushrooms growing in the tunnels are edible for the kobolds, they are poisonous to humans and demi-humans. If any of the characters eats the mushrooms growing in the tunnels, use Table 2-2 to determine the effects of the mushrooms.



Table 2-2: Mushroom Effects	
Roll (d6)	Effects:
1-3	The character must succeed a DC 12 Fortitude Saving Throw. A failed saving throw will result in the character's tongue swelling up to such an extent they are unable to talk, consume food or drink liquids for the next 1 to 4 hours. As well, the character's attack rolls, initiative, saving throws and checks are reduced by -1d for the duration of the poison.
4	The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character becoming blind for the next 2 to 6 days (2d3).
5	The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character falling into a coma for the next 2 to 5 days (d4+1).
6	The character must succeed a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character's death.

### Kobold Random Items

If the characters decide to loot the dead kobolds, they will find a kobold-size sword (or a similar weapon), a sling and a pouch containing rocks for the sling. In addition, the characters may find items of value or coins among the kobold's possessions. Use the Table 2-3 to randomly determine what additional items are found on the kobolds.

Table 2-3: Kobold Random Items	
Roll (d6)	Effects:
1-3	Worthless trinkets of no value. Roll a d6 to determine what the trinkets are (1 = chewed up pieces of bone; 2 = chicken feathers; 3 = a small pouch containing grubs and larva; 4 = a dead rat; 5 = dried chicken feet; 6 = a living rat).

4-5	A piece of equipment stolen from the kobold's venture to the surface world. Roll a d10 to determine what the items are (1 = 1d4 candles; 2 = crowbar; 3 = small hand mirror; 4 = flint & steel; 5 = hemp rope, 50'; 6 = hammer; 7 = 1d4 iron spikes; 8 = lantern; 9 = flask of lantern oil; 10 = coin pouch containing 3d6 copper pieces).
6	3 to 18 (3d6) silver coins. The coins are ancient coins the kobolds uncovered in the tunnels. The coins are heavily tarnished and discoloured with age. The coins have strange markings and symbols. Many centuries before the Villages of the Muir Forest existed, an ancient civilization lived in these lands.

### Poison Effects

The kobolds living under Greenleaf have developed a degree of proficiency in the use of poisons, which they have acquired from a poisonous species of giant frogs (Mork Frogs) found in the tunnels. The Mork Frog's poison affects its victim in different ways. Use Table 2-4 to determine the random effects of the poison.

Table 2-4: Poison Effects	
Roll (d6)	Poison Effects:
1-3	The character must succeed a DC 13 Fortitude Save. On a failed save, the poison causes the wounded area to swell up. The swelling lasts for the next 3 to 18 (3d6) hours. As a result of the swelling, the character suffers -1d penalty to the attack rolls and saving throws and their movement is reduced by 5' for the duration of the swelling.

4-5 The character must succeed a DC 10 Fortitude Save. If the character fails this save, they will not notice the effects of the poison right away. However, 1 to 3 hours later, the character will become ill with a fever. At this point, the character must make another DC 10 Fortitude Save. On a failed save, the character falls into a coma for the next 2 to 5 days (d4+1); when the character wakes up from the coma, their current hit points will be reduced to 1, and they will need healing or rest to recover their lost hit points. Even with a successful save, the character will still feel the effects of the fever. The character's attack rolls and saving throws will be reduced by -1d for the next 6 to 36 (6d6) hours.

6 The character must succeed a DC 6 Fortitude Saving Throw. A failed saving throw will result in the character's death.

## The Tunnels

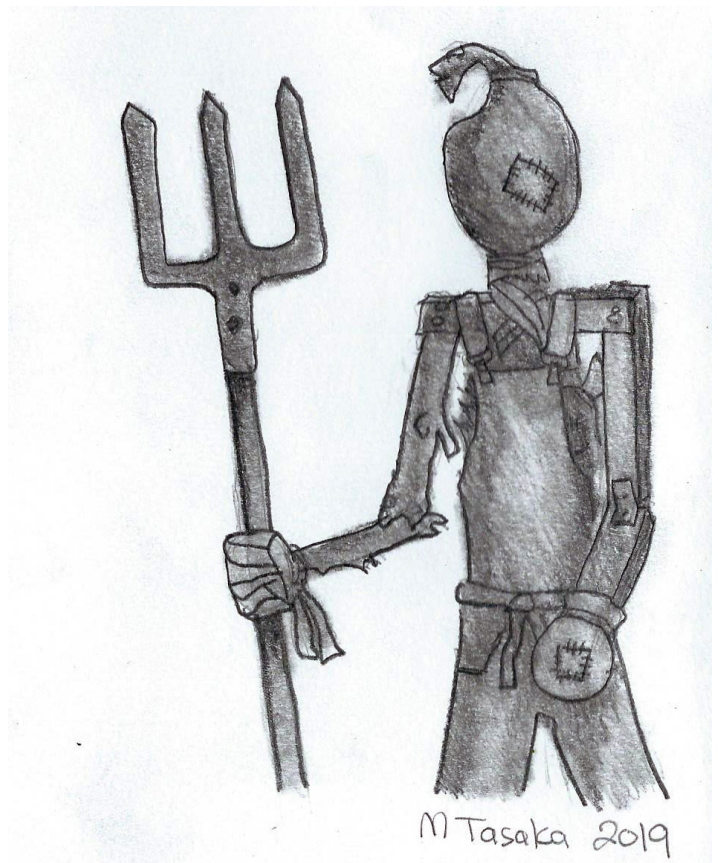
### 1: Figures Wielding Tridents

The stairs lead to a one way tunnel. The tunnel continues on for 60', where it opens into a small cavern. Inside the cavern you see the shadowy outlines of two human size figures wielding tridents in your direction.

The two figures are mannequins the kobolds put together from pieces of wood, salvaged materials, roots and clothing. The tridents the characters see are pitchforks the kobolds stole from Farmer Grub.

### 2: The Mannequins

The only items of value the characters could salvage from the mannequins are the pitchforks. The pitchforks count as spears when used in combat.



### 3: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description.

### 4: The Mork Frogs and the Hidden Chamber

The tunnel opens up to a long and narrow cavern. A pool of dark and murky water runs down the length of the cavern. At the opposite end of the cavern the tunnel continues.

The pool itself is 4' deep at its lowest point, and the floor of the pool consists of mud and slime. The pool is so murky that it is difficult to gauge its depth by observation. Hidden underneath the muddy floor of the pool are 4 Mork Frogs. The Mork Frog will not attack unless the characters disturb the water.

**Mork Frogs (4)**, 3 hp each.

There is a small underwater tunnel connecting the pool to a hidden chamber (Area 5: Hidden Chamber). The tunnel is wide enough for the characters to swim

through; thus, it should be an easy task for the characters to reach the chamber on the other side of the tunnel.

## 5: Hidden Chamber

Inside the hidden chamber the characters will find the skeletal remains of an adventurer (human) lying on the ground. The weapons and gear of the adventurer are rusted beyond use. However, if the characters take time to search the remains, they will find:

- A gold ring with 2 small emerald gemstones (worth 60 gold pieces)
- A decayed leather coin pouch containing: 33 gold and 13 silver pieces and 3 sapphire gemstones (worth 20 gold each).

## 6: Kobold Sneak Tunnel

This is a small tunnel, roughly 1' in diameter, connecting caverns 4 and 9 together. The tunnel is well camouflaged, and difficult to spot. The tunnel is too narrow for the characters to access, but the kobolds are able to travel through this tunnel with ease.

## 7: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description.

## 8: Underground River

Natural light illuminates the cavern through a hole in the ceiling. The light falls upon a body of moving water. The light is coming from one of the wells on the surface, and below the well is an underground river. There is a stone statue of a female angel facing the river. The statue is old; there are cracks running throughout the surface of the statue. Despite this, the statue radiates a sense of beauty.

The underground river could provide the party with fresh water, allowing the characters to refill their waterskins. The deepest point of the river is 10', and the currents of the river are strong; therefore, it is not recommended for the characters to swim in the water (if any of the characters decide to jump into the water, come up with a creatively challenge for the characters to swim without being pulled under by the currents).

If the characters investigate the statue, read the following:

The features of the angelic statue are very unique; the statue blends both the features of men and elves in such a manner that the two races are one. You look closer at the statue and discover one of the statue's eye sockets is empty. The other eye socket has an obsidian sphere.

If Trayver Lugndor (Farmer) is with the party, he may mention, if he has not already done so, he has an obsidian sphere in his possession (see Part 1 for the description of how he found the sphere).

If the obsidian sphere is placed in the hollow eye socket read the following:

The statue smiles at you and raises its hand towards you. The statue opens its palm and reveals a silver ring with an amethyst gemstone.

The ring contains a Soul Stone; the Soul Stone is magical and will grant a +2 Armour Class bonus and +2 saving throw bonus to one of the wearer's saving throws (randomly determined which saving throw). The Soul Stone is linked to the ancient civilization that created the ring. The wearer of the ring will develop the feeling that someone or something is watching over and protecting them (in games mechanics, this sense of protection translates into the Armour Class and Saving Throw bonuses).



## 9: The Ambush

You enter a spacious cavern. A series of stalagmites rise along the cavern's floor.

A group of kobolds are hiding behind the stalagmites waiting to ambush the party. When all of the party members have entered the cavern, the kobolds will release their grotrats, who will attack the party in melee. The kobolds will remain behind the stalagmites, where they will attack the party with their slings and blowguns.



While the grotrats will fight to the death, the kobolds will retreat through the Kobold Sneak Tunnel (Area 6) after 2 or 3 rounds of combat (or sooner, depending on when the party gains the upper hand against the grotrats).

**Kobolds (8)**, hp 2 (x6), 3 (x2); the kobolds with 3 hit points are also armed with blowguns (1d3/1d5). The blowguns use poison soaked darts (see Table 2-4).

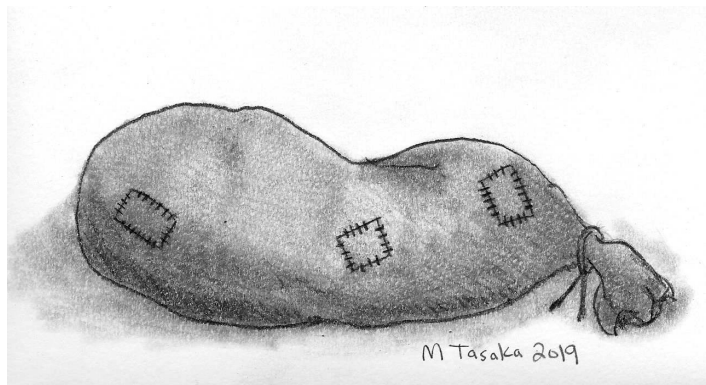
**Grotrats (8)**, 2 hp each.

## 10: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description.

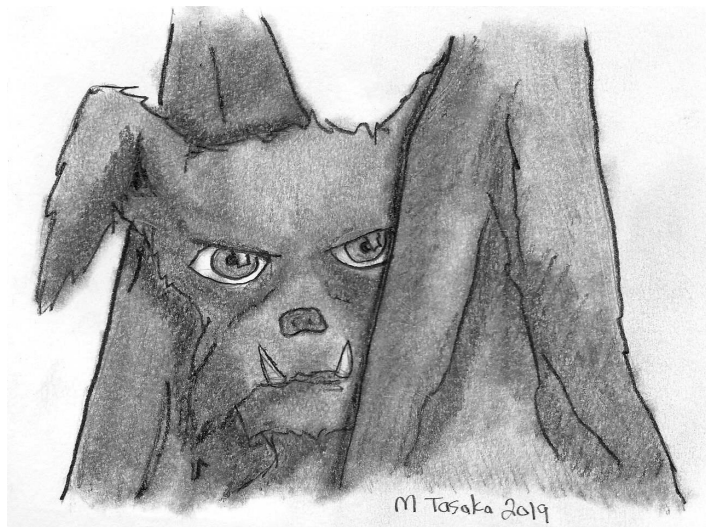
## 11: The Halfling Stew

Upon entering the cavern, you smell the aroma of cooked meat. There is a large pot resting over a small fire. Near the fire is a large sack. The sack appears to move slightly. On the opposite corner of the cavern is a formation of stalagmites and around the stalagmites grow mushrooms.



The kobolds, who were cooking their meal, did not have enough time to flee the cavern when they heard the party approaching; so, they are hiding behind the stalagmites. The kobolds do not intend to attack the party and will only attack if discovered. There are 7 kobolds in total.

**Kobolds (7)**, 2 hp each.



Inside the large sack is a Halfling named Obermoor. Obermoor is a murderer and criminal, who, along with his now deceased companion, is on the run from the local authorities. The two criminals needed a place to

hide and climbed down a dried up well (Area 12: The Dried up Well). At the bottom of the well, the Halflings were ambushed by a group of kobolds and knocked unconscious.

**Obermoor (Halfling).** Init +2; Atk short sword +0 melee (1d6) or +2 dagger missile (1d4); AC 11 (unarmoured), HP 9 (currently has 2 hp due to his injuries); MV 20'; SV Fort +0; Ref +2; Will +0, AL C.

The kobolds were delighted when they caught the two Halflings, and immediately chopped up Obermoor's companion for their stew (which is now cooking in the large pot). The kobolds tied Obermoor up and placed him in the sack so they could eat him later.

When the characters open up the large sack, they will find Obermoor bound and gagged. If Gregor Hornjur (the local Constable) gave the characters a description of the Halfling he is tracking, the characters will recognize Obermoor as the wanted Halfling.

Nearby are the possessions of the two Halflings: 2 Halfling size suits of leather armour, 2 short swords, 4 daggers, 50' of rope, flint and steel, 2 waterskins, rations (5 days worth), 28 silver and 33 copper pieces.

The mushrooms growing at the base of the stalagmites are poisonous. Refer to Table 2-2 if the characters eat the mushrooms.

## 12: The Dried Up Well

Natural light illuminates the cavern. The light comes from an old abandoned well that has been dry for many decades. The ground is soft, and you see a series of footprints and tracks in the ground. In the corner of the cavern is a small crudely constructed ladder, too fragile to support the weight of a man.

If the characters investigate the ground, they will find several sets of footprints: most of the footprints belong to small clawed paw-like feet (kobolds), while

other footprints belong to small barefoot humanoids (Halflings). The characters will also see drops of dried blood on the ground and will see evidence that small humanoid bodies were dragged in the direction of Area 11 (The Halfling Meal). This is the area where the two Halfling criminals entered the tunnels and where they were ambushed by the kobolds.

The ladder in the corner of the cavern has been constructed by the kobolds. The ladder is only able to support the weight of creatures weighing less than 90 lbs. The ladder is 9' tall and is able to reach the lip of the well shaft (the kobolds have dug small grooves into the sides of the well shaft, which allows them to climb up the well shaft; the grooves are too small for human size creatures to use).

There is a secret door leading into a small room, the kobolds use to store items stolen from the village above. The secret door is unlocked; if the characters are actively searching the wall, it will be easy to see the outline of the secret door. Behind the secret door are the following items of value: a pitchfork (as spear), a hatchet (as hand axe), a decorative walking stick (as staff), a butcher's cleaver (as hand axe), a small wooden box containing 20 candles, 3 bottles of cheap wine and a small jar containing 85 copper pieces.

## 13: Cavern of the Mushrooms

The floor of the cavern is filled with hundreds, if not thousands, of mushrooms. Some areas of the ground are bare, indicating a recent harvest. You see the roots of large trees reaching into the cavern from the ceiling. Droplets of water run down the roots and fall upon the mushrooms below.

There is nothing of value for the character here. Use Table 2-2 (Mushroom Effects) if the characters eat any of the mushrooms.

## 14: The Water Mirrors

On one side of the cavern is a murky pool of water and on the other side is a formation of stalagmites. Suddenly, the murky water begins to move and take shape. The water takes the form of humanoids; there is a humanoid form for each member of the party. Soon you see a duplicate of yourself looking back at you.

The Water Mirrors are harmless and cannot inflict any damage to the characters; nor can any of the characters injure the Water Mirrors (a strike with a sword will simply pass through the Water Mirror).

The Water Mirrors will mimic the characters' movement and actions but will not reciprocate any attacks dealt by the characters. Their purpose is to distract the characters while a group of kobolds emerges from the Sneak Tunnel (15: Kobold Sneak Tunnel) to launch a surprise attack on the party. The kobolds will launch their attack from behind the stalagmites, attacking the party with their missile weapons. The kobolds will begin to flee through the Sneak Tunnel as soon as the tide of battle has turned against them.



**Kobolds (10)**, hp 2 (x7), 3 (x3). The kobolds with 3 hit points are armed with blowguns (1d3/1d5). The blowguns use poison soaked darts (see Table 2-4).

After combat with the kobolds is over, the Water Mirrors will be merged back into the water and disappear into the pool. If the character investigate the pool at this time, the only thing they will see in the pool are dozens of large tadpoles (Mork Frog tadpoles) swimming around. The tadpoles are harmless.

## 15: Kobold Sneak Tunnel

This is a small tunnel, roughly 1' in diameter, connecting caverns 14 and 21 together. The tunnel is well camouflaged, and difficult to spot. The tunnel is too narrow for the characters to access, but the kobolds can travel through this tunnel with ease.

## 16: The Cavern and the Roots

The centre of the cavern is filled with the roots of a large and ancient tree. The roots have penetrated the cavern's ceiling, making it appear as if there are trees growing from the ceiling. Some of the roots have grown into the cavern floor.

You see small groves cut into the roots, creating a type of ladder for the kobolds to climb. Looking up at the ceiling, you see small tunnels dug along the lengths of the roots; at the ends of the tunnels you see natural light.

The kobolds use the roots of the ancient tree as paths to the world above. The tunnels dug by the kobolds are too narrow for any of the characters (even Halflings, who are wider around the waist than kobolds) to travel through.



## 17: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description.

## 18: Stone Statues

Lined along the length of this cavern are 10 stone statues; the statues represent robed figures. Each statue stands around five and a half feet tall. There are cracks on the surfaces of each statue, and a number of the statues are missing arms and hands.

You noticed something unique about the features of the statues; while the statues appear to represent humans at first glance, you notice a number of elf-ven features. However, the statues are not elves, nor are they men; rather, the statues perfectly merge the features of elves and men into one.

These statues are very similar to the statues the characters encountered in the first portal room of the “King’s Challenge”. The kobolds excavated these statues from Area 19 (Excavation Site). There are no items of value for the characters in this area.

## 19: Excavation Site

The floor of the cavern has been dug up; there are pits and piles of dug up earth everywhere. There are two small crudely constructed kobold-size wheel barrels; resting on top of each wheel barrel are small mining picks, hammers and shovels.

This is the site where the stone statues (18: Stone Statues) were excavated. There are no items of value for the characters here.

## 20: Poisoned Spiked Pit Trap

See Poisoned Spiked Pit Tap description.

## 21: Tangle Roots

The cavern is filled with the roots of an ancient tree. The roots are long, and many of the roots have reached the cavern’s floor. In the centre of the cavern is a large pool of murky water.

The roots are Tangle Roots; sentient roots in the service of the kobolds. The Tangle Roots will not attack at first but will wait until the entire party is in the cavern before launching their attack.

**Tangle Roots (15).** Init +0; Atk root +0 melee (\*restrain), AC 11; 4 hp each; HD 1d6; MV 0’ (reach 15’); Act 1d20; SV Fort +1, Ref +0, Will +0, AL N.

\*Tangle Roots do not inflict damage when they hit a target; rather, their victim is restrained. When a victim is restrained, they are unable to move; their attack rolls are reduced by -1d and their Armour Class is reduced by 2. Multiple tangle roots could restrain a single victim. For instance, if one victim is restrained by 3 tangle roots, the victim is unable to move, and their attack rolls are reduced by -3d and their Armour Class is reduced by -6.

To break free from a Tangle Root’s grip, a character must either kill the tangle root or pass a DC 10 Reflex Saving Throw. The Tangle Roots are unable to move but have a reach of 15’ and will have no problem reaching the characters.

The Tangle Roots are allies of the kobolds and will not attack any of the kobolds. As well, they will not attack the Mork Frogs that live in the pool.

After the Tangle Roots have attacked (a number of the characters should be restrained at this point), a group of 8 kobolds will emerge from the sneak tunnel (Area 15) and attack the characters. The kobolds will use the pool to put distance between themselves and the characters and will attack with their slings and blow-guns. Once the characters have destroyed most of the Tangle Roots, the kobolds will retreat through the

sneak tunnel.

**Kobolds (8)**, HP 2 (x6), 3 (x2). The kobolds with 3 hp are armed with blowguns (1d3/1d5). The blowguns use poison soaked darts (see Table 2-4).



**Pool:** the pool is 5' deep at the deepest point, and the ground of the pool is made up of mud and slime. The water itself is very murky. Within the pool, hiding underneath the mud and slime are 6 Mork Frogs, and dozens of Mork Frog tadpoles (which are harmless). The Mork Frogs will not attack unless the characters disturb the water.

**Mork Frogs (6)**, 3 hp each.

Hidden beneath the muddy floor of the pool are the following items of value: a gold ring with a medium-size ruby gemstone (worth 70 gold pieces) and a gold bracelet with two small diamonds (worth 85 gold pieces). If there is a dwarf in the party, the dwarf will likely 'smell' the gold and gems hidden within the pool.

## 22: Sleeping Quarters 1

Lined on both walls of the cavern are a series of small, crudely constructed, kobold-size beds. The beds are little more than planks of wood, scavenged from the village above; resting on the planks are piles of hay,

ragged and tattered pieces of clothing. Against one of the walls are four small barrels, and at the centre of the room are two small tables with logs used as chairs.

The kobolds have fled as soon as they heard the party approaching. Each of the barrels contains either pickled or preserved mushrooms, which are poisonous to the characters (see Table 2-2). If the characters search this area, they will find the following items of value stolen from the village above: a fancy velvet coin pouch containing 15 silver and 5 gold pieces; a cloth coin pouch containing 12 copper and 4 silver pieces; 50' of hemp rope; a commoner's ring (worth 5 silver pieces); and an onyx gemstone (worth 10 gold).

## 23: The Shrine

You have entered a shrine; the scent of incense fills the air. There is a simple wood altar; upon the altar is a human-size statue of a reptilian humanoid. The statue is so lifelike, capturing every detail of the creature it represents. The statue holds a mace in its right hand. Next to the statue is a large bronze gong, held up by a simple, yet sturdy, wood frame. Nearby is a bronze bowl containing the burnt remains of sticks of incense.

The statue is not a statue, but a living creature; a creature that has the ability to stand perfectly still and silent. This creature is the Kobold Chieftain; though, not a kobold himself, the Kobold Chieftain obtained his position of power by slaying and devouring the former chieftain many years ago.

The Kobold Chieftain will remain motionless for some time and will wait until all of the characters are in the cavern before launching his attack. The first round of combat will be a surprise round, where the Chieftain will hit the gong with his mace and attack the nearest party member.

1d3 rounds later 10 kobolds will emerge from one of the three tunnels connecting to the cavern and join their Chieftain in battle. As long as the Chieftain remains alive, the kobolds will fight. But, as soon as the Chieftain is slain, the kobolds will flee.



**Kobold Chieftain.** Init +1; Atk mace +1 melee (1d6+1), Atk bite +1 melee (1d4+poison\*); AC 16; HP 18; HD 4d6; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1, AL C.

\*The Kobold Chieftain has two attacks: one weapon attack and one bite attack. If a character is bitten by the chieftain, the character is required to make a DC 10 Fortitude Saving Throw. A failed save will result in an extra 1d8 of damage.

The only item found on the Chieftain is his mace (normal mace)

**Kobolds (10),** HP 2 (x7), 3 (x3). The 3 hp kobolds are armed with blowguns (1d3/1d5). The blowguns use poison soaked darts (see Table 2-4).

If the characters search the altar, they will discover that the altar is hollow. Inside the altar they will find the following items:

- A holy symbol of an evil god forged from black-

ened steel.

- A jar containing the severed heads of over 20 hens, in various states of decay (these are Farmer Grub's hens, who were offered as sacrifices to the dark kobold gods; the kobolds ate the remaining parts of the hens).
- A dagger forged from blackened steel with the symbols of an evil god engraved upon it (this counts as a normal dagger; the characters may have trouble selling this dagger, due to the unholy symbols on it).
- A small pine box containing 100 sticks of incense (the kobolds made the incense from pieces of wood, roots, clay and minerals; all of which were found in the caverns).
- Flint and Steel.

There is a secret door located behind the altar. The secret door is unlocked; if the characters are actively searching the walls of the cavern, they will find the door with ease.

Behind the secret door is a small room, which contains a large wooden chest. The chest is locked. Written on the surface of the chest, in Kobold, are the words: 'Treasure Chest. Trapped. Beware of Poisonous Gas.' If the characters have found the key outside of the out-house in the first part of this adventure, they will recognize the words as belonging to the same language written on the key.

The wooden chest is locked and trapped. The key will open the chest and deactivate the trap. If the characters do not have the key, a DC 15 Strength check will open the chest, but will set off the trap (poisonous gas). If there is a thief in the party, a DC 15 Pick Lock check will open the chest and deactivate the trap. If the thief rolls less than a DC 15 Pick Lock check, but rolls a Pick Lock check of 10 or more, the thief has opened the chest while triggering the trap.

**Poisonous Gas:** the trap releases a 5' radius of poisonous gas. All those within the radius of the poisonous gas must make a DC 10 Fortitude Saving Throw. If the characters fail the saving throw, they will start to cough violently, and foam will form around their mouths for the next 1d4 hours. During this time, the character's attack rolls and saving throws will be reduced by -1d. The character will also suffer 1d6 points of damage and their Strength and Stamina scores will be permanently reduced by 1 point.

The chest contains the following items:

- Ancient suit of full plate armour\* (see below)
- A leather coin pouch containing 57 ancient silver coins (the coins are heavily tarnish and discoloured with age).
- A cloth coin pouch containing 68 copper pieces and a commoner's ring (worth 5 silver).
- Wrapped in cloth is an ancient 8" bronze statue of an unknown goddess (the statue was excavated from the caverns).
- 2 bottles of spirits (highly concentrated alcoholic drinks).
- A holy symbol of an evil god.
- A pair of ceremonial daggers (the daggers function as normal daggers but are worth 10 gold each).

**\*Ancient Suit of Full Plate Armour.** If the characters examine the suit of armour read the following:

The suit of full plate armour is complete; while the armour is tarnished from age and neglect, you could see the armour was once an object of great beauty, forged by a Master Craftsman. The joints appear to be stiff and in need of oil. With some care and hard work, the beauty and functionality of the armour could be restored.

The kobolds found the ancient suit of plate armour in the caverns; the armour was created by the ancient civilization that once dwelt in these lands. The armour is tarnished and needs oiling and care. If any of the characters have skills in metal work (i.e. a blacksmith or armourer background) and have access to the proper tools and facilities, they should have the armour in serviceable condition in a week's time. Otherwise, the characters could hire the services of an armourer to make the armour serviceable.

If a character wears the armour before it has been oiled and repaired, they will suffer a -1d penalty to their attack rolls. As well, due to the fit of full plate armour, if the character is over 6' tall or under 5' tall, the armour will need to be adjusted to compensate for the character's height.

On the wall opposite to the secret door connected to the Shrine Room, is another secret door. If the characters are searching the walls, they will find this secret door with ease. This secret door leads to a 60' long tunnel, which leads to the surface. The tunnel is wide enough to fit a fully-grown man. The Kobold Chieftain uses this tunnel to access the surface world and the kobolds use the tunnel to haul larger items to the lair.

## 24: The Pillars

There are stone pillars along each side of the cavern. The pillars are well constructed, and the quality of their workmanship is too fine to have been made by the hands of kobolds. You could make out patches of tile flooring, where layers of earth and rock have been removed. You see small piles of dirt and rock throughout the room; you noticed marks along the walls where small picks and hammers fell.

The kobolds are in the process of excavating this room, which was constructed by an ancient civilization. There are no items of value for the characters to find here.



## 25: Sleeping Quarters 2

Along the walls of the cavern are a series of small kobold-size beds. The beds consist of simple wood planks, likely salvaged from the village above. Rags, furs and pieces of clothing are used as sheets. At the centre of the room are three small, crudely constructed tables, with small logs used as chairs. Resting on the tables are simple clay plates and cups, and scrapes of uneaten food.

The kobolds have fled this area as soon as they heard the party approaching (kobold's have excellent hearing, and a knack for running away). The scrapes of food are the remains of the kobolds' meal. These include the shells of large insects, scraps of rat meat and mushrooms (use Table 2-2 if the characters eat the food). While most of the cups are empty, some of the cups contain a type of mead the kobolds made from the roots growing in the tunnels. The mead is drinkable but has a horrible taste. Near the tables the characters will find two small barrels of mead (one barrel is nearly empty).

If the characters take time to search through the beds, they will find the following items of value: 68 ancient silver coins, 58 copper pieces and a gold locket (worth 5 gold).

## 26: The Chieftain's Room

There is a bed in the corner of the cavern, large enough to fit a fully-grown man. Near the bed is a simple table and a plain wood chest, likely stolen from the village above. On the opposite end of the cavern are two small barrels, a crudely constructed cage containing a pair of hens and a fancy bird cage containing a black cat.

This is the Kobold Chieftain's bedchamber. If the characters examine the chest, they will see the words 'Property of the Happy Halfling Tavern' chiselled on

the chest. The chest itself is 3' long, 2' wide and 2' high, and could easily be carried back to the surface. The chest is unlocked, but a poisonous snake is inside guarding its master's possessions. When the chest is opened, the snake will attack.

**Poisonous Snake.** Init +2; Atk bite +1 (1d4+poison\*); AC 12; HP 7; HD 2d6; MV 30'; Act 1d20; SV Fort +0, Ref +1, Will +0, AL N.

\*If any of the characters are bitten by the snake, they must make a DC 10 Fortitude Saving Throw. A failed saving throw will result in an extra 2d6 points of damage.

Inside the chest are the following items:

- Wrapped in black velvet is a Wizard's Spell Book\*\* and a silver dagger.
- 2 bottles of spirits (highly concentrated alcoholic drinks).
- A cloth coin pouch containing 18 copper pieces and 3 quartz gemstones of poor quality (worth 5 gold each).
- A leather coin pouch containing 12 gold pieces and a jasper gemstone (worth 30 gold).

\*\*The Wizard's Spell Book was stolen from a low level Wizard from the world above. The spell book has black leather bindings with silver runes. Inside the book are the following spells: Charm Person, Ekim's Mystical Mask, Force Manipulation, Magic Missile and Spider Climb.

**Barrels.** The two small barrels contain a type of mead the kobolds made from the roots found in the caverns. The mead is drinkable but has an awful taste.

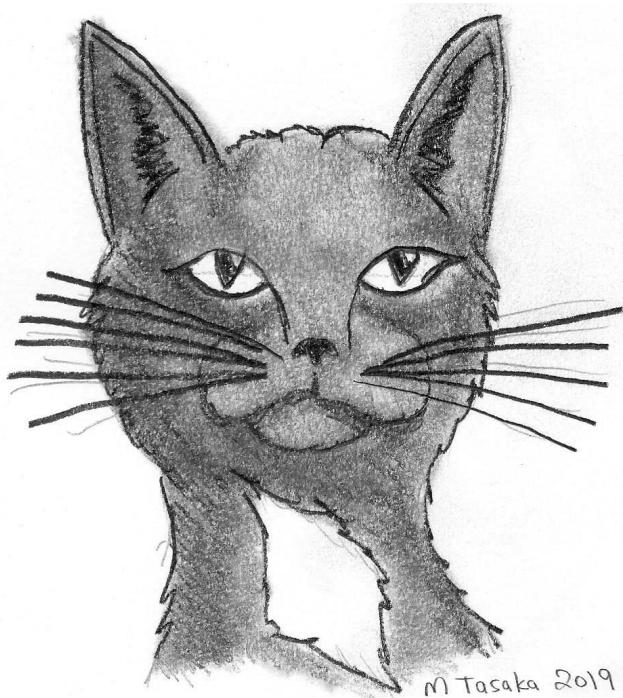
**Hens.** The two hens in the cage are Farmer Grub's hens and were stolen during one of the kobolds' raids on Farmer Grub's chicken coops. If the characters free the hens from the cage, they will run away from the

characters, making a lot of noise in the process. A DC 12 Agility check is required to capture each hen.

When the characters approach the fancy bird cage containing the black cat, read the following:

"At last, you are here to save me!" the cat says, "I thought I was never going to get out of here!"

The cat pauses, looks at you, and then says, "What are you looking at? Have you never heard a cat talk before? Please hurry! Free me before the kobolds return!"



The black cat is Mr. Mu, Mrs. Wynworth's beloved cat. In order for the characters to collect their reward, they must return Mr. Mu to Mrs. Wynworth alive.

**Mr. Mu** Init +0; Atk scratch +0 (1); AC 12; HP 3; HD 1d3; MV 20'; Act 1d16; SV Fort -2, Ref +2, Will +0, AL N.

## Conclusion

There are different ways in which this adventure could end:

1. The characters return Mr. Mu to Mrs. Wynworth.
2. The characters return from their adventure without Mr. Mu.
3. The characters perish in the tunnels.

Depending on the outcome of this adventure, read the appropriate ending to the characters:

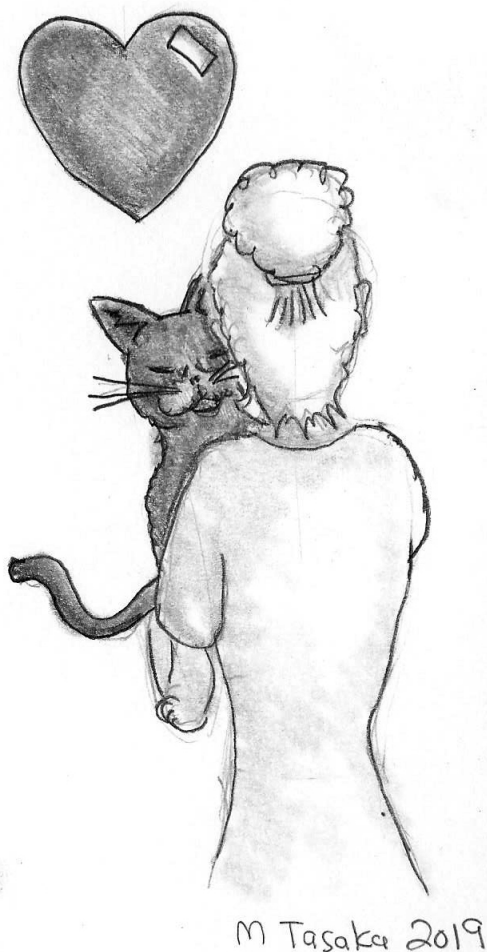
### Ending 1: Returning with Mr. Mu

Tears of joy run down Mrs. Wynworth's cheeks as she sees her beloved cat, Mr. Mu, in your arms. Suddenly, Mr. Mu jumps out of your arms, and runs towards her. Mrs. Wynworth picks her cat up and embraces Mr. Mu.

Loud purrs come from Mr. Mu, as his owner stroke his fur and kisses the top of his head.

"You saved him! You saved my precious Mr. Mu," Mrs. Wynworth says, and she presents you with a jewelry box, "As I promised, here are my family jewels."

The characters are heroes. Thomar and his wife take the characters to the Happy Halfling Tavern for a celebration dinner. Roth gives the characters a free round of drinks and allows them to stay in the Bunk House free of charge for the night. The next morning, Ruen makes her special biscuits and muffins for the characters.



### Ending 2: Returning without Mr. Mu

Tears run down Mrs. Wynworth's face when she realised you have returned without her beloved cat. Her face turns bright red.

"You stupid Adventurers!" she screams, "You stupid incompetent Adventures! How dare you return without my cat!"

The cup Mrs. Wynworth was holding is hurled past your head, narrowly missing you. Mrs. Wynworth turns around and stormed off to her room. The door slams shut with a loud bang.

You feel a strong hand grip your shoulder, and turn to see Thomar, Mrs. Wynworth's son, looking at you with an expression of concern on his face.

"I know you tried your best to return my mother's cat," Thomar says with a gentle smile, "Mother is in one of her moods again. I think it is best for you to be leaving."

Thomar walks you to the door.

"It will be dark soon. The Thirsty Dwarf Tavern has rooms available for rent."

### Ending 3: The Characters Perish

Some say death is not the end, but a new beginning. This holds true for you. Now, it's time to roll up a new batch of Level 0 Characters and start over again.



### What Happens Next

If you are planning to run "The Gong Farmer's Revenge", it will be important for the characters to return to the Happy Halfling Tavern. There are rooms available for rent at the Bunk house (also owned by Roth). The events of the next adventure deals with the death of Oscar, so it will be important for the characters to get to know Oscar, Roth and Ruen. The characters will be staying at the Bunk house for a short period of time (several days to a week) before the start of "The Gong Farmer's Revenge". Perhaps, during this 'down time',



the characters will see the Gong Farmer sneaking around the tavern, engaging in 'suspicious' behaviour.

If the characters are successful in finding Mr. Mu and gaining Mrs. Wynworth's family jewels, word will spread to the dwarves of Giant's Head Mountain (via the dwarves sitting in the Happy Halfling Tavern in Part 1) that a new group of adventurers with a certain degree of wealth are in the village of Greenleaf. A few days later, the dwarves will bring wagons filled with armour and weapons to Greenleaf. The dwarves will visit the characters at the Bunk house and will offer to sell them weapons and armour in exchange for their coins and treasure.

# The Gong Farmer's Revenge



## The Gong Farmer's Revenge (Level 1 Adventure)

Designed and Illustrated  
by Mark Tasaka

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## The Gong Farmer's Revenge

*Tears ran down Ruen's cheeks as she entered the kitchen, where her father, Roth, was preparing their morning meal.*

*"Father," Ruen cried, "something has happened to Oscar."*

*Roth placed his hand against his daughter's cheek, and gently wiped away the tears from her eyes.*

*"There, there little one," Roth said in a gentle voice, "tell your father what happened."*

*"When I went to use the outhouse this morning, I did not hear Oscar. I thought nothing of it, as Oscar is often sleeping when I arrive in the morning. However, after I finished my morning 'routine', I looked down to the bottom of the outhouse to see how Oscar was doing. Then, I saw it... Oscar's dead body," Ruen sobbed, as more tears ran down her face.*

*"There was this note nearby," Ruen said as she handed her father the note.*

*Written on the note were the words: "Courtesy of the Gong Farmer."*

*That morning others in the village of Greenleaf found similar notes in their outhouses and discovered the dead bodies of Oscar's offspring.*

### Introduction

The Gong Farmer's Revenge is a Dungeon Crawl Classics Compatible Adventure designed for a Party of 6 to 10 Level 1 Characters. "The Gong Farmer's Revenge" follows the events of "Kobolds Stole My Cat!". While it is not necessary for the players to have played "Kobolds Stole My Cat!", it is important the players are familiar with the village of Greenleaf and know Roth, Ruen and Oscar. As well, before revealing Oscar's death to the players, it will be helpful to have the players role-play their time at the Bunk House and the Happy Halfling Tavern prior to the Gong Farmer's sinister actions. This

will help build upon the relationships established in "Kobolds Stole My Cat!"; making Oscar's death more significant.



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### Village of Greenleaf

This adventure starts out in the village of Greenleaf; a small village made up of a few hundred residents. Greenleaf is part of the Villages of the Muir Forest; a collection of villages located inside the forest. Most villagers are born, marry, grow old and die in their home village, and travel outside the villages are rare. Skilled warriors and professional soldiers are rare in this part of the world. While militias of pitchfork wielding peasants have been raised in times of need, most villagers have never handled a sword or spear before.

One of the few professional soldiers in the area is Gregor Hornjur, the local Constable. Gregor is tied down with other duties and needs to 'deputize' a group of Adventurers to bring the Gong Farmer to justice. After the events of the previous adventure, the characters have earned a reputation as 'kobold slayers'; thus, Gre-



gor decides to seek the characters' assistance in bringing the Gong Farmer to justice.

### **The Happy Halfling Tavern**

The Happy Halfling Tavern was originally a barn converted into a tavern over thirty years ago. It is the only tavern in Greenleaf, and is owned by Roth, a fearsome looking bear of a man, with a kind and gentle heart. Working alongside Roth is his daughter Ruen, who is the spitting image of her father.

There is an atmosphere of sadness among the patrons of the tavern, as the villagers are mourning the deaths of Oscar and her offspring. Ruen is deeply affected by the loss of her friend and will break into tears if the characters ask her about Oscar.

### **Oscar**

Nobody knows what Oscar is. Oscar was a strange creature that appeared at the bottom of the tavern's outhouse a couple of years ago. Oscar's arrival was a blessing for Roth, as he no longer needed to depend on the services of the Gong Farmer.

'Oscar' is the name Ruen gave the creature, and over the years the two became close. Everyone assumed Oscar was a male, until one day Oscar gave birth to several babies, who migrated to the other outhouses in the village. The villagers were happy with the arrival of Oscar's babies as they no longer needed to rely on the Gong Farmer's services. However, the Gong Farmer found himself out of a job.

### **The Adventure Begins**

The adventure starts out at the Happy Halfling Tavern, where the characters have been staying since the end of the previous adventure. Constable Gregor Hornjur has just finished his investigation and has determined Oscar and her offspring were poisoned during the night by the Gong Farmer. Gregor has some knowledge

of the Gong Farmer and knows where his lair is. The Gong Farmer's lair is a two day journey by foot through hills and woodlands.



Gregor meets the characters at the Happy Halfling Tavern, where he requests the characters' services in bringing the Gong Farmer to justice. If the characters accept Gregor's request, he will give them a map showing the location of the Gong Farmer's lair. As well, Gregor will ask the characters, if possible, to bring the Gong Farmer back to Greenleaf alive so he could stand trial. Gregor will inform the characters he cannot accompany them, as he is required to stay in Greenleaf to await the arrive of Justice Sollannes for the Gong Farmer's trial. Thus, the characters are required to complete this mission on their own.

If asked about a reward for their service, Gregor will let the characters know he lacks the material resources to reward the characters. However, Gregor will tell the characters he has a lot of discretion in enforcing the law and could 'turn a blind eye' if the characters were to find themselves in trouble down the road.

## Part 1: Journey to the Gong Farmer's Lair

The journey to the Gong Farmer's lair is a two day journey through hills and woodlands. It is a journey filled with danger. Thus, five possible encounters have been created, which could be used for the journey to the Gong Farmer's lair, or the return journey back to Greenleaf. It will be up to you to decide which encounters are used.

### Encounter 1: The Dead Mule

You have come across a corpse of a mule, which has been dead for some time. The mule's hide has been ripped apart, revealing bare bones. Large claw and bite marks cover the bones and hide; a number of the mule's bones are broken in several places. The tattered remains of saddle bags are found nearby.

The mule and its owner were killed by a vicious beast several months ago. If the characters search the area, they will find the remains of the owner a short distance away.

If the character search through the saddle bags, they will find the following items: flint and steel, a waterproof sack, 5 flasks of lantern oil, a lantern and 50' of hemp rope.

On the owner, the characters will find: a short bow, a quiver with 15 arrows, a rusted dagger and a coin pouch containing 12 gold and 15 silver pieces.

### Encounter 2: The Ravens

You hear the loud cawing of a group of ravens as they approach from the sky. The ravens land on the branches of a large tree nearby. Their cawing becomes louder and louder. It appears the ravens are trying to get your attention.

The ravens are trying to get the characters' attention,

as one of their kin is caught in the web of a giant spider a short distance away. If the characters pay close attention to the ravens, they will notice the ravens are trying to get the characters to follow them. If any of the characters attacks or displays hostile actions towards the ravens, the ravens will fly away.

If the characters follow the ravens, they will lead them to a small group of trees where a raven is caught in a giant spider's web. Releasing the trapped raven will be an easy task for the characters. However, a short time after the trapped raven is set free, a giant spider will emerge from the branches of one of the trees and attack the characters.

When the giant spider attacks, the ravens will start to caw, and will try to distract the giant spider (the ravens will fly near the spider, attempting to draw its attention away from the characters). The giant spider is only interested in attacking the characters. However, the ravens' actions will still affect the giant spider, reducing its attack rolls by -1d (resulting in 1d16 attack rolls).

**Giant Spider.** Init +4; Atk bite +3 melee (1d6 + poison\*); AC 14; HP 15; HD 3d8; MV 30'; Act 1d16 (1d20); SV Fort +2, Ref +2, Will 0, AL N.

\*If a character is bitten by the giant spider, they must make a DC 10 Fortitude Saving Throw. A failed saving throw will result in an extra 2d6 of damage

When the characters slay the giant spider, the ravens will gather on the tree branches nearby. One of the ravens will fly towards the characters carrying a slender golden ring in its beak. The raven will place the golden ring in front of the characters as a token of gratitude for rescuing their kin. The ring is of elven design. The ring itself is magical and will grant the wearer a +1 bonus to their Reflex, Fortitude and Will Saving Throws.

### Encounter 3: The Pygmies

A group of cannibal pygmies are hiding in the bushes nearby preparing to launch a surprise attack on the party. The pygmies assume the characters are a group of lost peasants and are eager to capture their next meal. The first round of combat will be a surprise round, where the pygmies will attack with their blowguns.

**Pygmies (6).** Init +1; Atk half-spear +0 melee (1d6); or blowgun +2 missile attack (1d3/1d5\*); AC 11; HP 4 each; HD 1d6; MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.

\*the blowgun darts are poisonous, and the victim of a successful attack must succeed a DC 10 Fortitude Saving Throw or fall unconscious for the next 1d4 hours.

The only items of value the pygmies have are their blowguns, half-spears and poisoned darts (there are 10 poison darts per pygmy).

If a character uses the pygmy's blowgun and rolls a fumble, the character has swallowed the poisoned dart by mistake. When this happens, the character takes 1d4 points of damage as the dart ruptures the lining of their stomach and intestines. As well, the character must succeed a D15 Fortitude Save or fall unconscious for the next 1d4 hours.

### Encounter 4: The Cave

You have been travelling for most of the day. The sun will set in the next few hours, and rain clouds appear to be taking shape in the sky. It is a good time to start looking for shelter for the night. Nearby, you spot the entrance to a cave.

The cave is large enough to provide the characters with a place to sleep for the night. There is a secret passageway on the far wall of the cave, which requires a DC 10 Intelligence Check to discover. Once discovered,

the passageway is easy to access. The passageway is 50' long and leads to a chamber. When the characters enter the chamber read the following:

You have entered a chamber. There are eight stone human-size statues in the chamber, each depicting a warrior dressed in an ancient style of armour. The statues are very old; several parts of the statues are cracked. While the statues appear to represent humans at first glance, you notice a number of elven features; yet, these are not elves, nor are they men; rather, the statues represent the perfect harmony of men and elves.

On the ground are three chests covered in a thick layer of dust. Carved on the surfaces of each chest are strange symbols and runes.

The statues share many similarities to the statues found in Area 19 of "Kobolds Stole My Cat!" and the portal room in the "King's Challenge". The statues belong to an ancient civilization that once lived in this land. This civilization has long since vanished from the pages of history.

The chests are unlocked, and inside each chest is a suit of ancient scale armour. The armour is of the same design as the armour worn by the statues. Included with the armour is a helmet.

### Encounter 5: The Statue

You have entered a small clearing; a short distance away you see a stone statue. The statue depicts a slender robed and hooded figure standing 7 feet tall. The vines of a beautiful purple flower covers most of the statue, with the greatest concentration forming around the statue's base.

If the characters search the statue, they will discover at the base of the statue, covered by layers of vines are the skeletal remains of 3 human-like creatures. If



the characters remove the vines to investigate the skeletons, the skeletons will animate. When this occurs, read the following:


As you are removing the vines covering the skeletal remains, the remains begin to rise from the ground. Within a heartbeat, you see three skeletons standing in front of you. Their hollow eye sockets glow bright red; the skeletons raise rusted blades and attack.

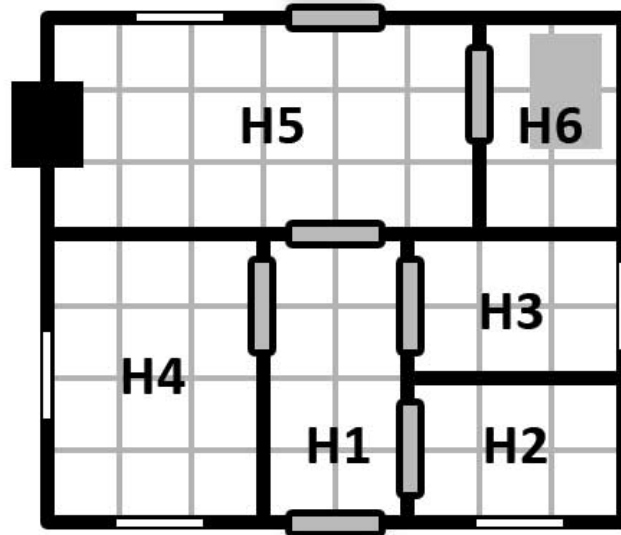
**Skela-things (3).** Init +2; Atk +1 rusted sword (1d8-1); AC 11; HP 7 each; MV 20'; Act 1d20; SP undead; half damage from piercing or slashing weapons; SV Fort -1, Ref -3, Will +0, AL N.

The blades the skeletons carry are too rusted and damaged for the characters to use. The skeletons carry no items of value. However, at the base of the statue the characters will find a decayed leather pouch containing 5 opal gemstones (worth 15 gold each).

# The Gong Farmer's House



 = 5 feet



## Part 2: The Gong Farmer's House

After two days of travelling through hills and woodlands you arrive at a small clearing in the woods. You see a single storey house showing signs of age and neglect. This, according to the map Gregor gave you, is the Gong Farmer's Lair. Near the house is a woodshed and an outhouse.

The house serves as the access route to the Gong Farmer's actual lair, which is located beneath the earth, in a series of caverns and tunnels. Inside these caverns, the Gong Farmer grows a race of semi-intelligent mushroom-men, called fung-guys, which he sells to a subterranean race of dwarf-like humanoids known as greyvhars. Human and demi-human night soil is the key ingredient for creating fung-guys; this is why the Gong Farmer murdered Oscar and her kin.

### Gong Farmer's House

The Gong Farmer's house is a simple single floor building. The interior of the house is plain; the paint on the walls is faded and the floors are uncarpeted. The curtains covering the windows are moth eaten old sheets. The doors inside the house are unlocked.

#### H1: Front Door and Hallway

The front door is unlocked and trapped. When the front door is opened, a series of arrows will fire in the direction of the doorway. A total of 3 arrows will fire; for each arrow, the target must make a DC 10 Reflex Saving Throw. For every failed saving throw, the victim suffers 1d6 points of damage.

Once the trap has been triggered, it needs to be reset; therefore, the trap cannot fire again until the arrows are reloaded.

#### H2: Guest Bedroom

The room is empty with the exception of a simple bed, covered by an old moth eaten sheet. A layer of dust covers the bed.

There is nothing of value in this room.

#### H3: Study

A simple desk and chair are found in this room. A layer of dust and some mice droppings covers the surface of the desk.

There is nothing of value in this room.

#### H4: Master Bedroom

In one corner of the room is a bed, covered with an old moth eaten and stained blanket. At the foot of the bed are a pair of worn and soiled boots. A poorly constructed dresser drawer is found nearby, which, like the bed, is covered in a layer of dust.

Inside the dresser drawer are the following items: 3 flasks of lantern oil and 23 copper pieces. If the characters search the bed, they will discover a small colony of mice living inside the mattress. The mice are harmless and will flee as soon as they are discovered. The boots are too old and damaged to have any value for the characters.

#### H5: Kitchen

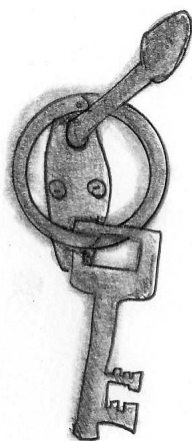
You have entered a kitchen; there is a large brick fireplace and a simple kitchen table in this room. On the table are clay mixing bowls and cookware. There are fresh footprints and wheel barrel marks throughout the floor, with the highest concentration of these leading to the pantry.

If the characters try to enter the kitchen through the



backdoor (from the outside), they will discover the door is locked. If they look under the door mat (mention the placement of the door mat to the characters), they will find a key that will open the door. Without the key, a DC 15 Strength Check or a DC 8 Picklocks Check is required to open the door.

On one of the kitchen walls is a coat-hook, and on the coat-hook rests the 'Master Key'. The 'Master Key' will unlock several locks in this adventure. If the characters search the walls, they should find the 'Master Key' with ease.



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If the characters examine the kitchen table, they will discover the bowels were used to mix materials that were cooked over the fireplace. On the table they will find dead mice with their stomachs bloated; the mice had mistaken the mixture for food and died as a result of eating it.

The Gong Farmer uses the kitchen to cook the components for his 'special fertiliser'. He then loads the cooked mixture onto a wheel barrel and transports the mixture to the pantry (H6: Pantry); in the pantry, the Gong Farmer uses the pulley platform to transport the mixture to his lab (Area 1: Lab).

### H6: Pantry

The pantry has a sturdy pulley platform that will allow

the characters to travel to the underground lair. The pulley platform is easy to operate. Against one of the walls of the pantry is a small shelf containing flint and steel, a lantern and 3 flasks of oil. The characters will need light sources to see underground (unless they have infravision).

### Woodshed

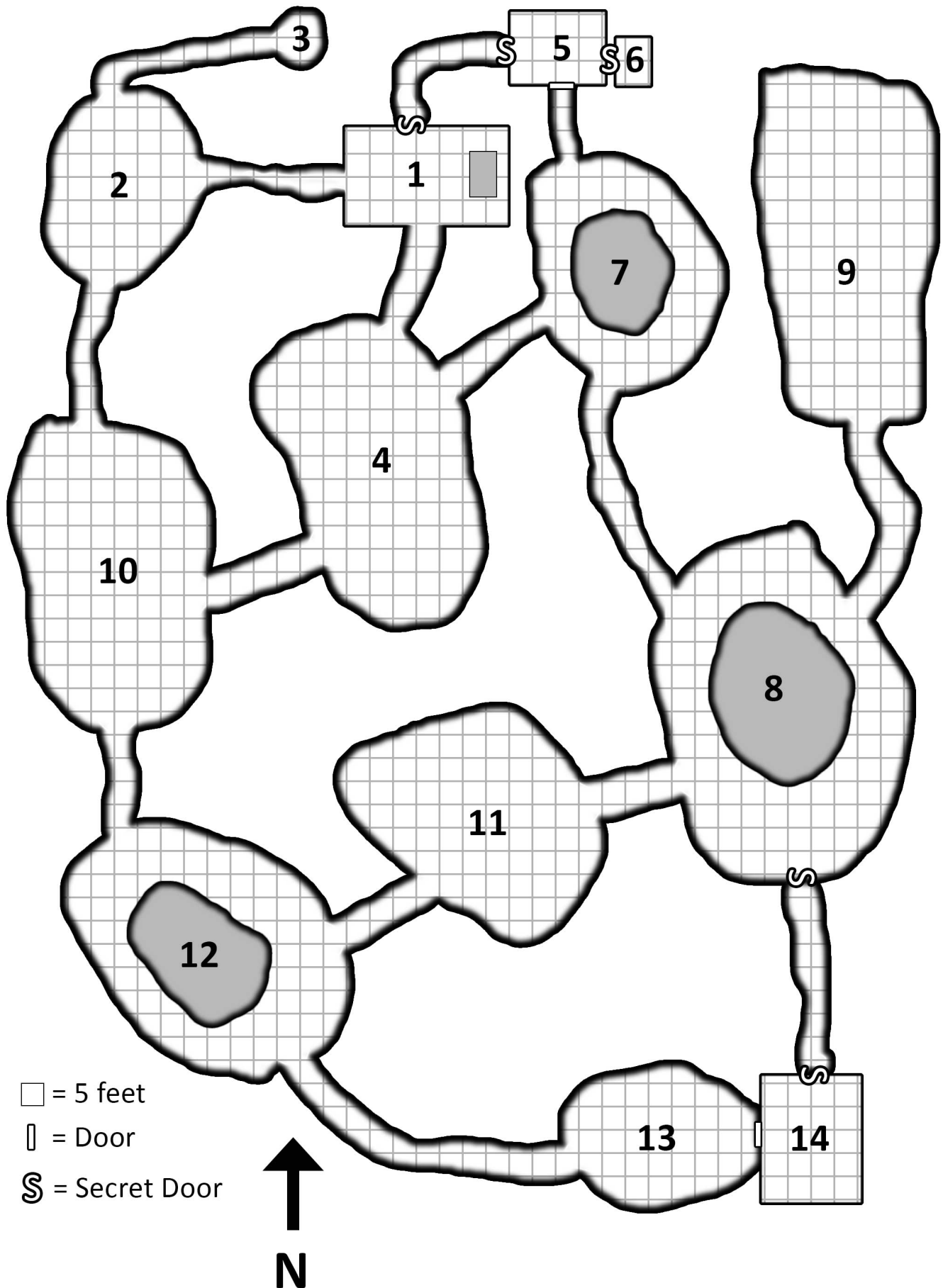
Located to the northeast of the house is the woodshed. Like the house, the woodshed is showing signs of age and neglect. The woodshed is a windowless 15' x 15' building. The door to the woodshed is unlocked; along one of the inside walls is a pile of chopped wood. Against the opposite wall rests a large axe and a smaller hatchet used to chop the wood. There is a trapdoor leading to the underground storeroom (Area 5: Storeroom). The trapdoor is locked. The 'Master Key' (see H5: Kitchen) will unlock the trapdoor. Without the key, a 15 Strength Check or a DC 8 Picklocks Check is required to open the trapdoor.

### Outhouse

Like the house, the outhouse is showing signs of age and neglect; lichen and moss covers large areas of the exterior walls.

There is nothing special about the outhouse. The bottom of the outhouse leads to Area 3 (Bottom of the Outhouse). The characters could use a rope to climb down the outhouse to Area 3 if they desire.

# The Gong Farmer's Lair



### Part 3: The Underground Lair

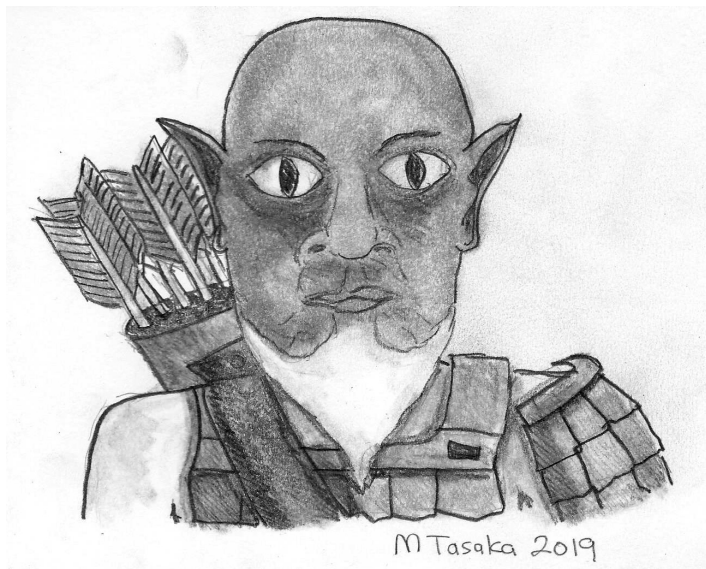
The characters will need light sources to see underground (the monsters in the lair have infravision). The ground is made up of soft damp earth; it is marked by a series of footprints, some belong to booted figures (greyvchars and the Gong Farmer), while others belong to lighter humanoids with small bare feet (fung-guys).

#### New Monsters

Part 3 introduces two new monsters: greyvchars and fung-guys. The statistics and description of these monsters are below.

##### Greyvchar

**Greyvchar.** Init +0; Atk short sword +1 melee (1d6) or short bow +0 missile attack (1d6); AC 14 (scale armour); HD 1d8+2; MV 20'; Act 1d20; SV Fort +2, Ref 0, Will 0, AL L.



A fully grown greyvchar stands around 4' tall and weighs between 120 to 150 lbs. Like dwarves, greyvchars have stocky builds, and can see up to 120' in total darkness (infravision). Greyvchars have skin tones that range in colour from a light grey to a green-grey. Most greyvchars are bald and grow thin white beards that rarely grow past their chests.

Greyvchars use fung-guys as slaves, expendable shock troopers and labourers. They trade in coins and gems;

therefore, if a character searches the body of a slain greyvchar they will find 2d8 silver and 2d6 gold coins. There is a 25% chance the greyvchar will have 1d3 gemstones (worth 15 gold pieces each).

Greyvchars speak their own language, which is similar to the Goblin tongue. A character who speaks Goblin will be able to understand some words and expressions from the Greyvchar language. None of the greyvchars found in this adventure speak Common (the Gong Farmer has learnt the Greyvchar language). The greyvchars found in this adventure are mercenaries in the Gong Farmer's service.

##### Fung-guy

**Fung-guy.** Init +0; Atk bite +0 melee (1d4); AC 11; HD 1d6; MV 20'; Act 1d20; SP \*Exploding Spores; SV Fort -1, Ref 0, Will -1, AL N.



A mature fung-guy stands between 4' to 5' tall; fung-guys have long slender bodies, with large oversized mushroom top heads. They have long gangly arms and legs, and mouths filled with sharp teeth. When a fung-guy stands perfectly still it is indistinguishable from a large mushroom.

**\*Exploding Spores:** when a fung-guy is reduced to 0 hit points, it explodes into a cloud of spores. If any of the characters are within 5' of a fung-guy when it explodes,



the character must make a DC 12 Fortitude Saving Throw. If the character fails their saving throw, they will start to cough violently; their attack rolls will be reduced by -1d and their armour class will be reduced by -2 for the duration of combat. The effects of the spores are cumulative. For example, if two fung-guys explode within 5' of a character, and the character fails both saving throws, they will suffer a -2d penalty to their attack rolls and their armour class will be reduced by 4. The spores have a short term effect; within a couple of minutes after combat is over, the characters affected by the spores will stop coughing and their attack rolls and armour class will return to normal.

### Area 1: Lab

You enter a spacious room; there are three tables and a bookshelf located along the walls. Resting on the tables are books, vials filled with brightly coloured liquids, mixing bowls and strange tools. On one of the tables is a map of Greenleaf, with circles drawn around the locations of the outhouses. In the centre of the room are three large barrels; the tops of the barrels are open, revealing muddy soil. In the corner of the room is an empty wheel barrel, with a shovel resting on it.

This is the Gong Farmer's lab. The vials of brightly coloured liquids contain some of the components used to create fung-guys. As well, some of the vials contain the poison that killed Oscar and her babies.

The books contain notes writing by the Gong Farmer on his research and experiments. The Gong Farmer's notes are difficult to comprehend as his writing incorporates symbols from an unknown language.

The three open barrels contain a special blend of soil; within the soil are the spores that will grow into fung-guys.

There is a secret door located on the north wall. If the

characters are actively searching the wall, a DC 12 Intelligence Check will reveal the secret door (once discovered, the door is easy to open). The secret door leads to a passageway connecting to the storeroom (Area 5: Storeroom).

### Area 2: Small Mushrooms

The floor of the cavern is covered with tall slender mushrooms, standing a foot or so in height.

The mushrooms growing here are juvenile fung-guys; they are too early in their development to walk. Thus, at this stage, they are similar to normal mushrooms, with their stems rooted in the earth.

### Area 3: Bottom of the Outhouse

This area is located directly below the outhouse and collects the waste from the outhouse.

### Area 4: Fung-guys

Massive mushrooms grow throughout the cavern. The mushrooms have long slender stems, and large oversized tops. Some of the mushrooms are close to 5 feet tall.



The mushrooms are fung-guys standing perfectly still. The fung-guys will wait until the characters have spent some time in the cavern before launching their attack.

Fung-guys (8), 4 hp each.

#### Area 5: Storeroom

The walls of the room are lined with shelves. Jugs of wine, bottles of pickled foods, bags of dried fruits and other preserved goods fill the shelves. A dozen or so barrels of mead and ale occupy the centre of the room. There is a ladder connecting to a trapdoor in the ceiling.

All of the food in this room is edible; the wine and mead are of average quality. The characters could use the preserved food as rations. There is enough food here for several weeks worth of rations for the entire party. The trapdoor is locked (the 'Master Key' will open it) and leads to the Woodshed. Without the key, a DC 15 Strength check or a DC 8 Picklock check is required to open the trapdoor.

As well, there are two secret doors in this room; one is located on the east wall and the other is on the west wall. Both secret doors require the characters to be actively searching the walls and succeeding a DC 12 Intelligence Check. Once discovered, the secret doors are easy to open. The secret door on the east wall leads to the Treasure room (Area 6), while the door on the west wall leads to a passageway connected to the Lab (Area 1).

#### Area 6: Treasure Room

There is a large treasure chest in the centre of the room.

This is the treasure room where the Gong Farmer keeps his wealth. Unfortunately for the characters, the Gong Farmer has used the majority of his wealth

to purchase the components for his experiments and to pay his mercenaries. Inside the chest are 11 gold, 22 silver and 15 copper pieces.

#### Area 7: Earthworms

In the centre of the cavern is a large pit, filled with mud. Resting on one of the cavern's walls are a pair of wheel barrels, several shovels and a dozen shovel size wooden mixing spoons.

This is one of the processing areas for the night soil. The night soil in the pit is in the fermentation process. If the characters examine the night soil, they will discover large earthworms, close to 1' in length, in the night soil. The earthworms play an important role in the fermentation process by breaking down the night soil.

#### Area 8: Fung-guys at Work

There is a large pit filled with a dark muddy substance in the centre of the cavern. Standing around the pit are eight mushroom-like humanoids stirring the contents of the pit with shovel-size wooden spoons. Suddenly one of the mushroom creatures spots you. It yells out a cry. The others turn towards you and attack.

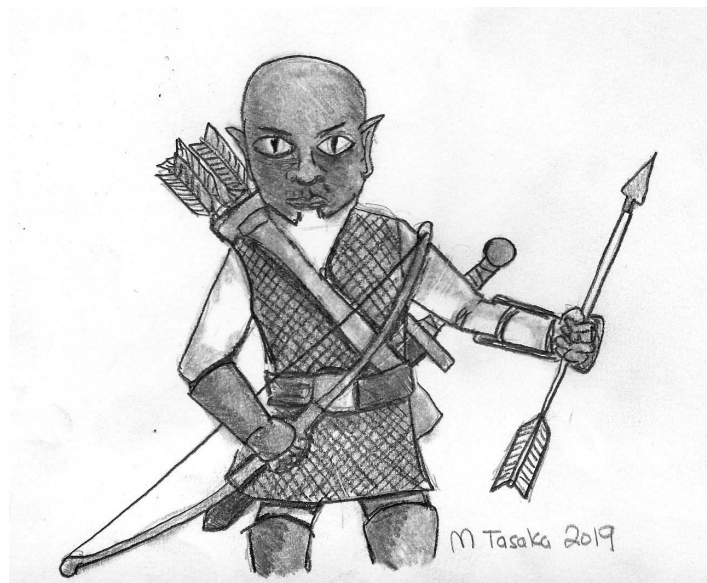
The fung-guys are accompanied by two greyvghars overseeing their work. The greyvghars are hiding in the passageway leading to Area 9 (Barracks). The greyvghars will join the battle; however, since the greyvghars are susceptible to the fung-guys' spores, they will maintain their distance and attack with their short bows.

Fung-guys (8), HP 4 each.

Greyvghars (2), HP 7 each.

Located on the south cavern wall is a secret door that connects to a passageway. The passageway leads to

another secret door that accesses the Gong Farmer's Bedroom (Area 14). Both secret doors require a DC 12 Intelligence Check to find. The first door leading to the passage is unlocked, but the second door leading to the Gong Farmer's Bedroom is locked. The 'Master Key' will unlock the door. Without the key, a DC 16 Strength Check or a DC 9 Picklocks Check is required to open the door.



### Area 9: Barracks

Against one of the cavern's walls are a dozen dwarf size beds. The beds appear to be well constructed. In the middle of the cavern are three small tables and a dozen small chairs. On the tables are mugs, plates and open jugs of wine.

These are the greyvhar barracks. If the characters search the barracks, they will find the following items: 7 mining picks, flint and steel, 5 barrels of mead (average quality) and 15 jugs of wine (good quality).

### Area 10: Fung-guy Abomination

There are five massive mushrooms in the cavern. One of the mushrooms is significantly taller than the rest, standing close to 8 feet tall.

When all of the characters are inside the cavern, the fung-guys will attack. The enormous fung-guy is a

fung-guy abomination (a mutated variant of fung-guy).

**Fung-guys** (4), HP 4 each.

**Fung-guy Abomination.** Init +0; Atk bite +1 melee (1d6); AC 13; HP 16; MV 30'; Act 1d20; SP \*Exploding Spores (15'); SV Fort +1, Ref 0, Will 0, AL N.

\*The fung-guy abomination has the same Exploding Spores trait as the fung-guys, with the exception that the radius of its spores are 15'.



### Area 11: Barrels of Compost

Along one of the cavern walls are 5 large barrels; there are holes drilled into the lids of each barrel. Nearby is a small workbench; drills, hammers, chisels and saws sit upon the workbench. On the opposite wall are several large open sacks of potatoes, turnips and yams.

If the characters open the barrels, they will discov-



er they contain vegetable compost in various stages of decay. Living inside the compost are earthworms, some of which are nearly a foot in length. The Gong Farmer raises earthworms in these barrels, which are used in the night soil's fermentation process.

The tools on the table were used to build the barrels; they are of average quality. The potatoes, turnips and yams serve a dual purpose; they are used as a food source for the Gong Farmer and his mercenaries and as materials for the compost.

### Area 12: Mutated Earthworms

There is a pit in the centre of the cavern, filled with a dark muddy substance. Along the edges of the pit are four mushroom-like creatures, tending to the pit; two of the creatures are pouring the contents of buckets into the pit, while the remaining two are using long spoon-like tools to mix the contents into the pit. Suddenly, the creatures notice you; they attack.



Inside the pit are a massive species of mutated earthworms; the product of the Gong Farmer's experiments. The mutated earthworms are 6' to 7' in length. If the characters are within 5' of the pit, the mutated earthworms will attack. The mutated earthworms will attempt to pull the characters into the pit; once the character has been pulled into the pit (see pit description), the mutated earthworm will focus on its next victim.

**Fung-guys (4)**, HP 4 each.

**Mutated Earthworms (6)**, Init +0; Atk grab and pull\* +2 melee; AC 10; HP 4 each; HD 1d6; MV 20'; Act 1d20; SV Fort +1, Ref 0, Will 0, AL N.

\*The mutated earthworm's attack does not inflict any damage; rather, the earthworm latches onto its victim and attempts to pull the victim into the pit. When the mutated earthworm makes a successful attack, the victim must make a DC 13 Reflex Save. A failed save will result in the victim being pulled into the pit (see below).

**Pit:** the muddy substance in this pit is much fouler than the substance found in the other pits in this adventure; once a character falls into the pit, they must make a DC 12 Fortitude Saving Throw. A failed saving throw will result in the character developing a severe rash and itch; this will result in the character's attack rolls and saving throws being reduced by -1d. The only way to reverse this penalty is for the character to have a thorough bath. The character's clothing and equipment will have to be cleaned (or thrown away) to get rid of the foul smell.

If the character fails the DC 12 Fortitude Save by more than 5 points, the character has swallowed some of the muddy substance by mistake; the character will start to vomit and will suffer 1d4 points of damage. Even if the character passes their Fortitude Save, they will still need to have a bath and clean their clothes and equipment to get rid of the foul stench.

### Area 13: Meeting Room

The light from candles and lanterns illuminates the cavern. There are six stout, ugly dwarf-like humanoids sitting around a table talking in a strange language. At the head of the table is a human, who appears to be the leader of the group.

The human looks at you and shouts: "Gar-mak-krun".

The dwarf-like humanoids draw their weapons and attack.

The human is the Gong Farmer. While the greyvhars will attack the characters, the Gong Farmer will flee through the door leading to Area 14 (Bedchamber). The Gong Farmer will lock the door and will flee through the secret passageway in the bedchamber. The 'Master Key' will unlock this door. If the characters do not have the 'Master Key', a DC 16 Strength Check or a DC 9 Picklocks check is required open the door.

**Greyvhars (6)**, HP 7 each.

**Gong Farmer.** Init +1; Atk short sword +0 melee (1d6) or dagger +1 missile attack (1d4); AC 11; HP 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will 0, AL N.



The Gong Farmer values self-preservation and will attempt to flee from the lair. If the characters catch up to

the Gong Farmer, he will surrender. The Gong Farmer has 5 vials of poison (used to kill Oscar), 20 gold pieces and the gear necessary to make the 2 day trek to the next village (i.e. rations, waterskin, bedroll).

After the battle is over, the characters will discover maps of the other villages on the table. They will also find a ledger containing a record of the sales of fung-guys to several Greyvhar Clans. The ledger dates back 3 years.

### Area 14: Bedchamber

You have entered a bedroom. There is a single bed in this room, covered with a wool blanket. At the foot of the bed is a plain wood chest. There is also a desk and a chair in the room; on the top of the desk is a lantern, sheets of paper and a worn leather bound book.

This is the Gong Farmer's bedroom. There is a secret door on the north wall, which connects to a passageway leading to Area 8. If the Gong Farmer manages to flee from Area 13, he will travel through this secret door to make his escape to the surface. The Gong Farmer will close the secret door behind him.

To find the secret door, the characters must be actively searching the walls, and succeed a DC 12 Intelligence Check. Once discovered, the secret door can be opened with ease.

The chest is unlocked and contains the following items: 3 sets of commoner's clothes (pants, shirts, socks, etc.) and a small sack containing 6 bars of soap. The change of clothes and soap will be helpful for those characters who were pulled into the 'night soil' pit by the mutated earthworms in Area 12.

On top of the desk the characters will find a lantern, sheets of paper containing the Gong Farmer's notes, pens, vials of ink and a leather bound book. The book

contains the Gong Farmers notes, dating back for the past 6 years. Through this book the characters will learn the Gong Farmer discovered the process of creating the fung-guys 6 years ago. The books also contains a history of the Gong Farmer's dealings with the greyvhars, and his notes on building his underground lair.

### Conclusion

What happens next in this adventure is for you and your players to decide. Will the Gong Farmer escape to the surface, or will the characters catch up to the Gong Farmer? If the characters catch up to the Gong Farmer, will they kill the Gong Farmer, or will they take him back to Greenleaf for trial? What will happen to the Gong Farmer's work once he is gone? Will someone else continue in his footsteps, building on his experiments?

There are a number of possible outcomes for this adventure. Listed below are ways in which this adventure could end. As a Judge, it will be up to you to decide if you want to use one of the endings below or if you would like to create your own ending for this adventure.



### Ending 1: The Gong Farmer is killed

The characters have killed the Gong Farmer, bringing justice to Oscar and her offspring. Will another follow in the footsteps of the Gong Farmer, continuing his work and experiments? Or, will the Gong Farmer's research die with him? It is up to you to decide what happens after the Gong Farmer's death.



### Ending 2: The Gong Farmer is brought to trial

The characters capture the Gong Farmer and take him back to Greenleaf to answer for his crimes. At Greenleaf, a trial will be held. There, the Gong Farmer will be allowed to defend his actions.

At the trial, the Gong Farmer will present a convincing argument for his actions. He will claim that Oscar and her offspring were a direct threat to the livelihoods of all Gong Farmers.

"Poisoning these creatures was a necessary evil I had to commit," the Gong Farmer will claim, "as their existence will bring about the end to the Gong Farmer profession, preventing this trade from being passed down to future generations."

How convincing the Gong Farmer's arguments are is for you to decide. Will the Gong Farmer be set free, or will he face the hangman's noose? The Gong Farmer's

fate is in your hands.

### **Ending 3: The Gong Farmer Escapes**

The Gong Farmer manages to escape. What will the Gong Farmer do after he escapes? Will the Gong Farmer establish another lair, where he will continue his work? Or, will the Gong Farmer leave the Villages of the Muir Forest forever, seeking a new area to call home? Or, perhaps the Gong Farmer will change careers, taking up a new profession? The Gong Farmer's future is in your hands.



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