

# ABOITH Cracker

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dA

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CPO

**Grub Fact** – weighs several HUNDRED pounds!

d6

d5

J



**Doombringer Moth Fact** - the God-Maser purifies ALL who defy it!

 $d_{12}$ 

Choi

d3

#### 

Cocoon Fact

d16

– its silk IS stronger than steel!

### Warning

- 1. The worm is VERY hungry.
  - 2. The worm HATES being woken up.
- 3. The worm DEADENS magic.



ORBITAL ...



ORB-1013



DCC Funnel and/or adventure for any level.

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complications.	



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MANDLE

## The Premise

## the spast

- The God-Queen built her kingdom from the prior's ashes, encasing the Worm eggs S H E found in a Hatchery.
- The Kingdom devoted itself to the Worm Coven for divine protection.
- Worm-Locks formed and began to maintain the kingdom's logistics.
- The God-Queen, suspicious of the Worm Covens, formed Knightly orders to protect The Throne and barricaded the Worm Hatchery.

### the present

- Shrines form all over the kingdom defying the God-Queen's authority.
- Doombringer Moths and the oncoming age of ash and dust, while dismissed as nonsense, are spoken of in hushed tones.
- Strange figures were seen congregating near the Worm Hatchery. Allegedly Sky-Knight Squires solely loyal to the God-Queen.

### the Problem

- A Grub escaped The Hatchery but where is unknown.
- PCs are ordered to return it by the God-Queen.
- If pressed: dead or alive-The Throne depends on it.

### How does this end?

(or: some possibilities... mostly possibilities).

- TPKs. With ravenous Worms they happen. The Worm is ravenous.
- The Throne is destroyed, the world descends into chaos and the Worm becomes a wandering patron NPC.
- The Worm is subdued at The Hatchery.
- Worm is killed outside The Hatchery.
- The God-Queen's imperialist urges overtake her.
- Honestly **The Age of the Worm** and **The Age of The Moth** are inevitable.



## Kumours

Strange whispers and silenced voices speak of strange things. What do you know?

Table :	Table 1 - Of Worms & Woe			
1d10	Result			
1	Acidic blood courses through the Worms.			
2	The Grubs are cannibalistic.			
3	None can withstand the god-maser rays.			
4	Worm flesh reanimates the dead.			
5	Few sorcerers have been able to quell a raging Worm.			
6	The Moth-Bound lie beneath the streets, waiting for their day to			
	come.			
7	There is no greater joy in life than servitude in The Hatchery.			
8	The feathers of a Worm-Hawk are razor-sharp.			
9	Worm-Hawks aren't allowed near The Hatchery.			
10	The God-Queen is breeding Grubs in hopes one is the God-Moth.			

Table 2 - Of Gods & Queens				
1d10	10 Result			
1	The Worm-Hawks were once people.			
2	The Knights of the Forgotten Silk pray not to the God-Queen but to the Worms.			
3	The God-Queen eats Worms.			
4	There is a Sky-Knight claimant to The Throne.			
5	Throne-Maidens are said to be next in line for godhood.			
6	The God-Queen personally desecrates shrines to the Worm Gods.			
7	A single Grub once destroyed a kingdom.			
8	The God-Queen cheated the Moth-Bound and stole their Hatchery.			
9	A Sky-Knight veteran is recruiting assassins to take down God-Queen.			
10	Inside the God-Queen's spine is a black metal blade said to kill gods.			



## Locations

The Kingdom is arranged like a wheel with concentric rings around the central Throne. **Distance** is from The Throne in miles. **BP** are building points... maybe they can be repaired? When BP is reduced to 0 (or less) expect death, destruction, flames and worse.

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Table	e 3 - Kingd	om Locat	ions
1d12	Distance	Building Points ( <b>BP</b> )	Location
1	0	50	The Throne: It is from here the God-Queen reigns. <b>S H E</b> is at odds with the Worm Coven, and if <b>S H E</b> had her way The Hatchery would burn. The Knightly orders suspect Her every move and the Sky-Knights are secretly planning a coup.
2	1	20	<b>Town Square:</b> The sounds of merchants' coins fill the air and children can be heard laughing. Kites course the air as Worm-Dancers trounce by.
3	1	5	<b>Temple:</b> It is here the orders of the Forgotten Silk gather their ranks, praying to the almighty Worm Coven, hoping they can hold the sky at bay. They march on the eve of the 3rd moon.
4	1	5	<b>Cemetery:</b> The Knightly orders line the mausoleums, their hearts extinguished defending The Throne. The Worms are prophesied to fill it with corpses.
5	2	5	<b>Tavern:</b> The air reeks of stale bread and spilled malt liquor. The voices are joyous as they sing their songs of a giant Moth that never was: the Doombringer.
6	2	10	<b>Apothecary:</b> Surgeries amputations rashes these all require supplies. Precious supplies. This is where you get them. The person behind the counter isn't remotely trustworthy where did those jars of kidneys come from?



And YES they are sorted in ascending distance from The Throne.\* \*(Useful for moving Location Die up and down the chain).

1	Table 3 - Kingdom Locations			
	1d12	Distance	Building Points ( <b>BP</b> )	Location
2	7	2	25	Barracks & Armory: here Villagers get their first taste of the castle's militant orders. Any weapon and most armor is found here.
Y	8	3	10	<b>Farm:</b> Functional. Decent supply of sheep and cattle. Always has workers that can replenish PC pools, even after its destruction.
1	9	3	10	<b>Docks:</b> Fishermen walk the pier, reminded they owe their fortune to the sacrificial Grubs. The Worm-Cults threaten to collect the debt.
1	10	3	15	Monastery: Housed within these hallowed walls is the Order of the Inverted Grub. These Sky-Knights give their lives knowing that one day their order will fail as Doombringer Moths envelop the world.
	11	4	5	<b>Shrine:</b> Whether a pile of rocks, intertwined stone or branches sewn together, devotion to the Worm Coven is everlasting. They say if you make a large enough donation you can survive a Grub mauling why is that even a rumor?
)	12	6	15	<b>Worm Hatchery:</b> The most hallowed of places, the font on which the Worm Covens blessed the kingdom. Here you find thousands of eggs and Grubs, starting to wake. There are easily 100 Villagers tending to the colony. Makes you wonder how that Grub got out?





## expere do we start?

Every journey starts somewhere and every funnel needs a kick in the right direction!

Table	Table 4 - Where Do We Start?					
1d20	What Happens?					
1	A group of 2d3 Bandits has cornered 1d3 Villagers and are demanding payment for "that thing they did for them." Out of frame you see someone bearing the royal seal, bleeding to death.					
2	A very conspicuous trap (DC 5) is laying in the middle of the road. You're probably able to avoid it, but if you do a group of 1d4 Pilgrims of the Moth wander by and get snared. Once the trap snaps, no matter the victim, 1 Bandit Regent and 1d3 Bandits run in to check their prey. They won't leave until they collect all valuables. These are the worst highwaymen.					
3	A Worm-Lock and their 1d4 Villager Scribes get thrown from a tavern, eyes glowing red. They immediately start attacking bystanders until restrained or killed.					
4	Two groups of 1d3 Bandits and their Regents are in a screaming match in the middle of the road. Soon a circle forms around them. They decide to fight to the death (by proxy). They try to grab one of the PCs and throw them into the ring-if a PC resists they threaten to kill them all. No one knows what this fight was about.					
5	2d3 Villagers in the process of fighting off a rogue Worm-Hawk. Its handler shows up within 1d8 rounds. If the Worm-Hawk is killed they attack the assailant for a round then run off shouting about bureaucracy.					
6	Thief! Thiiiief rings out at the PCs. Before they know it they hear the screech of a Worm-Hawk. PCs must make DC 12 Ref saves, the first 1d4 failures resulting in a javelin to the chest (1d3 damage). Behind them, 2 Knights of the Forgotten Silk run in fast pursuit. This has to be a mistake right?					

(

	4 - Where Do We Start?	
1d20	What Happens?	1
7	A Sky-Knight and its Worm-Hawk patrol the town square; a crowd of 2d6 Villagers has been growing. A rallying cry "Long live the Moth, death to the false god" is heard. Suddenly a single rock is thrown, then another. Then another. The Worm-Hawk screeches and falls to the ground, dead. The Sky-Knight looks to you for help. What do you do?	
8	Two Worm-Locks are in a maggot-duel in the middle of the street. Unfortunately this means Villagers are being gored by maggots! Someone must stop the Worm-Locks! One of the Worm-Locks tries to make eye contact with a PC (DC 14 Will save). On failure the targeted PC is branded with a purple Worm on their flesh I wonder what that means. THEY HAVE BEEN MARKED.	
9	The God-Queen is walking through the streets, holding THE Grub in her hands. Frantic shrieks break out as 2d3 Villagers and 2 Moth-Bound come running straight for her, teeth bared and knives drawn. For some reason her Sky-Knights are not surrounding her	. (
10	A Stilt Walker and a mounted Sky-Knight are jousting. There's someone collecting bets. It's supposedly a fair fight, but there's a trail of green acid leading up to the fight. Before you can point this out the bet collector is stabbed amid claims you threw the match. This is nonsensical, but now the Sky-Knight, Stilt-Walker and 2d6 Villagers want to know why you're interfering. There's an alley about 60' away, but still within javelin range	Carles Indexed
11	The Monastery of the Inverted Grub is recruiting Sky-Knights. They are having a contest: whoever can hold onto a Worm-Hawk while it's diving through the air (DC 15 Ref save or take 2d3 falling damage) earns the right to an unarmed duel with a Sky-Knight what could go wrong? They take as many recruits as they can get.	A
12	2d6 Villagers have covered themselves in Grub-Fat and formed into a long, crawling Human-Grub. This would normally be disgustingly obscene but 2d3 Worm-Hawks screech from above. They start swooping and picking off one Villager at a time. Also you just slipped in Grub-Fat you smell good.	Here a
13	3d6 Pigs break through a stone retaining wall, storming the streets. You think you hear "the Great Moth is nigh" in their squeals. You're not sure though. A distressed farmer runs after them, shouting for help. A trio of Worm-Hawks screeches from above and dives at the Pigs. What do you do? The farmer starts cursing the God-Queen's breeding program.	

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	Table 1d20	<b>4 - Where Do We Start?</b> What Happens?
	14	A trio of Throne-Maidens wander the streets, collecting artifacts from merchants for the God-Queen. They offer an introduction if you can find a black sacrificial blade shimmering with arcane energy. It's a fool's errand: you notice the blade at one of their sides and you notice the glints of Bandit blades in nearby shadows. If you intervene you quickly realize you were the prey not the Throne-Maidens.
	15	There's 3' of standing water. All actions are at -1d in the initial location. Nothing more. Nothing less. Everything is all wet.
	16	A street carnival breaks out. 6 Stilt Walkers covered in red silk veils shamble down the street, carrying a coffin. It is a funeral. A Knight of the Forgotten Silk, warhammer drawn, tells them to stop and show their permit; they don't have one. In the distance a Bandit Regent and 1d3 Bandits are whistling signals to each other, approaching the coffin. Is the Knight corrupt? Or even a Knight?
	17	A Worm-Lock is selling Grub-Bile. If you can handle a bottle of it (DC 14 Fort save or take 1d6 damage and lose 1d3 points of Stamina) they give you a 6 pack. They provide as many as you want, assuming you take the challenges.
	18	A Worm-Lock offers to turn some of the PCs into a Human-Grub. They act as a single PC with combined hp. Their new attributes, AC and saves are based on their worst. They only keep the worst of their Luck augurs.
1	19	A loud performance has begun in the streets. Percussion thrums deep in your chest. Dozens are gathered to witness it. You go to check your map and journal to see what's going on, realizing your pockets are empty. You see a group of 1d3 Bandits moving quickly away from you, then a loud screech as a Worm-Hawk falls 50' onto the stage, a blow dart in its neck. As the chaos rises The Bandits get further and further away. Good luck: your weapons are probably gone.
	20	Roll again twice.

## How was it Celebrated?

All heroes must be celebrated, right? What's wrong with a little downtime before everything goes straight to Worm Town? Roll for a location if you want to find out where it is!

Table 5 - How Was It Celebrated?		
1d12	Let the Party Begin!	
1	Stilt-walkers dance through the streets, percussion and horns blare, confetti falls.	
2	Explosions rock the streets while crazed Bandits cheer your name. They are promptly chased away; they were using it as a diversion for a heist.	
3	A parade of Human-Grubs serpentines through alleys while Stilt-Walkers dressed as Worm-Hawks chase them.	
4	Throne-Maidens and a company of Knights of the Forgotten Silk prepare a feast in the town square.	
5	Swamp-Witches loyal to the God-Queen saunter through the crowds, offering libations.	
6	A newly trained brood of Worm-Hawks flies overhead, their Brood Warden throwing fireworks that burst sheets and ringlets of aluminum.	
7	A group of fire breathers take turns ingesting Grub-Bile and spraying ever larger gouts of flame.	
8	A local theater group of children act out your victory!	
9	A Worm-Speaker cuts open the pellets of the most prized Worm-Hawks. Inside they divine what will happen next for you.	
10	Rival armorers offer ceremonial warhammers (1d8) and ornate harpoon-javelins (1d6) to the two PCs with the highest Strength.	
11	The God-Queen and several Sky-Knights hand deliver 1d3 scales of one of her prized Worm-Hawks (500 gp each).	
12	Roll again twice.	

As soon as the PCs feel adequately celebrated you'll want to advance to The Basic Hooks and have that NPC approach them. Maybe they saw it happen or were inspired by their bravery (or accidental victory or escape).



## The Basic Hooks

The Worm serves primarily as a strange attractor or chaotic pulse generator for your adventures. While the Worm is the funnel's focal point, players need something to make them think they have a purpose... before the Worm makes all of that go to hell!

Remember the Worm Quest begins while the players are working on these Basic Hooks. The Worm, its Encounters and the ensuing chaos work out great for any random encounters. Use the Complications to spice things up further if necessary!

### Chree Kough Nights

#### INTRODUCTION

Eirny Just (pg 55) of the Tavern has increasing problems with miscreants. Supposedly it's the Moth-Bound causing problems but they blame the Stilt-Walker legions. She just needs help keeping the peace and clearing the place out nightly in the days leading up to the Festival of the Worm.

#### PAYMENT

Free room and board for a month in the Tavern.

#### NIGHT 1: A Deal Gone Wrong

Everything seems fine until an argument breaks out between a Bandit Regent and a group of 2d3 Hammer-Squires. It would have resolved itself but the Regent *Let Slip their Axe* (pg 44) and the Knight whom the Squires attended walked in to see them conspiring with thieves. So: it's the Squires vs the Regent vs the Knight. Good luck sorting that out!

#### NIGHT 2: A Death at a Party

A famous Worm-Lock is holding a feast celebrating a relative's induction as a Sky-Acolyte, further cementing the bond between the Worm and The Throne. Of course, not everyone agrees: in a fit of tired cliche thunder rumbles outside and the lights go out. When they come back on the Sky-Acolyte is dead by dagger. The Throne will want blood. If this isn't bad enough, the PCs have been holding guests' weapons at the door all night per Eirny's request. The PCs are likely the only ones armed-this looks bad.

#### NIGHT 3: The Festival of the Worm

Human-Grubs and Stilt-Walkers find themselves partying all night, praising the Worm and taking part in strange dance competitions. It sounds like a great time, but a fight between a Sky-Knight and a Worm-Lock spills in from the streets over some stupid drunken argument about who could better defend the God-Queen's honor. (Answer: neither). Everything subsides before the Worm-Hawk mount breaks down the door. In its defiant, protective rage, it misidentifies the Human-Grubs as Grubs and tries to eat one. Good luck!

#### **Table 6 - Three Rough Nights Complications**

#### 1d4 Complication

- 1 A chair gets thrown, striking a drunken armorer who has had enough. Her gloves come off and a brawl breaks out-she takes a newly forged warhammer and crushes the nearest patron's skull.
- A Human-Grub who can't hold their alcohol has started wrestling with everyone. Wouldn't be a problem without their maggot infestation: those hit suffer 1 point of random attribute loss daily for 1d3 days. Attributes cannot heal until it passes.
- 3 A couple of dart-playing Bandits escalate to knife throwing, across multiple tables. What could go wrong here? Oh, and they're poisoned blades.
- 4 1d3 Throne-Maidens start "testing" random patrons' loyalty. Would be fine if it weren't at blade point-they're more than willing to draw blood.

Table	Table 7 - Passing Packages Complications				
1d4	Complication				
1	A Bandit Regent standing on a rooftop questions your activities. Before you know it 1d3 Bandits run up and try to grab the package, blades drawn.				
2	A roving Stilt-Walker has collapsed in the street in front of you, maggots pulsing from its pores what happened? A Worm-Lock stands in the shadows.				
3	There's a blockade of Knights of the Forgotten Silk-this road is closed. They are curious about your package.				
4	Someone carrying a package bumps into you and both packages fall to the ground. They look identical. This is a problem. (The other one is rendered Grub-Fat.)				

### Passing Packages

#### INTRODUCTION

Selenium Gellar (pg 57) knows some people who need some quick packages moved. There's nothing inherently weird about it-sounds simple enough, right? She insists the PCs are right for the job and keeps tempting them with the Worm Tunnels beneath the streets. If pressed she'll offer up to 500 gp per package delivered. It's oddly high.

#### PAYMENT

Access to the Moth-Bound Worm Tunnels beneath the kingdom.

#### PACKAGE 1: Manifestus Vermiforma

In The Throne's basement a Scribe writes their manifesto. It's a boring text ending in a series of runic symbols and frantic words about a God-Moth. It's very clear these words are worth more than the reward, but it's not clear where one would cash it in. Deliver it to a Hammer-Squire in the Temple. If kept it adds +3d to a patron bond casting.

#### PACKAGE 2: Sacrificial Harpoon-Javelins

A simple delivery of ornamental weapons for the family of a fallen Sky-Knight. The twist? The package pick-up is under the radar, deep inside the Monastery, held by their Armorer Prime. The Worm-Hawks won't let anyone through who isn't a Sky-Knight. If thrown the ornamental blades let out a beacon that calls the Worm... of course, the PCs have no idea what that means... yet.

#### PACKAGE 3: A Cake

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The cake (chocolate, coconut frosting, fudge icing) isn't even the package. Inside is a scroll translatable only by the Worm Covens. Pick it up from a vendor in the town square and drop it off at the Apothecary. That's easy enough? The scroll is set to autocast if the cake is dropped, jostled, otherwise tampered with or eaten. There's enough time for 1d3 PCs to make DC 13 Will saves or they morph into pigs (keeping their attributes) for 1d3 days.

For the God-Queen

#### INTRODUCTION

A known Worm-Hawk Breeder, PANGOLUST XVIII (pg 56), is convinced of a plot to assassinate the God-Queen and will stop at nothing to prove this. The Royal Guard know nothing of this plot and think she's being irrational. She has an inkling of who is involved, but not how. The order matters not. Just investigate and report back. Make sure to collect your reward before she goes to the God-Queen.

#### PAYMENT

1d3 Worm-Hawks of the RedLust XX Brood.

#### **PERSON 1: The Butcher of Din**

A butcher seems to be living above their means in a way that others have noticed. The root of it is more money coming in than makes sense. The secret? They have a Bandit hangout in the back of their shop, inside the meat locker. Bandits and renegade Throne-Scribes are stealing scrolls from royal envoys and making counterfeits. A Throne-Maiden is occasionally seen here. Can you prove it though? The Bandits wear sashes of white Grub-Silk... strange.

#### PERSON 2: K'yara Verrus, Throne-Maiden

This goes straight to the top. One of Serena's most trusted Throne-Maidens has been working with the Worm-Locks to make a poison to kill her, seemingly using the power of The Throne. This seems elaborate, but who got in her head? Can you prove she's plotting and find her Worm-Locks suppliers?

#### PERSON 3: Selenium Gellar, "The Jester" (pg 57)

An entertainer in the Town Square is apparently a fixer, able to connect you with anyone and capable of doing anything for a price. This isn't a big deal on its own, but wherever she goes rumours of the Moth-Bound follow. There's not a Worm-Lock she doesn't know, and she's been known to have a nearly infinite source of royal pardons. What was she trading for scrolls, and does she know why her connections want to kill the God-Queen?

Table	Table 8 - For The God-Queen Complications				
1d4	Complication				
1	You come across the bodies of 1d3 Throne-Scribes, exsanguinated, their blood used to nonsensically write "For my God-Queen" on a nearby wall-why would they kill Her Scribes to say that?				
2	A Swamp Witch dies mid-exorcism, spirit breaking free and grabbing hold of 1d20 Villagers who immediately rush at you screaming: "THEMOTHWITHINTHEMOTHWITHINTHEMOTHWITHINTHEMOT HWITHINTHEMOTHWITHINTHEMOTHWITHINTHEMOTHWITHIN."				
3 A corrupt Sky-Knight is taking payment to turn a blind eye to a shipment coming into town but won't stop staring at you.					
4	An explosion is audible around the corner. The sky fills with the screeches of Worm-Hawks.				



rey of skin. Black of eye. From darkened skies. Chey did arrive. Demonic skin. No blood nor bone. What doth they seek. Chey seek the Chrone.



## Introducing The Worm

Eventually you'll need to drop the Worm into the adventure, kicking things off. So how does the Worm show up? While the PCs are in the middle of investigating whichever plot hook they end up with, of course! Ideally they'll feel the pull to work on their hook and figure out what the hell the Worm is.... though they have no reason to care... yet. I'd suggest introducing it 2-3 turns after they start their Basic Hook. As per the Worm rules (pg 25) it is in its Grub form when it first appears.

#### Table 9 - Introducing The Worm

#### 1d12 Look for the Worm

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1	The Grub is inching by, a group of 15-20 Villagers exasperatedly chasing it. It lays at a PCs feet, weeping.
2	The Grub is sitting in a thatched basket. That's all.
3	A load-bearing wall in a nearby building comes down as the Grub bashes through it. There are 1d3 Bandits failing at ensnaring it.
4	The trademark screech of a Worm-Hawk is heard as the Grub comes falling from the sky. Within seconds the Worm-Hawk, with a hole bored through it, follows. Up to 1d3 random PCs must make a DC 12 Ref save or take 3d3 damage from the falling, dead Worm-Hawk.
5	A tide of 4d8 Pigs flows through with the Grub riding the wave.
6	A town crier screaming 'the end is nigh' suddenly stops and makes eye contact with the closest PC. Within seconds the Grub bursts from the town crier's mouth.
7	3d3 Villagers with improvised spears (1d4) chase the Grub as it crawls from rooftop to rooftop.
8	6 Stilt-Walkers walk by with the Grub hanging from a sling.
9	From the eaves hang human-sized cocoons. One starts shaking violently as the Grub bursts forth!
10	The Grub comes skating by-DC 14 Ref save or take 1d4 damage as javelins spray the area. You can hear the war cries of circling Sky-Knights.
11	3d6 Villagers corner the Grub. It howls (screams? I don't know what Worms do!) then grows <b>+2d</b> ( <b>b</b> ) by eating 1d3 of them. The rest must make a morale check.
12	2d4 Worm Keepers dance through the streets playfully, playing their Worm-flutes, leading the rogue Grub.

## Attenting with the God-Queen

#### Table 10 - God-Queen Envoys

1d4	Envoy
1	12 Throne-Maidens and a porcelain armored Worm-Hawk. They ingratiate themselves and lead the way gladly.
2	A Human-Grub sneaks up on the PCs and speaks in whispers.
3	A Hammer-Squire and a Sky-Acolyte, both about to fail out of their respective orders, are just here because they have to be.
4	The God-Queen herself was just conveniently in the area.

Within a turn of first seeing, interacting with or encountering the Worm, the God-Queen sends an envoy to speak with the PCs. Whether **S H E** knows they saw it or if it's just Deus Ex Machina, only the God-Queen knows.

Upon the PCs' arrival the God-Queen tries to impress upon them how much **S H E** needs them to track the Worm down and bring it back to The Hatchery. **S H E** offers up to 125 gp a head to bring it back, and fast tracks anyone to training under any Knightly Order (Warrior), Sky-Knight Monastery (Cleric) or Worm-Lock Coven (Wizard) after the Worm is safe. **S H E** likely reneges but, then again... they usually don't survive.

The God-Queen trusts no one when the God Grub is on the line. After the PCs set off roll for surveillance.

	Table 11 - God-Queen Surveillance	
1d4	Surveillance	
	A mountless Sky-Knight, Yele, watches from rooftop to rooftop. As soon as the Grub is sighted their orders are to take out the PCs and secure it. Once a drop of their blood is shed their Worm-Hawk comes screaming from above to join them, fighting to the death.	
	Proudclaw, Knight of the Forgotten Silk, is sent with the PCs. He tries to steal the Grub for himself as soon as possible, having loyalty to the God-Queen.	
	2 Bandit Regents, Nori and Nora, with axes "Thunder & Triumph," are sent along as bodyguards. No more, no less. They're there to help if anything goes south, calling upon 2d4 Bandits if necessary.	
	The God-Queen follows, accompanied by 4 Throne-Maidens. Their Worm-Hawks are terrestrial and have blade covered talons (+1d attack and damage).	



## Abhere Is Chat Aborna!?

The PCs may occasionally need a nudge in the right (or wrong) direction.

For each turn spent asking around, investigating or tracking, have the PC make a DC 12 Personality check for a clue.

So was that really the Worm? Does it matter? Let the Judge decide. If they follow the trail, roll 1d6. On 4+ it was the Worm.

Table 11 - Worm Sightings	
1d12	Worm Sighting?
1	Trail of slime and silk leading towards <b>the Town Square</b> .
2	Strange Tunnels are appearing through Sky-Knights' Grave Plots.
3	Fishing boats were bored and are sinking at the <b>Docks</b> .
4	Farmers' cattle have holes straight through them gross.
5	Worm-Hawks in the <b>Monasteries</b> are frantically searching-the Grub may be in the walls?
6	Eirny down at the <b>Tavern</b> thinks she's trapped a Rogue Grub in her root cellar.
7	Strange earthen monuments and <b>Shrines</b> to Grubs are showing up in Bandit encampments.
8	Nets were cast in the <b>Barracks</b> —the Knights have supposedly found their god.
9	Rumours abound of the sale of strange salves in the <b>Apothecary</b> .
10	Apparently the God-Queen lured the Grub to <b>The Throne</b> , but it still needs to be taken to <b>The Hatchery</b> .
11	Selenium Gellar claims to have the Grub in the <b>Town Square</b> .
12	In a strange twist of fate, apparently the Grub has been in the <b>Worm Hatchery</b> the whole time.

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# Complications

If you need a way to make things worse for the players roll on these ascending tables each turn.

Table 12 - Complications A	
1d4	Crap!
1	All weapons are coated in Grub-Slime. All attacks are at -1d and any misses disarm the attacker.
2	Nothing happens then 1 round later the earth starts shaking!
3	All fluids turn to maggots.
4	Grub-Fat pours from the sky-Agility check or slip their next movement action.

#### Table 13 - Complications B

 $) \bigcirc$ 

1d4	And Then
1	Worm laughter fills the air. All actions are at -1d for 1d6 rounds.
2	Noxious gas leaks from the sewage beneath-DC 11 Fort save or black out 1d3 rounds.
3	Strong gusts pick up. Anyone knocked down is thrown an additional 30' for 1 turn.
4	Roll again on Crap! then roll again here.

#### Table 14 - Complications C

1d4	And Oh God No!!!
1	4d6 Pigs come rushing from nowhere-DC 12 Ref save or 1d3 damage.
2	All armor shatters like chitin, slipping off the wearer.
3	Moth wings grow from the highest Strength PC's back. They cannot wear armor and take 1d4 damage as the sprouting wings quickly shear off.
4	The PC with the lowest Stamina spends 1d3 rounds vomiting maggots.
5	Next PC wounded takes an additional 1d4 damage as maggots spill from the wound.
6	Roll on And Then again, then roll on "And Oh God No!!!" again.



## The Worth

**[WORM DIE]** : starts at d6 and increases due to Worm Actions/Reactions (pg 27 & pg 31), Catalysts (pg 36) and possible PC/NPC actions. When it hits the for its next phase (d10, d20 and d24) it mutates during its next turn. When the hits d30 it advances to d30+1 and so on.

**[R A G E DIE]** (a): starts at d3 and increases by +1d every time the Worm takes damage.

**[C HILL DIE]** : starts at d3 and increases due to PC/NPC actions. The Worm is *pacified* at d30 (takes no actions).



It is ok to share these with players! They should know if it's going sideways; neither in nor 🗢 can go below d3.

Worm Actions and Reactions are rolled using the ② and consulting the Worm Action/Reactions tables.

Attacks are rolled using the O + O - O and have the following damage.

- ✤ Bite: 3 x ④.
- Headbutt: 1 x O.
- Tail slam: 1 x (2), 10' radius.
- Spit: 1d3 damage.

**Saves** are rolled using the **O** and the following modifiers.

*	Fort: + 😒.
*	Ref: + 📦.
*	Will: + 📦 - 😒.

### Special

\*\*

Criticals are rolled using and then consulting Critical Table M.

The Sleeping God: the Worm cannot have its → changed while it is sleeping. If put to sleep it makes a DC 11 Will save to wake up every turn thereafter.

MAGEBREAKER GENOME (Optional): spells cast within 50' require an extra point of spellburn for each 1 point of effect.

Table O	<b>e 15 - The Worm Phase</b> Phase
D6	<b>GRUB</b> : Init -3 HP 48; AC 10; MV 10' (crawling); Act 1 × <b>2</b> .
	Adorable as hell, as violent as a neutron star.
D10	ADOLESCENT: Init +5; MV 60' (scurrying); Act 3 × Ø.
	What was once cute now is 30' long and covered in spines and Rune-Marks. It weighs at least 2 tons and has a voracious appetite. Pray it swallows you whole!
D20	COCOON: Init -1; MV 0' (cocooning); Act ②.
	Encased in its residue, it towers over 50' tall. Stare hard enough and you see devoured corpses glowing within. Runes tell tales, the earth pulses to its rhythm.
D24	DOOMBRINGER MOTH: Init +15; MV 100' (flight); Act 3 × Ø.
	The end is here. With over a 100' wingspan, the newly born god seizes command of the domain. Let all liquify in its presence. Praise be to the God-Queen! <b>IT IS NOW</b>

THE AGE OF THE MOTH.

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Call

### Aborn Actions

Roll the 🕏 when the Worm needs to take its action. The Judge may choose to lower the 🤿 by -1d to roll the 🌣 twice and take the higher result.

Table	16 - Worm Actions
٢	Worm Action
1	<b>Headbutt:</b> Attack Current Location through a fierce-yet-cute skull-bash.
2	Vent: Steam vents from its spiracles. 🍙 +1d.
3	Vitality: Fibers tighten throughout its body. 🕑 +1d and +1d3 hp.
4	Tail Slap: Attack Current Location as the Worm wiggles its butt.
5	<b>Curl into a ball:</b> spins into the nearest structure and Attacks Current Location.
6	Mitosis: Cells rapidly double. 🏼 +1d and +1d6 hp.
7	<b>Shake off Riders:</b> Falling PCs make a DC 10 Ref or Fort save or take 1d4 damage.
8	<b>Sleipnir's Bounty:</b> Another row of legs grow. +1d8 hp. +5' MV (Crawl).
9	Drill Spin: wind into a supersonic corkscrew and Attack Current Location.
10	Hormone Surge & Growth: 🕭 +1d.
11	Curiosity: Travels to a random unvisited Location. 🖨 +1d.
12	More Meat: +1d12 hp as its flesh bulks up.
13	Adolescent's Trample: 1d8 damage to all within 30'. DC 13 Ref or Fort save for half1d6 BP to current Location.
14	Nap Time: Sleeps for 1d6 minutes. 🕑 +1d.
15	Burrowed Memories: travels back to the previous Location visited
16	Defiance: Worm roars. Roll 3 more Worm Actions!
17	Adolescent's Teeth Evisceration: closest PC with lowest Agility takes 3d6 damage. Luck check to survive with 1 hp.
18	Leap: go to and immediately attack a random Location. 🖨 +1d.
19	Anger: the Worm becomes <b>R A G E</b> incarnate. 🖨 +2d.
20	Grinning Grub: Hormones surge and the Worm grins. @ +1d.
21	Vein Burst: Worm surges and bursts. +1d20 hp.

Table 16 - Worm Actions		
	Worm Action	
22	<b>Cocoon's Needle Burst:</b> All within 20' make a DC 15 Ref save or take 3d4 damage3d4 BP to current Location.	
23	<b>Cocoon's Flame Silk:</b> All within 50' make a DC 5 Ref save or burst into flames. 1d6 damage per turn on fire.	
24	<b>Doombringer's Eye Tractor Vortex:</b> closest PC with highest Stamina must make a DC 17 Will save or be suspended 30' in the air.	
25	<b>Lays Eggs:</b> Hatch as Grubs within 1d3 weeks. They will imprint- protect them.	
26	Fan of Wings: all within 50' in front of Worm make a DC 17 Fort save or be knocked prone. (Worm can choose to sustain this action).	
27	<b>Doombringer's Guillotine of Wings:</b> tallest PC makes a DC 20 Ref save or takes 3d4 damage to the throat. This will not kill.	
28	<b>Silk Web:</b> location is webbed. Make a DC 15 Ref save to move. Needs DC 20 Strength check to break free; only stuck once.	
29	<b>Sleep Powder:</b> all in Location make a DC 17 Will save or sleep for 5d3 minutes.	
30	<b>Doombringer's God-Maser:</b> incinerates Location immediately (destroying it). DC 16 Fort save or take 1d6 damage and burst into flames, 1d12 damage per turn on fire.	





### Worm Keactions

Roll the Ø every time the Worm is attacked (success or fail) or targeted by an action, skill or check that fails.

Table 17 - Worm Reactions	
٢	Worm Reaction
1	Venomous Hormones: released throughout its nervous system.
2	Crying: S-1d. All within 30' must make a DC 10 Will save to attack it.
3	<b>Retaliation:</b> immediately attacks aggressor (Judge's choice of attack).
4	Gentle Shake: Any riders fall off. 🗢 -1d.
5	Screeching: S-1d. All must cover their ears or be at -1d Action Die this turn.
6	<b>Ground Slam:</b> all within 50' make DC 10 Fort save or take 1d4 damage.
7	Taut Skin: skin cracks and hardens. AC +1.
8	Acidic Blood: All adjacent to aggressor make DC 10 Fort save or take 1d6 damage.
9	Runic Light: skin runes begin to glow. AC +1.
10	Demon Light: emanates from within. 🕑 +1d.
11	Adolescent's Pounce: aggressor makes DC 12 Fort save or is pinned by the Worm.
12	Secure Home: burrows back to random previous Location.
13	Violent Shake: riders make DC 10 Fort save or take 1d6 damage. • -1d.
14	Adolescent Steam Vents: all within location make DC 12 Fort save or take 1d4 damage.
15	Cobra Posture: AC +5 until next action. Can sustain at will.
16	<b>Silk Spray:</b> aggressor makes DC 10 Ref save or webbed in place. DC 15 Strength check to escape.
17	Home Sickness: Burrows to random previous Location.
18	Distortion Spines: sound waves pulse out. AC +1.
19	Plating: bone and chitin burst from within. AC +2.

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Table 17 - Worm Reactions	
۲	Worm Reaction
20	<b>Dark Matter:</b> messages from "The Dark Star" channel through. +1d. All who hear have +2 to their first Patron Bond, and a +1d if Patron is Orbital.
21	<b>Cocoon's Iron Skin Ripple:</b> aggressor's armor and weapons shatter. Magic weapons can be repaired.
22	Fumbling Glance: attacker rolls on fumble table, add 🕭.
23	<b>Cocoon's Stickiness:</b> aggressor makes DC 15 Strength check or is stuck to Worm.
24	<b>Doombringer's Launch:</b> aggressor thrown 30' into the air. Make a DC 15 Ref save or take 3d6 falling damage.
25	Implosion: all within 30' make DC 15 Strength check or be pulled adjacent to the Worm.
26	<b>Explosion:</b> all within 30' take 1d14 damage. Make Luck check or ignite and take an additional 1d3 damage per round.
27	<b>Doombringer Siren:</b> calls 2d4 Worm-Hawks. They target the last thing that attacked the Worm.
28	Water Breach: all in location make DC 18 Strength check or fall prone.
29	<b>Boil Alive:</b> All within 100' take 🗢 points of damage (DC 15 Fort save for ½). Reduce 오 to d3.
30	<b>Doombringer's Dive Bomb:</b> Aggressor makes DC 20 Ref save or takes 4d6 damage.

<u>nno</u>

he grey form fled to its silver chariot and up and away into the dark skies. lanterns blinking like a night traveller in the woods.

### Effects of & H I L L

Of course the Moth has effects on the world around. It's prophesied to rule it one day. Roll  $\bigcirc$  when the Worm arrives at a Location.

#### Table 18 - C <mark>H | L L</mark> 1 Business as usual. A faint chill is felt in the air. 2-4 Nearby windows frost over. 5-7 8-9 Fires get put out and flame magic is at -1d in its presence. All weep uncontrollably in its presence. 10 NPCs attempt to cheer up the Worm (DC 12 Personality check) 11 whenever they get a chance. Weapons shatter on fumble. DC 12 Fort save to protect magic 12 weapons. Weapons dull. -1d damage. 13 People lower their weapons to the Worm and abandon arms. 14 Liquid freezes in its presence. 15 Joints are locking up. -5' MV. 16 Thought becomes incredibly difficult. -1d to Action Dice in its 17 presence. 18 Muscles grow weary, movement is exhausting. -10' MV. Nervous systems begin to shut down. -2d to Action Dice in its 19 presence. Anything above a DC 14 automatically fails near the Grub. 20 21-23 Actions are near impossible. Anything above a DC 11 automatically fails near the Grub. 24-29 Projectiles freeze and fall out of the air within 30' of the Grub. 30+

t came for me in the middle of the witching hour. horrible and twoited. I struggled, but it enveloped me with force until I fell into a deep slumber.
### Effects of & U & E

Thirto

Feel your veins burn as the Worm seethes. Roll i when the Worm arrives at a Location.

Table :	19 - <b>R A G E</b>
1	Business as usual.
2-4	Ash is raining.
5-7	Footsteps leave flames.
8-9	Thoughts are scattering. You can see dancing flames.
10	Villagers need to deal with the Worm themselves.
11	All gain +1 to all attacks.
12	The party is blamed for this mess.
13	All gain +2 to all attacks.
14	NPCs target the PCs over the Grub.
15	Maggots spill from flesh wounds.
16	Flame gouts pour from all. 1 damage every round.
17	Anger overtakes all in the presence of the Grub.
18	NPCs must make a DC 10 Will save or attack a random target.
19	All in the Worm's presence are -2 to attacks and +3d to damage.
20	Violence is the NPCs' only solution.
21-23	NPCs begin making trophies to the Great Moth out of each other.
24-29	Flames burst from the Grub. Anything flammable touched instantly ignites.
30+	All buildings are now made of flesh. They writhe.

Ø

esert winds lashed my face, and stung mine eyne. Vet there it was, beyond the wall, a looming structure unlike anything Id ever imagined. It seemed to invite a violent death.

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TIMITO





### Catalyst Coents

Sometimes you need an event to just speed up the spiral into Worm-Hell. Are these the results of random interference of the Judge or are they the will of the Worm? We will never know.

Table 2	Table 20 - Catalyst Events		
1d6	What Happens		
1	The skies part and thunder roars. 10 bolts of lightning strike the Worm, (🕭 +3d). All gazing upon it see the kingdom-shattering Moth in the clouds: is it foreshadowing? All must make a DC 10 Ref save or take 1d8 damage from the striking bolts.		
2	4d6 Villagers armed with slings (1d4-1) start throwing rocks at the Worm. Their skin has vermicular ritualistic Wormy scarring. Note: remember that whenever the Worm takes damage it gains +1d and rolls a Reaction. These cultists are trying to draw out the Moth.		
3	2d4 Human-Grubs swarm the area and offer themselves as sacrifices to the Worm. If anyone attacks them the Worm gains 📦 +2d.		
4	A gargantuan Worm-Hawk smashes through a building,heading straight for the Worm.  +1d.		
5	A giant net is constructed on the top of a building. 6 Knights of the Forgotten Silk are ready to spring it on the Worm as soon as they get the chance. If <b>3d</b> .		
6	Worm-Locks lining the roofs start throwing maggot-lined corpses into the streets. They explode, splashing caustic acid on all within 30' (1d8 damage, DC 12 Fort save for half). The Worms targets anyone splashed.		

beat whipped around in the air, as if stirred by a ladle. Is I walked into the center of the field, there lay a perfect circle of flattened crop.

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### Sow to Sance with the Worm!

#### **Basic Turn Order**

(after the Worm's arrival there are about 10 seconds between each step).

- Roll Location (pg 23) to determine where the Worm is this turn. (NOTE: It stays stationary while Cocooned (pg 26)-that place is getting wrecked!)
- Worm attacks its current Location, dealing 🕑 damage to buildings.
- Each player rolls a DC 10 Agility check to determine when they show up. If not in the same location, add the difference between Worm's Location's Distance and the PC's Location's Distance to the DC. If controlling multiple PCs use lowest Agility.
  - **Critical** = as the Worm arrives.
  - **Success** = as the Worm attacks its current Location.
  - **Fail** = as the **Encounter** starts.
  - **Critical Fail** = after the **Worm Action** occurs (but before the Repeat).
  - This is error prone and comically horrendous, but players will quickly learn to ride the Worm.
- Roll Encounter (pg 40).
- Roll Worm Action (pg 27).
- Repeat (start from the top).

The Worm uses the ② for damage, saves and attacks-It's more or less the Worm's growth cleverly mimicking the dice chain.

The Worm is primal, acting mostly at random. If attacked it fights back, stopping when someone dies before continuing on its way. XP gained should not be applied until after the Worm is subdued (gotta focus on that Worm).

**Roll 1d3** for each PC's starting Location: (1) the first location the Worm attacks. (2) a random location. (3) at The Hatchery (yes, this means chaos trying to pin the Worm).

While this module is ostensibly a funnel, due to the Worm's mutations it remains fun and challenging for PCs up to level 5.

Obviously the PCs don't have to follow or even care about the Worm, but it gains +1d (pg 6) traveling to a random Location every turn it is ignored.

### Possible PC Actions

\*These are really suggestions. Once the Grub makes its first kill everything hits the fan, anyways.

Put simply: get the Grub to 🗢 d30 and into The Hatchery... how hard could it be?

An important note: damage dealt, failed checks, attacks and rolls vs the Worm force a Worm Reaction and the Worm gains 🖨 +1d.

Here are some example party turns. They have about 60 seconds to decide and act...

- Steer the Worm: Agility / Personality check vs Worm's Will save. Add +/- 1 to the Worm Location roll.
- Climb on the Worm: Skill check vs Worm Ref save. +2 to future actions vs Worm while riding it.
- Attack the Worm: <- 1d. Worm fights until a PC is killed.
- Try to Warn Others: really... why bother?
- Sacrifice Someone as Food: Party gets free action against the Worm as it spends its Worm Action eating. Roll for Worm Reaction after eating, then roll next Worm Location.
- Calm the Worm: Roll vs Worm's Will save. On success the Worm gains
   +1d. The Worm tires of affection and each subsequent attempt per turn is at a cumulative -2d. Critical failures result in -2d.
- Recruit New Villagers: you know: replacement fodder!
- Lift the Worm: requires a DC 40 combined Strength check to move it. Roll a Worm Reaction for each PC in the check if it fails. You thought this would be easy? Oh, and if the Worm isn't fully C H I L L roll 1d6 per mile traveled:
  - (1-4) Encounter.
    - (5) Worm Action.
    - (6) Worm Reaction.
- God forbid they interrupt the Worm during its actions... opposed Ref saves.

It looks simple... but the Worm grows quickly....

### Encounters Abhilst Dancing with the Aborn

PCs may spend 1 Luck to add +/- 1 to the roll.



	V
Table 2	21 - Worm Dancing Encounters
1d10	Encounter
1	Fires Break Out: 1d6 damage/round unless spending action on a DC 10 Ref save.
2	<b>Before Changing of the Guard:</b> 1d3 Knights of the Forgotten Silk show up and try to corner the Worm. They're not afraid to attack the Worm or those loyal to it.
3	<b>Silence, Sinkhole:</b> DC 5 Ref save or take 1d4 falling damage and spend 10 minutes crawling from wreckage.
4	As a Building Collapses (on Worm): it spends 1d3 turns digging out. Roll 3× on the Worm Reaction Table (pg 31).
5	And Water Tower Spills: DC 11 Ref/Fort save or take 1d3 damage from flooding.
6	As The Sky Bleeds: Flock of 1d3+1 Sky-Knights of the Inverted Grub show up to pick PCs off.
7	And In HER Wormness Bind Them: 1d3 Worm-Locks try to bind the Worm.
8	The Air Vomits Fire: 1d3 Worm- Hawks dive bomb the Worm.
9	And Hormones Burst: Someone sprays the Worm with growth hormone. +1d . This Villager runs at the Worm, attempting a second time. DC 10 Ref save to interrupt. They then attempt to sacrifice themself to the Worm.
10	Amorphous Death Comes for All: Mob of ② people come out with pitchforks. Refrain from Attacking the Worm until a Location is destroyed.

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#### Table 22 - Worm Delivery Condition

	Result	What Now?
	1	Nothing, everything is fine. The Grub is happily delivered.
	2-10	The Worm lunges at the lowest Agility PC, striking as hard as it can.
	11-20	A Worm-Keeper greets you, playing the worst possible melody. The Worm makes 1d3 Worm Reactions.
	21–30	4 Sky-Knights and their mounts block the entrance, demanding it as food.
	31-40	The highest Agility PC rolls 1d6 opposed Ref saves vs the Worm. Once it wins two rolls it breaks free and runs for the door.
	41-50	1d6 Throne-Maidens sacrifice themselves to the Worm, giving it <b>+1d</b> each. It then makes 1d3 Worm Actions trying to break free.
	51+	2d4 Knights of the Forgotten Silk loyal to the Worm-Coven break in, demanding the Worm.

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## Statehery?

Congratulations, that was likely tough. And you made it to The Hatchery in one (or more) pieces. Did you think it would be that easy, though?

So let's do a final roll that factors in the Worm's condition, how many PCs remain, whether the God-Queen or her Royal Guard are present and how CHILL the Worm was. Roll:

★ (Number of PCs Left) - 
★ If the God-Queen is present +13
★ If a Sky-Knight or Knight is present +1d3
★ If a Worm-Lock is present +1d3

### Is this the End?

It could be. The PCs should make it back to the God-Queen for their reward... but what are likely endings at this point?

#### If the Worm is Vanquished...

congratulations: you killed it. Sounds excessively brutal to me.

If the God-Queen Falls... supposedly the Throne-Maidens are next in line.

If The Throne Falls... the kingdom disburses. If the God-Queen lives **S** H E will rebuild.

### ABDUCTION OF THE WORMTH KIND

### **SPECIAL ENDINGS:**

If The Doombringer Moth is born... The Age of the Moth exacts judgement.

If the God-Queen rides The Doombringer Moth... The Age of the Worm and the kingdom spread.



## श्विक्राणां श्वर्थाः श्वाजा-श्वर्णाम श्वर्धांतरपु

Villager: Init -2; Atk rusty pitchfork +0 melee (1d3); AC 9; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will -1; AL N.

()

Years of the God-Queen's subjugation led to general disillusionment. As a rule they avoid The Hatchery and question why Her Majesty brought her coven of Worm-Locks.

Table 23 - Villagers			
1d16	Occupation	Weapon	Trade Goods
1	Throne-Maiden to the God-Queen	ceremonial glaive (1d10)	indulgent poison (1 damage per round for 1d6 rounds)
2	Town Crier	mini-crossbow (1d4)	50' rope
3	Hammer-Squire	warhammer (1d8)	book of scriptures
4	Grave Digger	shovel (1d4)	blood ink journal
5	Bartender	broken bottle (1d3)	stash of 2d3 alcohols
6	Field Medic	bone saw (1d4)	4 stim-packs (1d3 hp)
7	Armorer	iron forceps (1d4)	1d4 iron ingots
8	Butcher	cleaver (1d6)	1d3 goats
9	Barge Tender	heavy chain (1d6)	broken sailboat
10	Sky-Acolyte	dart (1d4)	Worm-Hawk egg
11	Swamp Witch	blowgun (1d3)	1d3 fog grenades
12	Worm Keeper	dart (1d4)	Worm-flute
13	Brood Servant	crossbow (1d6)	Worm-Hawk down armor (+2 AC)
14	Throne-Scribe	fountain pen (1)	1d3 gallons ink
15	Moth-Bound Adherent	dagger (1d4)	silk jumpsuit (+1 AC, worn under armor)
16	Old One	sling (1d4)	cursed scriptures

Bandit: Init +1; Atk short sword +2 melee (1d6); AC 11; HD 1d8; MV 30'; Act 1d20; SP Taunt; SV Fort +1, Ref +1, Will +1; AL N.

Live in the hills, mines and forests surrounding The Throne. They can always be found in town plotting some kind of heist, operating as highwaymen or taking coin for the initial paid hit. They're tragically inept, but compensate with raw numbers.

In TO

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Bandit Regent: Init +2; Atk greased battle axe +3 melee (1d8); AC 13; HD 2d8; MV 30'; Act 1d20; SP Taunt Leader, Let Slip the Axe (magic); SV Fort +2, Ref +2, Will +3; AL N.

Someone has to lead these rogues and thieves; this is where the Regents come in. They are able to amplify the Taunts of their followers. They often also double as butchers, bakers, couriers or whatever; the eyes and ears of their covens. Of course they also practice Axe Magic. Supposedly it's just nonsense Bandit Folktales, though...

Taunt Leader: adds +2 to the DC of taunts of any of their followers.

Let Slip the Axe: whenever the Regent successfully hits a target they may roll on the table instead of normal damage being dealt.

Table 24 - Regent's Taunt		
1d4	Taunt	
1	What's that behind you?: target must make DC 10 Will save or the next attack against them automatically scores a critical.	
2	<b>Sand in your eyes:</b> targets within 10' must make a DC 9 Ref save or be blinded for 1d3 rounds.	
3	<b>Pick on me Instead:</b> All within earshot must make a DC 11 Will save or their next action must target the taunter or be at -2d.	
4	You'll never beat me: Target must make a DC 10 Will save or be at -1d to actions against the taunter.	
Table 25 - Regent's Let Slip the Axe		
1d4	Let Slip the Axe	
1	The axe animates out of the Regent's hand and slams into up to 1d3 targets, dealing 1 damage to each before flying back.	
2	Lighting strikes the target, dealing 1d8 and shattering the axe.	
3	The axe magnetizes and all metal weapons are pulled to the blade (DC 14 Ref save to resist).	
4	The blade begins to spin like a pinwheel and bores straight into the earth. Regent's next attack is at +1d and scores an automatic critical as the axe bursts from the rubble.	



**Stilt-Walkers: Init** +1; **Atk** flaming club +2 melee (1d4+1), stomp -2 melee (1d10); **AC** 12; **HD** 1d12; **MV** 10'; Act 1d20; **SP** *Stilts, Stomp*; **SV** Fort +3, Ref +2, Will +1; **AL** N.

Street performers, illusionists and adherents to Gods Long Since Dead. They come out in droves for celebrations and revelry; wherever there is a good time, they're there. You can often see children in the streets training for lives as Stilt-Walkers.

> Stilts: DC 11 Ref save whenever it takes damage or makes a stomp attack. On failure it falls over and takes 1d3 rounds to get back up.

Table 26 - Stilt Walker's Companies	
1d4	Company
1	<b>Night Comet:</b> covered in neon-fluorescent paint, giving it Darkvision of 60' while the moon is in the sky.
2	Worm Caller: Stilts made from scrimshawed titan bones. Grubs naturally target them.
3	<b>Worm-Hawk's Pride:</b> covered in the scales of a Worm-Hawk. Never has to worry about falling-their scales keep it buoyant.
4	<b>The Chained Watcher:</b> covered in chains, supposedly in reverence to A God That No One Can Remember. When no one is paying attention they command their chains as their own limbs.

Human-Grub: Init +1; Atk headbutt +3 melee (1d6); AC 10+[#Segments]; HD [#Segments]d8; MV 30'; Act 1d20; SP *Construct, Segmented, Obscene Aura*; SV Fort +8, Ref -1, Will +2; AL N.

What more is there to it. It's a (temporarily, allegedly) stitched together set of people imitating a Grub. It's disgusting, obscene, and most people that see it can't handle it. It's apparently all done in worship of the God Moth and the God Grub. The God-Queen has very few opinions on the matter.

Construct: boosted Fortitude and immunity to critical hits.

Segmented: AC & HD are affected by #Segments. Roll 1d8 for #Segments if you don't have an idea of how many humans are in this Grub.

Obscene Aura: The first time someone looks upon a Human-Grub they must make DC 14 Will save or run in horror (or just vomit).

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Knights of the Forgotten Silk: Init +1; Atk warhammer +1d5 melee (1d8) or javelin +1d3 missile fire (1d6); AC 16; HD 3d8; MV 20'; Act 1d20+1d3 deed die; SP Silkennet Denial; SV Fort +2, Ref +2, Will +0; AL L.

Loyal to the Grubs before the God-Queen. Their coat of arms is a face mummified in red silk. Should the God-Queen fall in battle they have sworn to make sure **S H E** doesn't rise again. In the meantime they are maintaining order... awaiting The Age of the Moth.

Silken-net Denial: whenever the Knight is struck by a melee attack the aggressor must make a DC 12 Ref save or be restrained by silk. DC 13 Strength check to break free.

#### Table 27 - Knights of the Forgotten Silk Order

00

- 1d6 Knightly Order: roll for each group encountered
  - 1 Wrought-Iron Resolve: 3+ on deed die causes a shockwave knocking back all adjacents 10'.
  - 2 **The Grave:** roll twice on Death Throes table.
  - 3 **Dawn of Hologram:** as a reaction to taking damage may teleport behind the aggressor and immediately grapple them. 1/day.
  - 4 **Grub-Heaven:** May roll using current **@** for Action Die while in its presence.
  - 5 Hill Demons: have +8 to sneak silently, +5 to backstab.

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6 **Throne-Guardians:** +2 to all actions while near the God-Queen. If SHE falls they gain MV +20' and an extra 2d20 Action Dice for 2d3 rounds.

### KNIGHT OF THE FORGOTTEN SILK WITH STOLEN WORM-HAWK NETTING A WORM

1	
Tabl	e 28 - Knights of the Forgotten Silk Death Throes
1d6	Death Throes: roll whenever a Knight of the Forgotten Silk dies (their
	final action)
1	Acid-Gaze: spray 1d6 acid damage DC 13 Fort save for half) to all within 20'.
2)	Thunder Leap: up to 30', target immediately knocked prone.
3	<b>Death-Trance:</b> marks target. In death the Knight will be awaiting for one last fight.
4	Atlas Unbound: lift target and hurl them 3d8x10' (falling damage applies).
5	<b>Sinkhole</b> : open a 10' wide sinkhole as Grubs drag everything under. DC 12 Fort save or 1d4 damage per round for 1d3 rounds.
6	Javelin to the Knee: immediately make 3 attacks against the target. If at least one hits the target takes 1d3 damage next round from blood loss.

Worm-Lock: Init +1; Atk sawed-off rune-staff +2 melee (1d4); AC 10; HD 2d10; MV 35'; Act 2d20; SP Silk Siren, Maggot Therapy; SV Fort +0, Ref +1, Will +4; AL C.

Considered the Ancestral Guardians of the Grubs. They do their best raising one to godhood as soon as they have a chance. It is their highest sacrament to die in the Worm's maw; it is considered saintly if their death ushers in The Age of the Worm.

Silk Siren: Target must make a DC 14 Will save or feel pacified. If the target is the Worm it gains 🗢 +1d. The Worm immediately charges and targets the Worm-Lock for its insolence.

Maggot Therapy: Target must make a DC 12 Fort save or take 1d4 damage as maggots burst from their skin. All who witness it for the first time must make a morale check or run and hide.

#### Table 29 - Worm-Lock Trophies

#### 1d6 Vile Trophy (focus for Silk Siren)

- 1 **Trio-Skull:** a series of skulls bound together with Grub-Silk.
- 2 Hedonistic Flute of the Ages: plays a mean tune. Seduces all.
- 3 Articulated Spine: a spine that's been extracted and draped around their neck.
- 4 **Grub-Stitch:** Grub-Silk is sewn into the Worm-Lock's body.
- 5 Grub-Fang Jar: glass jar full of Grub-Fangs.
- 6 Bile-Skull: a bile-filled skull sealed with glass.

#### Table 30 - Worm-Lock Scriptures

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- 1d6 Scriptures of the Worm (power activated when torn from the Book and nailed to flesh, taking 1d4 damage)
- 1 **Feed the Grub:** +1d3 rounds peace if target is fed to the Worm.
- 2 Lest it Gain in Size: Target gains 3' height. +3 attack. +1d damage.
- 3 An Adolescent's Temper: Worm gains **a** +2d the first time it sees its target.
- 4 And a Cocoon's Will Burst: Target gains +3 AC and is sealed in a silk web (10 hp).
- 5 **The Doombringer Moth Will Bring:** immediately attracts complete focus of the Worm.
- 6 **The End of Mask and Men:** +5 to attacks against anything but the Worm. Those damaged cannot sneak, hide or backstab until they get the curse lifted or the scriptures removed.

Sky-Knight of the Inverted Grub: Init +1; Atk harpoon-javelin +1d4 missile fire (1d6); AC 15; HD 2d8; MV 25'; Act 1d20; SP Get over Here, Worm-Hawk Rider; SV Fort +0, Ref +4, Will +0; AL C.

They will live and die for the God-Queen. Their coat of arms is the God-Queen riding a Moth-oddly prescient. Atop their Worm-Hawks they patrol the skies, defending the crown and quelling any Grubs deemed not-worthy of godhood.

> Get over Here: whenever a harpoon-javelin strikes make an opposed Strength check. On success the target is pulled 10' toward the Sky-Knight.

#### Table 31 - Sky-Knight War Cries

1d4 War Cries: May activate 1/day.

1 I Live: target cannot be reduced below 1 hp for 1d6 rounds.

- 2 I Hunger: mount gains +2 bite attacks per action for 1d3 rounds.
- 3 Run, Run, Run: self and 1d3 allies have MV +20' for 1d3 rounds.
- 4 **Coward:** 1d6 targets must make DC 13 Will save or immediately cower in fear.

### Table 32 - Sky-Knight Blessings

1d4	Blessings from Above: May activate 1/day (DC 14 Ref save to avoid).
1	<b>Burning Oil:</b> pour oil onto 1d3 targets which ignites the following turn, dealing 1d3 damage per round until put out.
2	Javelin-Rain: deplete javelins and deal 3d4 damage, 50' radius.
3	<b>Godlike Dismount:</b> leaps from its mount onto the target, dealing 1d6 for each 10' fallen. Ignores fall damage unless the target saves successfully.
4	<b>Thunder &amp; Lightning:</b> 1d8 lightning damage to 1d8 targets. Those that pass the save must make a morale check or recoil in fear from

the thunderclap.

he lights twinkled in scintillating colors. I could barely open my eyes so bright they became. Then a fremulous tone rumbled.

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### A TRIO OF WORM-HAWKS

Worm-Hawk: Init +5; Atk bite +6 melee (1d6+2) or +2 talon rip (1d8+2); AC 13; HD 2d8; MV 40' (flight), 15' (crawl); Act 1d20; SP *R A G E Screech*; SV Fort +2, Ref +6, Will +1; AL N.

Imagine an osprey with a pangolin's head and scales and a 20' wingspan. They love the taste of the Worm Grubs, prioritizing them unless attacked. Rumour has it their scales can be turned into a lightweight set of armor (+4 AC, -1 Check Penalty, Fumble Die d6).

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**RAGE** Screech: May emit a screech to all within 20'. Make a DC 15 Will save or go prone trying to tear your skull apart... if the Worm hears this it gets  $\bigcirc$  +1d and  $\bigcirc$  -1d.

Tabl	e 33 - Worm-Hawk Brood
1d6	Brood: roll per group encountered
1	TerrorLust III: fear pheromones. Black scales with white stripes. <b>R A G E</b> Screech is DC 20.
2	<b>AquaLust XV:</b> swift swimmers. Cyan scales. Immune to breathable poisons and gases. Holds breath for 1d3 hours. MV 30' (swimming).
3	<b>RedLust XX:</b> fastest flyers. MV +20' (flying). Extra Action Die whenever it uses all its movement.
4	MirrorLust II: stealthy predators. natural mirror coating on their scales. +6 to sneak. Can imitate any voice heard. DC 16 Intelligence or Personality check to detect.
5	ChartreuseLust XII: Boreal hunters. Green scales. +1d Action Die. MV +15' crawling speed.
G	A nemul wet IV. Air to air combat Calden erange coales

 AgonyLust IV: Air-to-air combat. Golden-orange scales.
 +1d damage die. Wounded target must make DC 10 Fort save or lose 1d3 hp next round due to blood loss.

### Table 34 - Worm-Hawk Pellet

#### 1d6 What's in the Pellet?

100	
1	Human skulls, corroded full plate armor (+5 AC, -6 check, -5' speed, fumble d16) and a sealed locket.
2	1d4 pikes (the weapon), 1d4 pikes (the fish) and 10' square net.
3	Almost dead Grub with final bite attack +4 melee (1d8) against whomever opened the pellet.
4	<b>Spell scroll:</b> <i>"Ropework + Zed Dimension"*</i> . Cast with -1d due to damage. On failure take minor corruption.
5	<b>Spell scroll:</b> <i>"Spider Web + Zed Dimension"*</i> . Cast with -1d due to damage. On failure take major corruption.
6	<b>Spell scroll:</b> "Vermin Blight + Zed Dimension"*. Caster with -1d due to damage. On failure take Greater Corruption.

\* "Zed Dimension" spells cause the caster to disappear for 1d3 turns then return with -1d3 Luck and +1d to skill of choice.





### Serena, Che God-Queen Ruler of the realm

Serena, The God-Queen: Init +4; Atk harpoon-javelin +4 missile fire (1d6); AC 19; HD 5d8; MV 30'; Act 3d20; SP Grub-Font, as 1d3:(1) Knight (2) Sky-Knight (3) Worm-Lock; SV Fort +4, Ref +2, Will +6; AL L.

Born in the farlands, **S H E** knew only a life of torment and subsistence. Every challenge meaning death or worse. It is there **S H E** found the Scriptures of the Worm promising power eternal and the bond of the Grub. **S H E** followed them to what we now call her Throne—the only thing between humanity and the scourge of The Doombringer Moth.

Those closest to her say that **S H E** bears the eyes of a Worm... whatever that means. Historians say that **S H E** razed the previous kingdom with her bare hands in search of the foretold Worms that would channel damnation.

**S H E** trained the first companies of Knights herself, and hand selects each Worm-Hawk that resides in her Aviary-Barracks. The orders of Worm-Locks revere the words **S H E**'s written, and **S H E** frequents their subterranean gatherings, hoping for the words of their mother to guide them.

If the Worm is Vanquished... S H E orders the Worm-Locks to find a new Grub. If the God-Queen Falls... well long live the God-Queen.

If The Throne Falls... S H E steals away with the Sky-Knights until S H E can tame the Worm.

If The Age of The Moth... S H E goes into hiding until S H E can kill the Worm. If The Age of the Worm... S H E systematically takes skulls for the Worm-Throne.

*Grub-Font*: if The Throne is destroyed **S H E** sacrifices herself to the Worm, adding +3d to the ②. **S H E** is left with 0 hp after this. Worm-Locks or her Sky-Knights attempt to salvage and resuscitate her corpse. If this works **S H E** rides The Doombringer Moth and establishes her dominance (<sup>()</sup> +5d) and, more importantly, **THE AGE OF THE WORM BEGINS**.

MORMS







#### Locations: Tavern, Monastery, Cemetery

Served as a Captain of the Sky-Knights and operated in Throne-sanctioned paramilitary operations beyond the boundaries of the Kingdom. Lost her arm when a fellow Sky-Knight and his mount went rogue. She fed him to his Worm-Hawk and dragged it back to The Throne, throwing it at the feet of the God-Queen.

She now runs the Tavern and actively dissuades hopefuls from joining the ranks of the Inverted Grub. She couldn't care less of the foretold Age of the Moth, and personally ends the God-Queen if the situation arises.

If the Worm is Vanquished... she'll likely mount it in the Tavern.

If the God-Queen Falls... free rounds of drinks for 1d3 weeks.

If The Throne Falls... she leads an assault on the vulnerable God-Queen.

If The Age of The Moth... she couldn't care less as long as the God-Queen isn't at the helm.

If The Age of the Worm... she reforms her unit and hunts the God-Queen.

Tabl	Table 35 - Tavern Drinks & Snacks		
1d6	Strong Drinks and/or Snacks (recover 1d3 hp, -1d3 Intelligence loss with normal rest required).		
1	<b>Green Fizz:</b> celery, mint, froth (don't ask where it's from), gin. Super refreshing albeit strange.		
2	<b>Sludge Nuggets:</b> these may as well be fried mud, but people like them a lot. Spicy.		
3	Jerk Worm-Hawk: Eirny would rather feed the masses Worm-Hawks than ride them in war.		
4	Blackened Oil: equal parts rum, motor oil and cloves. Loved by all.		
5	<b>Purple Runoff:</b> the purple dye comes from an extinct Grub. It's lab-grown dye.		
6	Gutter Leaves: probably a "salad" and served with crushed garlic.		



### PanyoLust XUIII

Worm-Hawk Breeder: secret hybrid (as Level 3 Worm-Lock).

Locations: Monastery, Docks, Farm

All breeders are named after their broods and numbered individually. The Throne carefully monitors all of them and considers them property. She bows to the God-Queen and is jealous of her Throne-Maidens. She knows that she was given a "blessing" that they were not, and she will use it to bring glory to The Throne. Unfortunately the Pangolust XVIII brood was eliminated for being 'too human.'

She will tear a Sky-Knight off its mount to save the God-Queen... and no one can stop her.

If the Worm is Vanquished... she honestly couldn't care less.

If the God-Queen Falls... she relentlessly hunts whomever she deems responsible.

If The Throne Falls... she rushes to the aid of the God-Queen.

If The Age of The Moth... she amasses a flock Worm-Hawks never seen before, The Almighty Helix.

If The Age of the Worm... she executes the Throne-Maidens and takes the side of her God-Queen.

### AFFINITIES & SOFT MUTATIONS

She hides these abilities quite well. Discerning PCs may make a DC 16 Intelligence check to catch her using them... it's really up to them what they do about it.

- Call Worm-Hawk: Worm-Hawks will not attack her and she can make an opposed Will save against a Worm-Hawk to steal it from its rider. With a DC 13 Personality check she can summon a Worm-Hawk (of any brood) within 2d3 rounds.
- Grub Delicacy: when near the Worm she attempts to steal, attack and or eat it.

### **GROTESQUE MUTATIONS**

She hides these as long as she can. Anyone witnessing them makes a morale check or recoils in fear for 1d3 rounds as the horror sets in. Anyone recoiling makes a DC 10 Fort save every round or start vomiting.

- Violent Scaling: after her first damage she takes an additional 1 point of damage then +8 AC from her scales bursting from her skin.
- Wings of Flesh: under half health (or duress), 10' wings burst from her flesh made from her skin. Feathers form from nerve clusters and blood clots. MV 20'.
- Dislodge Jaw: with much screaming and pain she endures a permanent change, giving her a 1d6 bite attack. Her first attack she gains a +8 Backstab bonus (and scores the automatic critical hit). They never expect it.

### Selenium Gellar. "Che Jester"



Informant to the Moth-Bound: (as Level 6 Moth-Bound Lurker)

**Locations:** Town Square, Tavern, Throne (50% chance of following the Worm after first sighting)

### Table 36 - Worm Actions & Moth-Bound Responses

What the How the Moth-Bound Worm Does Respond (if Selenium witnessed it) Worm kills A single excited "yeah!" someone. shouted from the crowd grows with each kill Selenium witnesses Worm kills a 1 Moth-Bound Lurker drags Sky Knight. its body underground while 1d3 Lurkers try to capture the Worm-Hawk. Worm 3d3 Moth-Bound Lurkers destrovs a climb to the top of the location. remaining structures, crying for joy. Worm 3 Moth-Bound Lurkers run mutates to at the Worm offering adolescent. themselves as sacrifices. They each gift it 1d3: (1) +1d 💼, (2) +1d 🕐, (3) +1d4 hp. Worm Every turn the Worm stays mutates into in its cocoon 1d3 lurkers a Cocoon. arrive. Worm 6d6 Moth-Bound Lurkers mutates to rush to the surface in the Doombringer. ensuing chaos, killing Villagers and revealing waving banners and cries of solidarity.

Selenium grew up under the fierce rule of the God-Queen. Elders told her Serena personally executed her parents; she remembers only the towering inferno and raining ash. She works to bring joy to as many as she can, knowing that all will rejoice in The Age of The Moth. Often seen in colorful jumpsuits made from the scales of Worm-Hawk broods.

She's an informant to the Moth-Bound. The previous Kingdom the God-Queen wiped out made pacts with the eggs the God-Queen stole. They usher in The Age of The Moth however they can, destroying the Kingdom in the process. This time it will be Selenium laughing in the flames, not Serena.

### If the Worm is Vanquished...

Selenium returns to the Moth-Bound and mourns.

If the God-Queen Falls...

Selenium bleaches her bones, building a marionette effigy.

If The Throne Falls...

Selenium enacts the Moth-Throne Proxy and Moth-Bound iron-silk weavers begin rebuilding The Throne.

If The Age of The Moth ....

Selenium gathers the Moth-Bound across the lands into a never-ending celebration. Their God returned.

If The Age of the Worm...

the Moth-Bound abandon hope and won't acknowledge the Moth.

Moth-Bound Lurker: Init +1; Atk Moth dagger +0 melee (1d4 + silk corrosion); AC 12; HD 1d8; MV 30'; Act 1d20; SP Silk Corrosion (damaged armor loses 1 AC and molts into silk); SV Fort +2, Ref +2, Will +2; AL C,







## Appendix U: The Villagers

Table 37 - Villagers		
1d16	Names & Descriptions	
1	Harold (Grave Digger): often seen carrying a basket of fish. Doesn't like Worm-Hawks-they make him paranoid.	
2	Victor VII (Hammer-Squire): Constantly running around with a set of Hammers for their assigned Knight. Frequently finds new ways to curse the God-Queen.	
3	Tan-Taran (Bandit): Teenager. Runs around in a cape. Always calls themselves the Moth-Man.	
4	Bianca (Moth-Bound): Has a belt full of oversized keys, supposedly can open any door. Attractive, takes advantage of this.	
5	W'Lora (Swamp Witch): Covered in veils of Grub-Silk. Incredibly curious about Worm-Hawks. Keeps talking about needing to skin one.	
6	Pan (Worm-Hawk Breeder): Corpulent, smells of Grub-Fat. Loved by all. Has a set of tonfa (1d4) at their belt.	
7	<b>R'Raren Tel-N'Och (Butcher):</b> Giant attempting to just blend in. Still towers over all. Wears gauntlets locked to their fists. Best cook in town.	
8	Shale Silverstar (Grave Digger): known for smashing open the graves of those that blaspheme Serena. Carries a massive Sledge Hammer (1d10).	
9	<b>Ar'ak'Tos (Throne-Maiden):</b> At least 6' tall. Frequently playing the flute and arguing with shopkeepers.	
10	The Machine-Grub (Armorer): has melted iron into their skin. They believe that there is a Moth clad in metal that will unseat The Doombringer Moth. Has absurdly spiked neon blue hair.	
11	<b>Ka-Drill X (Grave Digger):</b> musician turned grave digger. Uses a giant mechanical augur.	
12	<b>En'drael'go (Stilt-Walker):</b> Towers 20' over the streets, covered in polished brass. Is constantly moving unlabeled packages between Bandits and the Knightly orders.	
13	Helena Glass (Sky-Acolyte): training to be a Sky-Knight, currently stuck running errands constantly. Wears a cowl made of Worm-Hawk scales. Generally good disposition.	
14	<b>ITHE LOST ONE] (Brood Servant):</b> is tasked with hunting down rogue Worm-Hawks. Clumsy.	
15	Nathalhy (Priestess): Ancient. Has never laughed once. Translates the will of the Great Moth.	
16	Elora & Raisin (Wizard & Familiar): provides guidance for all who ask. Raisin is a rabbit.	



## Sppendix 4: The Sponthringer Anoth (Patron)

So for some reason, should the PCs want to, they may bond with The Doombringer Moth. It only ends in destruction and ravenous hunger, but sure: go for it!

### Invoke Patron

Calling upon The Doombringer Moth is foolish at best and dangerous at worst. Many have perished, instead becoming snacks for the voracious God-Grub.

Table 38	<ul> <li>Invoke Patron Spell Check Results</li> </ul>			
Spell	Results:			
Спеск	Check These are ALL performed by The Doombringer Moth good luck!			
12–13	<b>Dust Holograms:</b> Creates 1d3 duplicates of the caster. Random chance who people can target. Each can take 1 hit hen shatters.			
14–17	Flame Silk: wraps target in silk then ignites it2 to Ref saves. 1d6 damage per round.			
18–19	<b>Eye Vortex:</b> target lifted 30' into sky and held until caster gives further direction.			
20-23	Wing Fan: target pinned to ground. Must make DC 16 Ref save or stay pinned for 2d3 rounds.			
24-27	<b>Guillotines of Wings:</b> target takes 1d6 damage then DC 20 Fort save or take additional 4d6 damage as The Doombringer Moth eviscerates with glee.			
28-29	<b>Refracted Eye:</b> glance at all dimensions. Can learn everything about 1 object or entity. DC 20 Will save daily or you forget			
30-31	<b>Sleep Powder:</b> all within 50' (including caster) must make DC 25 Will save or are knocked unconscious until next moonrise.			
32+	All Hail The God-Maser: Make DC 20 Fort save or take 1d8 damage. If they take damage repeat the test and effect with +1d damage (and keep going).			

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### Spellburn

Fools call upon The Doombringer Moth expectating salvation... the truly malicious attempt to channel its power. All are made as Worm and nitrogen... roll 1d4 and let your insides rupture!

-			
Tabl	Table 39 - Spellburn Results		
1d4	Result		
1	<b>Sticky Webbing:</b> bursts painfully from skin: +2 to climb sheer surfaces for 1d3 hours.		
2	Digits turn into nails: unable to hold things for 1d3 hours.		
3	Insides Liquify: piercing damage deals additional 1d8 damage for 1d3 hours.		
4	Runes Burn: caster immediately takes (1+ number of flesh-runes) damage (as do all rune-marked individuals).		

### Patron Caint

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The following table shares the Six Kisses of The Doombringer Moth. Roll 1d6 to find out how the mouth shares its existence with you. Yes, they stack over time. Good luck!

out now the mouth shares its existence with you. Fes, they stack over time. Good luck:			
Tabl	Table 40 - Patron Taint Results		
1d6	Result		
1	Runes form in flesh: +1 flesh-rune on body. +1 to spell casting for each flesh-rune.		
2	Mouth turns into a ring of teeth: Adds bite attack and extra 1d20 bite action. 1d3 damage. +1d damage per additional roll of this result.		
3	Torso lengthens: -1 AC. +1d3 hp. Easier target: +1 to attacks that target you.		
4	<b>1d3 legs burst from body:</b> +5' movement per leg (will apply to flight if earned).		
5	Silk webs connect and lock the joints: +1 Fort1 Ref.		
6	<b>Metamorphic Stages (advance each roll of this result):</b> (1) muscle's freeze (-1 Agility); (2) body hardens (+2 AC, MV 0'); (3) vision is lost; (4) gains wings (MV 30'), vision / mobility return.		

### Lay On Hands

When a follower, cleric, wizard or otherwise, successfully casts lay on hands roll 1d4 to determine its twisted representation:

- 1. Grubs surge from the caster's mouth into the target's.
- 2. Spectral Moths shower the target in scintillating dust.
- 3. Calming silk spurts from the pores of the target.
- 4. Target's shadow grows wings, for The Doombringer Moth is watching.

### Divine Favors

Rapid Cocoon: caster may cocoon self, losing all movement and getting +5 AC, healing 1d8 hp. The cocoon recedes within 1d6 rounds. While cocooned all fire damage is at +2d. 1/day.

Wings like a Butterfly: caster may sprout wings and glide up to 50'/day. After the limit is reached the wings shred apart.

Insectile Immunity: the doombringer blesses you, making you immune to insect damage for 1d6 rounds. 1/day.

### Eleric of the Soombringer Moth Citles

Table 4	1 - Titles	
Level	Title	
1	Grub-Penitent	~
2	Larval Envoy	2
3	The Cocoon-Lashed	
4	The Forgotten	
5	The Moth-Kissed	6

## Canticles of The Soombringer Anoth

### Level 1: Kune Mark

Touch a target (may be self) to burn and scar them as a battery vessel for The Doombringer Moth (DC 16 Ref save if target unwilling). Whenever you spellburn in their presence they must take a DC 15 Fort save. On success you gain +2 to your spell check as the rune gently activates. On failure they take 1d8 damage and the rune burns out permanently, leaving a permanent scar. Note: there's no limit to how many rune marks a person can have. Anyone killed by this is visited and devoured by The Doombringer Moth before their final breath (see Appendix R for further applied effects).

### Level 3: Coroon Song

You sing a sweet song. All within 50', friend and foe, must make a DC 16 Fort save. On failure they lose 5' MV and gain +1 AC as the words sublimate in silken webs. Once they reach 0' MV (from this song) they are encased in a cocoon. If left for 1d6 rounds it ruptures into a flock of Flame-Silk Moths and deals 2d6 damage to the host. At any stage prior the silk can be removed with a DC 12 Strength check.

#### Flame-Silk Moths, swarm: Init +6; Atk

Swarming Fire Kiss +1 melee (1 plus ignite, 1-in-6); **AC** 10; **HD** 1d5; **MV** fly 40'; **Act** special; **SP** may Fire Kiss all targets within its 20' x 20' space, half damage from non-area attacks; **SV** Fort -2, Ref +7, Will -1; **AL** C.

### GRUB-PENITENT

orms wriggle. 2Borms writhe, 2Borms slither, 2Borms hide. Gocoons of silk. Wings of lace. Xnight's ilk. The Endless Chase.

### Level 5: The God-Anaser Dynamo. Perfect Ex. Alpha.

100

It is rumoured that some, when faced with the burning light of the God-Maser Dynamo, were incinerated immediately as the rays bathed their body... over and over... and over... (yes this can repeat infinitely).

Table 42 - God-Maser Dynamo Spell Check Results			
Spell Check	Results		
1	Failure, corruption and worse. Roll 1d3: (1) Grubs pour forth from every orifice. Minor Corruption; (2) Moths tear themselves out of the skin of the caster. Major Corruption; (3) The Doombringer Moth's tears fall from the cosmos and distort every aspect of your being. Roll twice on Greater Corruption.		
2-19	Failure.		
20-21	A single ray blasts from the caster's chest, and buries itself into the optic nerves of the target. DC 14 Fort save or take 1d6 damage. If they take damage, recast (and reroll) the spell with +1d damage as their optic stems rupture (oddly, this doesn't blind them).		
22-27	Grubs burst forth from the earth and Moths descend from the cosmos. This spectacular display ends with each and every single one of them spraying viscous and vicious holograms at the target. DC 16 Fort save or take 1d8 damage. If they take damage, recast (and reroll) the spell with +1d damage as the holograms embed themselves in the synapses of their brain.		



Table 42	Table 42 - God-Maser Dynamo Spell Check Results			
Spell Check	Results			
28-29	A quasar forms deep in the soul fragments of the caster, the light blasting forth and bathing the target in searing matter- infused light. DC 18 Fort save or take 1d12 damage. If they take damage recast (and reroll) the spell with +1d damage as the matter bombards their very being.			
30+	Razor Hard God-Light buffets from the form of the caster, encasing and lacerating the target. DC 20 Fort save or take 1d16 damage. If they take damage, recast (and reroll) the spell with +1d damage as the light burrows and permeates their skin.			

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## Appendix &: Portents of the Worm-God

Roll once per day after The Age of the Worm & Moth begins. Effects last for the day then disappear as though nothing happened.

Table 43 - Portents			
1d16	High Worm-Ness		
1	Grubs erupt from 10% of the population's flesh.		
2	Teeth fall out and caustic ooze drips from everyone's lips.		
3	Orifices seal shut with webbing.		
4	Spiracles form in the skin of all who killed a Worm.		
5	The Doombringer Moth is always peering through windows, watching.		
6	All sprout an extra 1d3 pairs of legs.		
7	Halos of molten Grubs appear above those who never killed a Moth.		
8	Viscous silk residue leaks from sweat glands.		
9	50% chance if anyone is a dust hologram.		
10	The streets are filled with ancestor simulacra made from Grubs.		
11	Spectral wings appear on everyone who has eaten a Grub.		
12	Worm hormones flood through all non-Worms. They may Invoke the Doombringer once.		
13	Rune-Marks incinerate their owners when they activate.		
14	1-in-6 chance of everyone being abducted by the Eye-Vortex.		
15	Every door opened releases a dense cloud of moths.		
16	Sleep powder floods from the Doombringer's scales. 2d3 days are lost as the world slumbers.		

## Uppendix &: Kune-Anarks the Avorm-God

A follower of the Worm may spellburn 3+ attribute points to affix a "special" Rune-Mark at random. The Rune-Marks only apply to those who bear them.

### Table 44 - Rune-Marks

1d16 What happens when the Rune-Mark is activated		
1	The Grub: falls asleep for 1d3 turns.	
2	The Orb: curls into a perfect sphere. Reflects all projectiles to random targets.	
3	Miasma: all who encounter for the next 1d8 rounds must make a DC 18 Will save or be entranced for 1 turn.	
4	The God-Queen: all locks shatter at your touch for the next turn.	
5	The Adolescent: +2 to all saves for 1d3 rounds.	
6	Stampede: MV +10' and begins stomping wildly for 2 rounds.	
7	Acid Blood: any blood spilled deals 1d3 damage to the aggressor for 1d6 rounds.	
8	Burrowing Light: immediately burrows 5d10' into the ground.	
9	The Cocoon: +3 AC for 1d3 rounds.	
10	Bio-Stasis: MV 0' for 1d3+1 rounds. Damage taken is not applied until Bio-Stasis is over.	
11	The Web: all within 30' must make DC 11 Ref save or be blasted with silk webbing and pinned to the nearest surface.	
12	Flesh Rain: meat falls as snow from the heavens for 1d3 rounds. Eating it restores 1d3 points of attribute loss.	
13	The Doombringer: +3d to attacks and damage for 1 round.	
14	Blades: all metal within 30' teleports next to the Rune-Marked.	
15	Holo-Astral Visitation: Rune-Mark may be activated no matter distance, plane or dimension.	
16	The God-Maser: immediately make a "Maser-Energy +5 missile fire (118)" attack against the closest entity.	

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# Property of The Knightly Order of Wrought-Iron Resolve

For official Order use only

<b>Distance Key</b>		
#	Miles From Throne	
1	1 mile	
2	2 miles	
3	3 miles	
4	4 miles	
5	5 miles	
6	6 miles	



### FORM 7B: For official use only Crushed Kingdoms & Martyrs of Worm and Moth

IMPORTANT: Please complete the form using black ink or worm blood. Forms completed in pencil, charcoal, non-worm blood, non-black ink, or coffee will be rejected. You may also be liable to a fine determined by local laws and by-laws.

#### Step 1 - Personal Information

#### **Full Name**

**Place of Birth** 

### Date of Birth

Stronghold Principality

#### **Current Address**

### **Crushed Kingdoms**

Fortress

#### Step 2 – Record the Kingdoms

#### **Crushed Kingdoms List**

Mark all fortresses, strongholds, and principalities that have been enlightened by **The Doombringer Moth**. Tick all that apply.

#### **Kingdom Name**

### **Martyrs of Worm and Moth**

#### Step 3 - Record the Martyrs

#### **Martyrs of Worm and Moth**

Mark all those who have died to save The Throne or bring on The Age of the Moth.

Martyr Name	Save the Throne	Age of the Moth

### Declaration

Step 4 - Sign the Declaration

Signature

**Print Name** 

Signed Date

**IMPORTANT:** By signing this declaration you are hereby declaring all of the above information to be true. Providing false information is a criminal act under the God-Queen Data Law Act VII and is punishable by death. This declaration must be signed or it is invalid and the data collected will not be able to be used for propaganda purposes.

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