

The Gongfarmer's Almanac



The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG Communities



DCC Adventure Time #3

VOLUME 3 OF SIXTEEN BOOKLETS

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Loose change



Written by
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Loose Change

A DCC Adventure for Level 1 Characters

by William Fischer

Artwork and Cartography by Miguel Rodrigues

Nickel and Dime are on the loose! Six months ago, the infamous cat burglars broke into the royal palace and stole a coffer of coins reserved as ransom for the city's kidnapped king. The two stashed the coffer somewhere in the swamps outside the city and, despite their eventual capture, never revealed its location.

More recently, Nickel and Dime broke out of prison and returned to the swamp to retrieve their stash. Unbeknownst to the two thieves, a hag named Mrs. Pennyroyal had moved into their hideout in their absence. If the PCs wish to bring Nickel and Dime to justice, they must first help the duo escape Mrs. Pennyroyal and her gang of bumbling, crocodile-headed kobolds.

Loose Change is a short, location-based adventure for a party of 1st-level characters. It is designed to be played in a single session (2-3 hours of gameplay). If the characters survive, the adventure should provide enough adventure hooks to kickstart an entire campaign.

Character Hooks

The adventure assumes that officials from the city have hired the PCs to track down Nickel and Dime and recover the king's ransom. Alternatively, the PCs may have heard of Nickel and Dime's daring escape, and now use the opportunity to follow the thieves into the swamp and steal the ransom for themselves. If the PCs simply stumble upon Nickel and Dime's hideout on their way to another adventure, allow each character a DC 10 Intelligence check to see whether they know the story of the king's stolen ransom.

Nickel and Dime

“Nickel” and “Dime” are the noms de guerre of Nicholas Erstok and Dimitrius Tench, a pair of notorious cat burglars. Nickel is a brooding human man whose remarkable strength belies his speed and skill with a blade. Dime, a halfling, is the smarter of the two, famous both for his wit and his talent for lock-picking. Together, Nickel and Dime are known throughout the city for their daring and elaborate heists, particularly their most recent triumph, the theft of the king’s ransom.



Both physically and in temperament, Nickel and Dime are an odd couple, but the two are fiercely loyal to each other.

As the PCs interact with them, it quickly becomes clear that neither thief will betray his partner. Once reunited, Nickel and Dime work together to recover the king’s ransom, escape Mrs. Pennyroyal, and double-cross the PCs.

Nickel and Dime offer the players a unique roleplaying opportunity. Do the PCs ally themselves with the thieves to defeat Mrs. Pennyroyal? If so, how long does this alliance last? Though loyal to each other, Nickel and Dime have no sense of honor regarding the PCs: they abscond with the stolen ransom at the first opportunity, leaving behind the characters to deal with Mrs. Pennyroyal. The PCs may even come to blows with the thieves, especially if the party insists on returning them to the city to face punishment (a death sentence). Subduing Nickel and Dime may prove an interesting challenge for the PCs late in the adventure.

Mrs. Pennyroyal

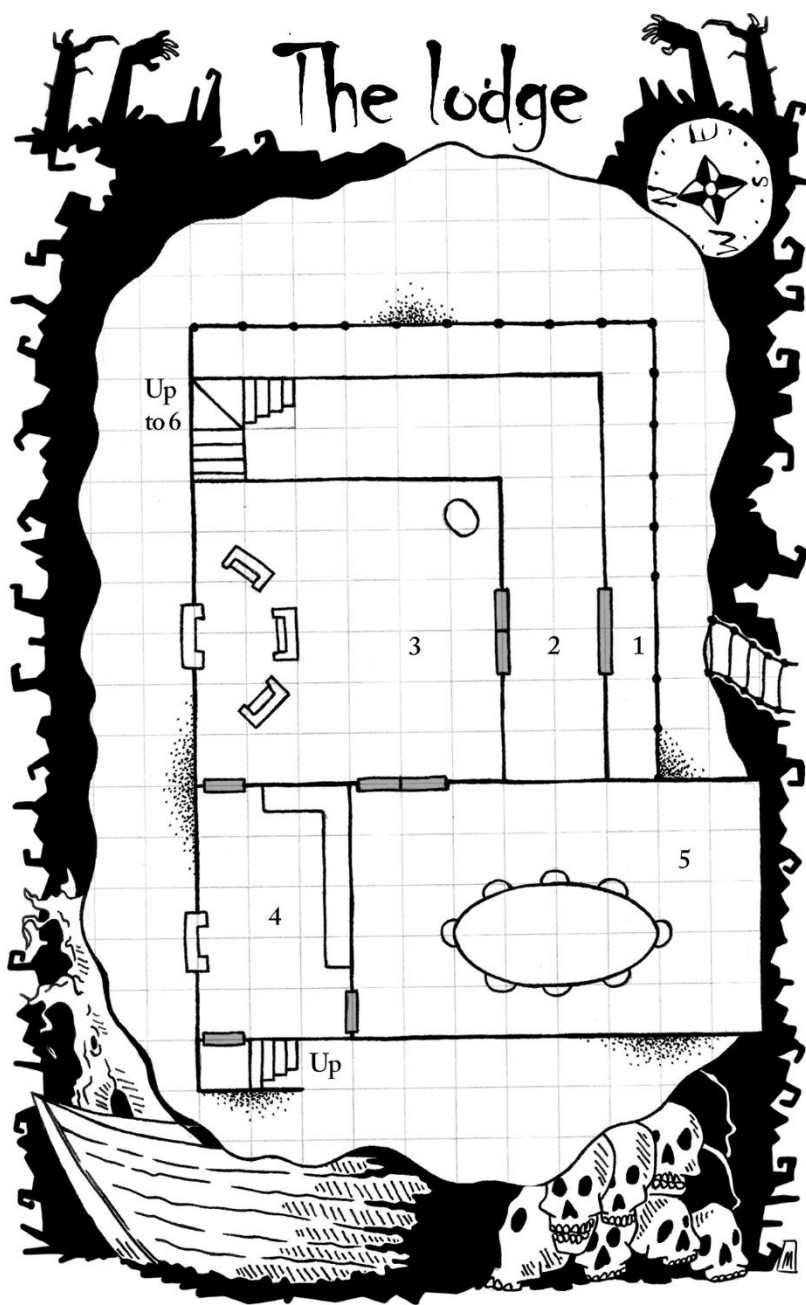
For many years, Mrs. Pennyroyal lived on the edges of the swamp, peddling herbs and other folk remedies to those in desperate circumstances. When it was discovered that her medicines often did more harm than good, the king's men drove the hag deep into the swamp. More recently, Mrs. Pennyroyal discovered Nickel and Dime's hideout (see **The Abandoned Lodge** below) and moved into the abandoned hunting lodge in their absence.

Mrs. Pennyroyal delights in causing misery and suffering, particularly among those in need of healing. Though she can use her magic to appear as a beautiful maiden, she prefers her true form: that of a withered crone dressed in rags. She rides an enchanted, giant catfish that can fly as well as swim, and she commands the loyalty of a tribe of crocodile-headed kobolds ("crokobolds") that inhabits the swamp. In addition to the abilities detailed in her stat block, Mrs. Pennyroyal can brew most types of poison, as well any magical elixirs the Judge chooses.

The Abandoned Lodge

The adventure begins as the PCs arrive at Nickel and Dime's hideout: an abandoned hunting lodge in the heart of a trackless swamp. The lodge perches atop a rounded hillock, mere inches above the foul-smelling water that surrounds it. A ramshackle dock stretches into the water, at the end of which is tied the rowboat Nickel and Dime used to get here. At the dock's opposite end, a rope ladder dangles from the lodge's rickety front porch (**Area 1**).

It is assumed that, like Nickel and Dime, the PCs have traveled here by boat. Human-sized characters forced to enter the water move at half speed, while dwarves and halflings must make a successful DC 5 Strength check each round to avoid becoming stuck in the fetid mud until the start of their next turn.



Area 1 - Porch

A covered porch wraps the southern and eastern sides of the lodge. The porch is several feet above the waterline, and the PCs must either use the rope ladder or find some other way to climb in order to reach it. Curtains of moss obscure the porch's interior. Dirty glass windows along the porch allow the PCs to peer into the lodge's front hall (**Area 2**) and dining room (**Area 5**).

Six giant mosquitos cling to the porch's ceiling like bats. If they sense fresh blood nearby, the mosquitos swoop down to attack.

Mosquito, giant (6): Init +6; Atk proboscis +3 melee (1d3 plus blood drain); AC 14 (10 while latched); HD 1d4; hp 2 each; MV fly 40'; Act 1d20; SP blood drain (1d3 automatic damage each round); SV Fort +2, Ref +3, Will +1; AL N.

On a successful attack, a giant mosquito latches onto its victim and refuses to let go until the creature's blood is completely drained. Characters can remove a mosquito from themselves or another character with a DC 5 Strength check. A success detaches the mosquito but also deals 1 point of damage to the victim. Attacks that miss a latched mosquito (both melee and missile fire) have a 50 percent chance of hitting the victim.

Area 2 - Front Hall

Antlers and other hunting trophies decorate the walls of this L-shaped hall. Double doors directly opposite the front entrance offer a glimpse into a sitting room beyond (**Area 3**). At the north end of the hall, narrow stairs wind upwards to a second-level landing (**Area 6**).

Soon after Nickel and Dime returned to the lodge, Mrs. Pennyroyal's crockobolds overpowered Nickel and stuffed him into a cupboard beneath the stairs. Nickel's limbs are bound, and a gag prevents him from calling out, but if he hears someone speaking in Common (as opposed to the crockobolds' barks) he pounds on the cupboard door to summon help.

Nickel has no weapons or armor (his gear is in **Area 10**). If the PCs rescue him, he tries to convince the party to help rescue Dime. When Nickel last saw his partner, the crotchobolds were dragging the halfling into the lodge's dining hall (**Area 5**).

Nickel (human warrior): Init +1; Atk longsword +3 melee (1d8 + 3); AC 13 (11 without studded leather armor); HD 2d12; hp 15; MV 30'; Act 1d20; SP Mighty Deeds (+d4); SV Fort +3, Ref +2, Will +0; AL N.

Area 3 - Sitting Room

Moldering easy chairs surround an ash-filled hearth on the north wall. A taxidermy boar stands in the southeast corner. The boar's head is missing; a mix of cotton and sawdust spills from the boar's open neck-hole. Barks, muffled shouts, and the clatter of silverware can be heard from beyond another set of double doors to the west.

A closer inspection of the boar reveals its head was recently sawed off. The crotchobolds removed the head and are now forcing Dime to wear it as they "hunt" him (see **Area 5**).

Area 4 - Kitchen

The lodge's kitchen has gone unused since Nickel and Dime's arrest several months ago. Towers of rusty pots and pans balance atop a counter along the southern and eastern walls. A door in the northwest corner leads to a small porch outside.

The first time the party passes through the kitchen, the character with the lowest Luck score must make a DC 12 Luck check. On a failure, the character inadvertently overturns one of the stacks of kitchenware. The racket alerts the crotchobolds in **Area 5** unless the character succeeds at a DC 12 Agility check to catch the pots and pans before they tumble to the floor.

Area 5 - Dining Hall

An impressive oak dining table runs the length of this dining hall. A humanoid the size of a halfling—but with the head of a boar, apparently—scrambles up and down the table as six of Mrs. Pennyroyal's crockobolds poke at it with forks, knives, and spears.

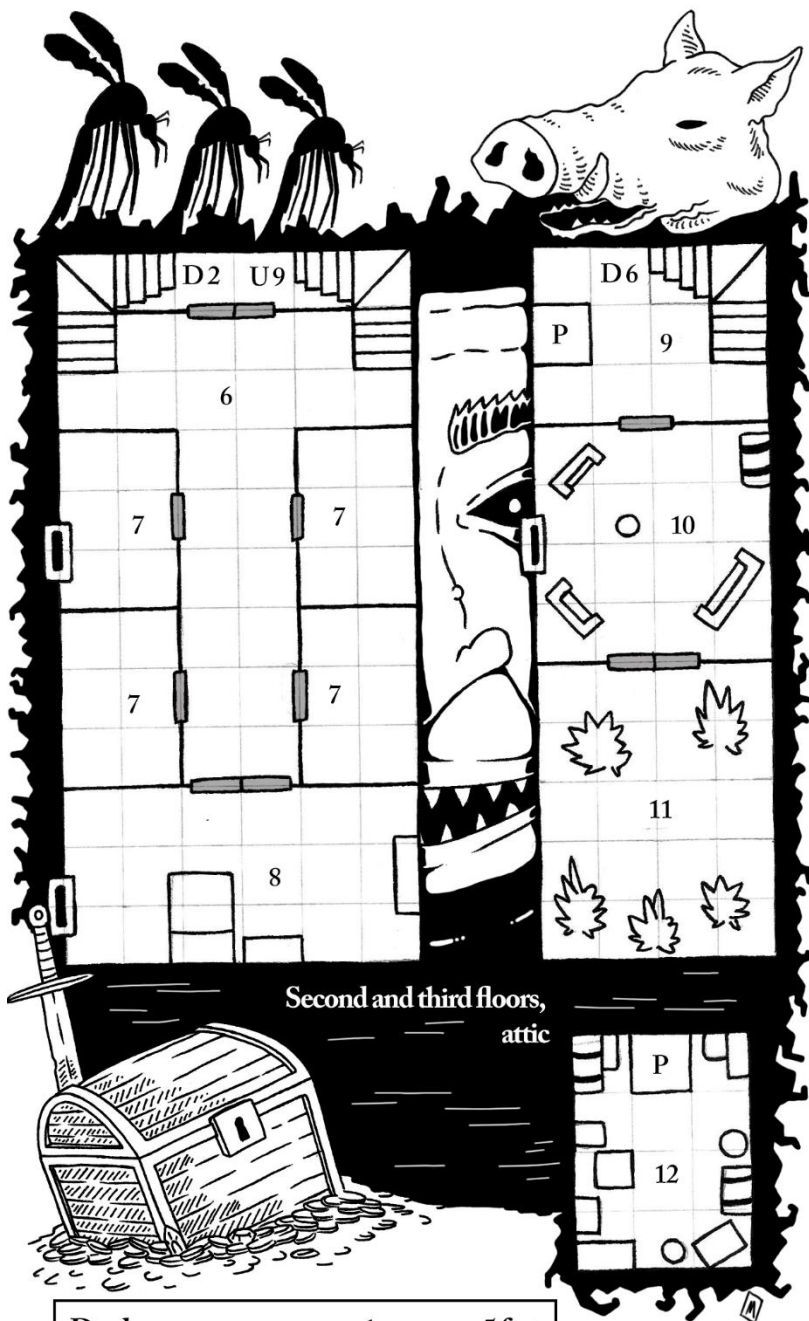
The boar-headed humanoid is Dime. The crockobolds have forced him to wear the head they removed from the taxidermy boar in Area 3 and now pretend to hunt him for entertainment. The crockobolds have tormented Dime for several hours now, and the halfling teeters on the edge of exhaustion (currently, he has 2 hit points).

The crockobolds attack the PCs as soon as they become aware of the party. Dime uses the distraction to flee. Once out of danger, he removes the boar's head and begins searching the lodge for his partner, Nickel (see **Area 2**). He has no weapons or armor (his gear is in **Area 10**).

Crockobolds (6): Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3 each; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

Dime (halfling burglar): Init +2; Atk throwing dagger +3 missile fire (1d4, range 10/20/30'); AC 13 (12 without padded armor); HD 2d6; hp 7 (currently 2); MV 30'; Act 1d20 (d16/d16 when throwing 2 daggers); SP infravision 30', thief skills (sneak silently +5, hide in shadows +3, pick lock +3, find trap +3, disable trap +3); SV Fort +1, Ref +3, Will +1; AL N.





D = down

U = up

P = panel

1 square = 5 feet

Area 6 - Second-Level Landing

The stairs from **Area 2** end at this T-shaped hallway. A second set of steps to the south leads upwards to a third-floor landing (**Area 9**). A water closet fills the space between the two staircases, while a door-lined hall stretches to the west.

A single crotchobold occupies the water closet. Unless the PCs catch him by surprise, the crotchobold emerges from the closet just as the party passes by. He raises an alarm that alerts the crotchobolds in the guest bedrooms (**Area 7**), as well as the crotchobolds' war-chief, Skint, at the end of the hall (**Area 8**).

Crotchobold (1): Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

Area 7 - Guest Rooms

Before Mrs. Pennyroyal and her minions moved into the lodge, these bedrooms sat empty for years. Crotchobolds not out hunting or tormenting Dime in **Area 5** rest in the rooms. If the crotchobolds become aware of the party, they raise an alarm and attack.

Crotchobolds (2 per room): Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3 each; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

Area 8 - Skint's Room

Among the crotchobolds, Skint ranks second only to the tribe's shaman, Stinga (**Area 10**). At nearly five feet tall, the crotchobold war-chief stands a good head taller than his brethren. He wields a tortoise-shelled shield bristling with poisoned spikes.

Skint (crockobold war-chief): Init +1; Atk spiked shield +2 melee (1d6 plus poison) or bite +2 melee (1d4); AC 13 (12 without shield); HD 2d12; hp 14; MV 20'; Act 1d20; SP infravision 100'; SV Fort +2, Ref +1, Will +1; AL C.

Skint coats the spikes of his shield with a concentrated pennyroyal extract, a gift from Mrs. Pennyroyal herself. 1d4 rounds after the initial attack, a character injured by Skint's spiked shield must make a DC 14 Fortitude saving throw. On a failure, the character takes an additional 1d4 damage and must spend their entire turn doing nothing but vomiting. Multiple doses of the poison stack, so a character hit several times by Skint's shield may find themselves completely incapacitated later in the battle.

Area 9 - Third-Floor Landing

The stairs from **Area 6** end at this landing. A door to **Area 10** stands in the west wall. The landing appears unremarkable otherwise, although a search of the area and a successful DC 10 Intelligence check reveals a hidden panel in the ceiling north of the stairs.

The panel opens into the lodge's attic (**Area 12**). Thus far, Mrs. Pennyroyal and her minions have overlooked the panel, but both Nickel and Dime are aware of it, as they hid the stolen ransom in the attic before their arrest.

Area 10 - Stinga's Den

This once-comfortable den contains a pair of easy chairs, a threadbare couch, and a locked cabinet pushed against the southern wall. The crockobolds' shaman, a doddering crone named Stinga, has taken up residence here. Unable to cast any real magic, Stinga poses little threat to the PCs, but the same can't be said of her pet albino crocodile, Smiles.

Smiles (crocodile): Int +4; Atk bite +6 melee (1d12 + death roll); AC 18; HD 5d8; hp 22; MV 30' or swim 30'; Act 1d20; SP death roll (DC 16 Fort or 1d6 and knocked prone); SV Fort +6, Ref +3, Will +2; AL N.

If Smiles makes a successful bite attack, his victim must attempt a DC 16 Fortitude saving throw. On a failure, the alligator shakes the victim furiously, dealing an additional 1d6 damage and knocking the creature prone.

Stinga (crockobold shaman): Init +0; Atk staff +1 melee (1d6) or bite +1 (1d4) melee; AC 12; HD 1d6; hp 3; MV 20'; Act 1d16; SP infravision 100'; SV Fort -1, Ref -1, Will +2; AL C.

Fetishes crafted from bone, bird feathers, and clam shells adorn the tip of Stinga's walking staff. Alongside these worthless fetishes hangs a tiny brass key that opens the cabinet on the south wall. Opening the cabinet without the key requires a successful DC 10 Pick Lock roll or a DC 12 Strength check. The cabinet contains Nickel and Dime's gear: a set of padded armor sized for a halfling, a human-sized set of studded leather armor, a longsword, a bandolier with seven throwing daggers, and a collection of thieves' tools.

Stinga is under orders to guard Nickel and Dime's possessions, but if it looks as if the party will overpower Smiles, the shaman flees to **Area 11** to alert Mrs. Pennyroyal.

Area 11 - Conservatory

This sprawling conservatory occupies nearly half of the lodge's uppermost floor. In many places, the conservatory's glass walls have shattered, allowing clouds of biting flies to invade the room. The scent of peppermint—a bouquet cast by the pennyroyal plants that have overtaken the garden—fills the hot and humid air.

Unless alerted to their presence sooner, the swamp hag Mrs. Pennyroyal awaits the PCs here. Riding atop her mount—a giant, flying catfish—she circles a bubbling cauldron on the far side of the conservatory. The cauldron is filled with the same pennyroyal extract that coats the spikes of Skint's shield (see **Area 8**). Once complete, Mrs. Pennyroyal plans to serve this batch of "tea" to Nickel and Dime. If the PCs fail to defeat Mrs. Pennyroyal, the hag captures them and forces them to attend the gruesome party, as well.

Mrs. Pennyroyal: Int +2; Atk spells or claw +1 melee (1d4); AC 13; HD 3d8; hp 13; MV 30'; Act 1d20; SP spellcasting (spell check +4, spells known: cantrip, choking cloud); SV Fort +1, Ref +2, Will +4; AL C.

Giant, Flying Catfish: Int +4; Atk bite +3 melee (1d8 + swallow); AC 13; HD 3d12; hp 19; MV swim 40' or fly 40'; Act 1d20; SP swallow (a halfling-sized or smaller creature bitten by the catfish is swallowed whole and takes 1d3 dmg each round until the catfish dies or the creature escapes by making a DC 13 Strength check); SV Fort +3, Ref +4, Will +1; AL C.

Area 12 - Attic

Nickel and Dime discovered the hidden entrance to the attic shortly after moving into the abandoned lodge. They've stashed the king's ransom among the dusty furniture, steamer trunks, and dressing forms that fill the space. To further protect the ransom, Dime has rigged the area with a web of nearly invisible tripwires strung to crossbows. Depending on how the PCs have treated Dime up to this point, the halfling may allow the characters to explore the attic without warning them about the trap, in the hopes his handiwork distracts the party long enough for him and Nickel to escape.

Noticing Dime's tripwires without setting off the crossbows requires a successful DC 15 Find Traps or Intelligence check. To retrieve the king's ransom safely, a thief must cut the tripwires with a successful DC 10 Disable Traps roll. Alternatively, any character may attempt two consecutive DC 15 Agility checks to avoid the wires. Failing any of these checks causes the crossbows to fire. Characters in the attic when the crossbows fire must make a DC 15 Reflex saving throw. On a failure, the character takes 1d6 damage as the attic fills with flying crossbow bolts.

The coffer containing the king's ransom is hidden beneath a bedsheet at the south end of the attic. It holds 10,000 gp worth of assorted coins, or whatever treasure the Judge deems appropriate for their campaign. The rest of the attic's contents are worthless, although the Judge may decide to plant a hook for a future adventure (a forgotten journal or treasure map, for example) among the other items.

Conclusion

Mrs. Pennyroyal has little concern for the stolen ransom. With some good roleplaying and a successful DC 14 Personality check, particularly ruthless PCs may even convince Mrs. Pennyroyal to let the party retreat with the coins, in exchange for leaving Nickel and Dime behind. If this occurs, you may decide that one or both scoundrels escape from Mrs. Pennyroyal anyway and exact revenge on the party later in the campaign.

If the PCs deny Mrs. Pennyroyal her tea party, she gathers a hunting party of crockobolds to chase down the characters. Should Nickel and Dime escape the swamp, the scoundrels offer to split the ransom with the party in exchange for their continued freedom. PCs who refuse this bribe and bring Nickel and Dime to justice may be called upon to deliver the ransom to the king's captors, a clan of wicked walrus-men who live in a frozen fastness far to the north.

**A DCC FUNNEL FOR
CHARACTERS
LEVEL 0-1**

DOWN THE RABBIT HOLE



**BY
BJORN
NELSON**

Down the Rabbit Hole

A DCC Adventure for Level 1 Characters

By Bjorn Nelson

Artwork and Cartography by Max Moon

Introduction

This is a level one adventure for 4-6 characters.

Background

(For judge only)

A long time ago the village of Deo Pellicus worshiped a great, evil rabbit god and with his support the village prospered. The rabbits in the surrounding area would go bring the villagers food and the clerics of the great god would offer healing. In return, every 5 years the villagers gave a sacrifice to the great god. Still the village was tiny and the rabbit god wanted more. He asked the villagers to conquer surrounding villages in his name, and reluctantly, they did just that, which left the land around them beaten down and bloody. The village had no trouble with this, but the god wanted more, and he started asking for a sacrifice yearly, then monthly. Eventually, it became too much and the villagers stopped giving prayers to the rabbit god. This infuriated the great god and he laid a plague upon the village that killed off almost everyone. Few villagers survived but those who did rebuilt the village with mud, sticks, and the little resources they had. The only building still standing is the temple of the evil rabbit god, sitting atop a large hill outside the village, looming over the land around it. Recently, a small group of people went up to the temple and after finding promises of great power waiting for them, they began to worship the great rabbit god. As soon as this happened rabbits surrounded the village and started killing off the wildlife, then the members of the religion began kidnapping humans in order to make some strange human-rabbit hybrids.

Judge's Notes

It is important to read the whole adventure before starting it.

Rabbit-men roam freely in all of area 4. Every 10 minutes (game time), you can roll percentile and on a 25% or lower roll on the Random Encounter Table.

The rabbit-men (excluding the high priest) cannot speak common but they can understand it.

Random Encounter Table

Roll 1d6	Encounter
1	A tunnel that wasn't there before appears. The players can follow this tunnel to a field of flowers outside the village.
2	An escaped prisoner runs into the party and he can tell them about areas 4-1 through 4-4.
3	<p>A carrot monster comes rampaging through the location. It is formed by magical energies surrounding the cave. It believes all here must die, for the slaughter of his kin. In 1d6 rounds, two rabbit-men arrive to slay the monster.</p> <p>Carrot monster: Init -1; Atk slam +2 melee (1d10) or carrot shot +0 (1d4); AC 16; HD 5d10; hp 32; MV 20'; Act 1d20; SP none; SV Fort +3, Ref -4, Will -2; AL C.</p>
4	<p>Rabbit-men patrol</p> <p>Rabbit men (2): Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or knocked prone); AC 14; HD 2d8; hp 10; MV 10' (walk) or 40' (jump); Act 1d20; SP can lunge towards you getting a +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.</p>
5	A rabbit-man is butchering a prisoner to each for lunch. (See above for rabbit-man stats.)
6	A symbol of the rabbit god is carved into the wall nearby.

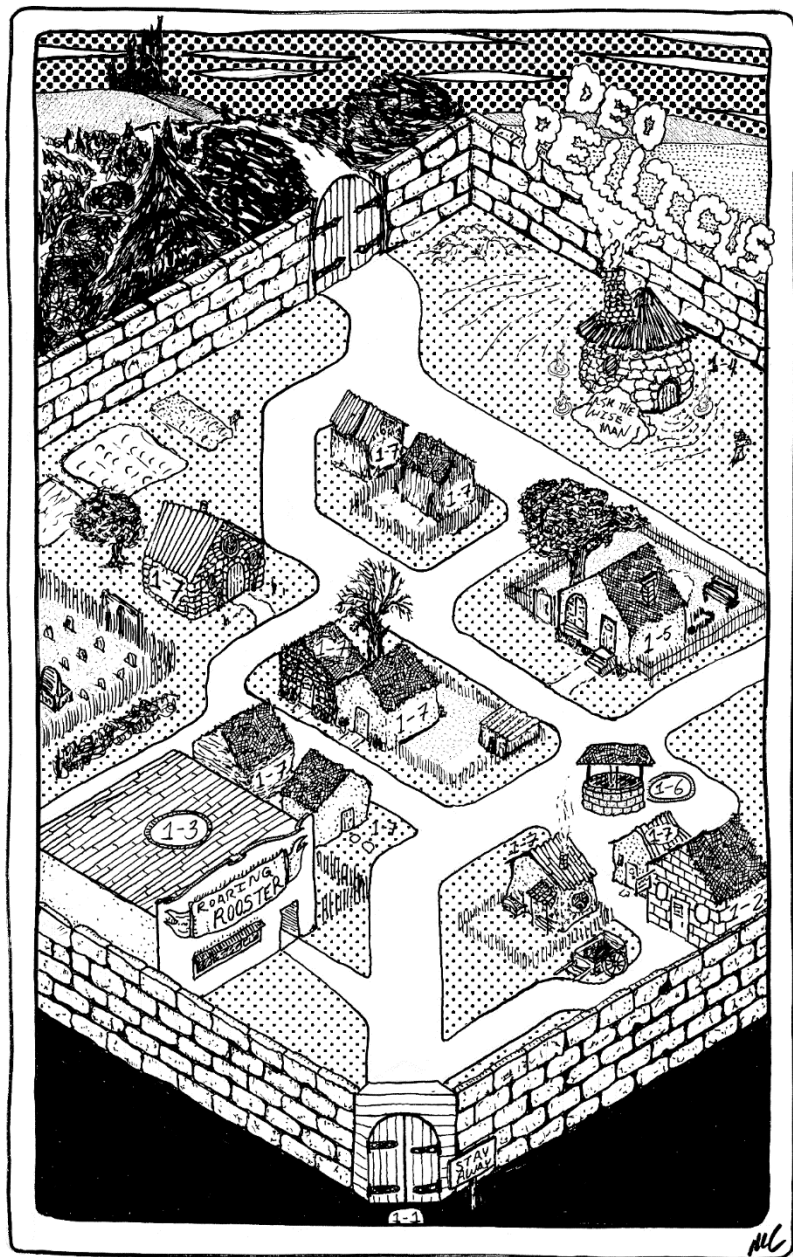
Encounter Table

Area	Type	Encounter
1-1	P	Magic altar
3-1	P/C	Unnatural rabbit
3-2	C	Cultists
4-2	T	Flood trap
4-3	P/C	Transformation & rabbit-men
4-4	C	Rabbit-men
4-6	C	Rabbit-men
4-7	H	Freezing to death
4-8	C	Rabbit-men & priest

Allow the players time to add basic adventuring supplies to their characters and give them handout A (the map).



Handout A



Player Introduction

You all come from a small village in the middle of the forests of Durns Reach. You have recently found a treasure map detailing how to find one of the greatest treasure hordes ever. It is said to contain objects and artifacts of pure gold filling each crack and crevice.

You gather together just five days before to hike out in search of the treasure. The map details a rather small village near its location called Deo Pellicus.

Now you are getting closer and ruined buildings seem to surround you, the forest is dark and foreboding, and you hear no noise around you. Chills run up your spine. Suddenly, the group comes to a halt, freeing you of your thoughts. You suddenly realize that you are at the gates of the village.

Areas of the Map

Area 1 - Village

A sign in front of the gate reads DEO PELLICUS and scratched below that written in scraggly letters it reads STAY AWAY! The village itself seems small, with large walls all around it. Off in the distance on a large hill stands a huge castle-like structure looming over the village.

The village has been terrorized by the cultists who have been dragging their people away in the dark of night to be sacrificed, for approximately half a year.

The village is small and the people will engage in conversations but mostly choose to keep to themselves. When a villager is talking, unless otherwise noted he will steer clear of talking about what it was like back when the rabbit god was in power. If the PCs are snooping around in the village, have them roll a Luck check. If successful, roll on the rumors table below.

Inside the village there are:

1. Houses
2. A Store
3. Town Hall
4. A Hut
5. A Bar

Generic Rumor Table

Roll 1d6	Rumor	True/False (T/F)
1	All the animals have just vanished.	T (except for rabbits)
2	The village used to be large and prosperous.	T
3	This village is said to bring about the end of the world.	F
4	A great god has doomed this village.	F
5	People have been disappearing.	T
6	Strange rituals are happening up at the church.	T

The Cult

The Cult of the Rabbit god operates from dusk till dawn in area 3-2. They appear as patrons at the Roaring Rooster Bar, and if the characters try to speak to them they will try to throw them off from suspecting any strange activity. If they find that the characters suspect them and are staying the night, they will take one of the PCs as their sacrifice to the rabbit god.

If the PCs decide to camp near, or in the church they can catch them by surprise.

They take people from the village and bring them to the church to be ritually sacrificed to the rabbit god. They leave at dawn and by the next night the rabbit-men have taken the body to eat, or turn the victims into more rabbit-men.

Area 1-1 - Gate

The gate is tall (~12') and a DC 15 Ref save is needed to climb over. No one stands guard.

If the characters knock on the gate, someone will answer within the minute. He will ask them their business at Deo Pellicus and unless the characters threaten or offend him, or his village, he lets them in.

Area 1-2 - Store

This building is bigger than the other houses around it. The door is hickory with a name carved into it below the top: THE DIRT FRESH FARMERS MARKET.

If the characters enter, read/paraphrase the following:

The space beyond the door is filled with a few shelves full of basic food and supplies and a counter behind which sits an old man. He looks to be in his upper 40's yet still has a muscular build. He turns towards you and smiles.

The store sells some basic supplies such as daggers, shortbows, rope, rations, etc. but is mostly there as a general store for the people, selling lots of crops, meat, and eggs.

The store keeper looks to be in his mid to upper 40's and is very helpful, though a little wary of new people in town. If he is asked about the treasure, he'll shrug and say that there hasn't been a treasure worth keeping here yet.

Area 1-3 - The Roaring Rooster (Bar)

This is one of the larger buildings with a sign outside proclaiming its name. The bartender, Sam, is one of the rabbit god's cultists, as are some of the regulars so they won't give the characters any information they need. In fact, judges can have them give false pieces of information.

The bartender looks tired and asks them what they would like with a yawn. There is no menu and the only things he serves are beer, water, and cooked chicken.

There is lodging for 1 gp a night, but during the night cultists may choose them to drag off to area 3-2 (20% chance).

In the back room there is a table where 1d3 cult members sit. There is also a trapdoor leading to a passage to area 4-1 and a chest containing 15 gp and a ceremonial knife, as well as an old script of the rabbit god. The script contains some of the information detailed in the Background.

Area 1-4 - Old Sage's Hut

This building, unlike the others, is built out of hardened mud and some rocks. A rock in front reads ASK THE WISE MAN. There is no door, just an opening with a curtain over it.

When the characters walk inside they get a heavy hit of smoke and incense filling their lungs. This is from the candles arranged around the sage in the room.

He does a sort of fortune telling routine when the PCs enter and afterward will charge 1 gp each for the fortune.

His name is Amoundo and he will answer the PCs questions, but it will cost them. Determine the amount of money based on how important the question is. He doesn't know a whole lot regarding what is actually going on but he can tell the PCs some of the information detailed in the Background.

If the PCs are openly brandishing weapons or are obviously adventurers he will get around to asking them to stop the strange rituals that he believes happen in the church from dusk to dawn.

Area 1-5 - Sharon's House

If the characters knock, Sharon will answer. She is depressed as her husband just a year ago disappeared (the cultists took him, and after

trying to escape rabbit-men came out and took him. He now works in area 4-5 as a slave working on the carrot farms).

Inside the house there is a dining room/ kitchen area, and an area for sleeping. She will happily give lodging to 1 to 3 PCs.

Area 1-6 - Village Well

This well has a rotting old bucket that goes down into the murky waters. If a PC would dive into the well and dig down it would lead to area 4-2. The water is only 4 feet deep.

Area 1-7 - Peasant House

Basic house with two rooms; one for sleeping and one for eating. field/pen outside, no animals are in the pen, if there is one.

Outside of the village there are two paths. One is covered in vegetation and the other is clear. They both lead to area 2-1. The one more traveled has footprints on it and if the characters inspect the path they can see drag marks and spots of blood (cultists drag people up this path).

The path with vegetation has carrots growing along the side. To recognize them requires a DC 10 Intelligence check.

If the characters go wandering outside of the village there is a 5% chance that they will stumble upon the ceiling opening for area 4-5.

Area 2-1 - Clearing

Up ahead lies a clearing littered with remnants of old buildings. There is a faint smell of something rotting in the air. In the center of the fallen buildings is an altar with pictures and symbols engraved upon it. On top of the altar lies a body caked with blood.

In the clearing there are 6 buildings. A character that searches a building can roll a Luck check; on a success, roll on the Random Loot Table below.

Random Loot Table

Roll 1d8+Luck	Loot	Description
1	Wood board	Use as a club for 1d4 damage.
2	Knife with gold hilt	1d4 damage. Worth 5 gp.
3	Sack	Just a sack.
4	Moldy bread	DC 10 Fort save or take -2 to all rolls for 1 hour.
5	Rabbit statue	Its eyes appear to glow red in dim light (an illusion created by the rabbit god).
6	Amulet	The amulet has two giant buck teeth dripping blood (the rabbit god's symbol). Whoever wears it gains a +2 to Ref saves. The amulet explodes if the wearer casts a spell or kills a rabbit, dealing 1d6 damage to the wearer and 1d4 damage to those within a 5' radius.
7	Carrot	Can be used to distract certain feral rabbits (DC 10 Will save for rabbits to resist).
8	Spell scroll	Allows you to cast Food of the Gods. It can be cast by non-clerics with a d16. The only food created it carrots.
9+	Rabbit's foot	When a character makes a Luck check they can act as if their Luck was 2 more than what it actually is.

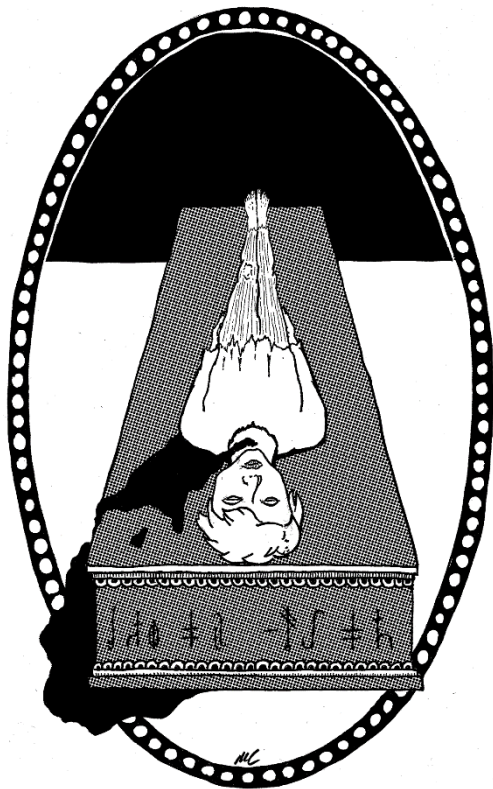
The body on the altar was murdered by a demon rabbit. it bit out his throat. The corpse is of a peasant. He has a shortsword, and 10 cp. The altar is engraved with a picture of a rabbit on each side. There is an inscription below but with all the years of dirt and mud it takes a DC 15 Intelligence check to notice unless the players clearly state they are inspecting below the picture (towards the bottom of the altar). The inscription reads "Pledge your blood to the teeth." The path continues on after the clearing to area 2.

If the players decide to spill their blood on the altar: the wound automatically heals with a scar in the shape of a rabbit face, check the alignment of the PC. The other effects are as follows:

Lawful: Gain 1d2 max hp and an incredible addiction to carrots (DC 10 Will save not to drop everything and eat them). Carrots will also act as a relaxant and calm you immensely (-2 to all attacks and saves for 1d3 hours). Blood does the same although it is not as addictive.

Neutral: Nose flattens out into rabbit nose.

Chaotic: The PC grows giant incisors and lashes out in a sudden rage at the nearest non-rabbit. (bite, 1d4 damage). The incisors go away after this is done and the PC gains 1d4 Stamina (cannot exceed 16).



Area 3-1 - Church of the Rabbit God

You clamber up the last part of crumbling steps, and cannot help but stand in awe of the giant structure. It towers in front of you making you feel inferior and helpless. It stands approximately 50' tall with stained glass windows towards the upper part of the building. The doors are rotten and old, but you can tell that they used to be magnificent. There are faded carvings adorning the archway. The keystone has a carving of two huge incisors covered in blood. A

shiver is sent down your spine as the bushes behind you rustle with sounds of movement.

If the characters examine the bushes read/paraphrase the following:

There is another rustle and you all are startled as a rabbit jumps out abruptly. It has lovely white fur and a cute little nose. The only thing that isn't beautiful about it are the harsh red eyes. They seem to penetrate your very soul. After staring at you for a few seconds the rabbit starts to hop right towards the church!

The characters have one round to do anything if they want to. If not, the rabbit hops through a hole in the church wall to warn the high priest of their arrival (area 12). If he is able to get to the high priest's chambers then add him to that encounter. The bunny will attack the characters if they attempt to hurt it.

If the church carvings are inspected (DC 12 intelligence to read) they say "death to those who oppose," "all hail the mighty one," etc. The windows are covered in cobwebs but the image can still be made out, a human leaning over to feed a rabbit a carrot, while a much larger more human-like rabbit stands present in the background. Ritualistic chanting can be heard if characters attempt to listen at the door. If the cobwebs are removed it takes a DC 15 Ref to scale the building to remove them. Characters can see a picture of a rabbit-man fighting a normal human.

Demon Bunny: Init +2; Atk bite +1 melee (1d3); AC 12; HD 1d6; hp 3; MV 40'; Act 1d20; SP DC 10 Will save to avoid eating a carrot (takes 1 round to eat); SV: Fort -2, Ref +2, Will -3; AL C.



Area 3-2 - Church Nave

The door creaks open to reveal a once glorious space. There are pews going all the way up to a stage. The wood on the pews and stage has rotted and has an unsavory scent. When you breathe in you can taste the dust and decay. Cobwebs litter the corners and crevasses. The only lights come from the center of the stage. On the stage there are six lanterns...

If the Cultists are inside, read/paraphrase the following:

The lanterns are set in a circle around five individuals. Four of them stand around the fifth individual who looks to be the leader. Their masks are black with a little pink spot where the nose should be. They are chanting and banging long staffs on the wooden floor. An otherworldly humming echoes around the room, punctuated only by the beats of their staffs on the wood. The individual in the middle holds a large piece of white fur matted in blood above his head. On the floor lies a moaning man, and before you have any time to move the leader yells above all the chanting “Blood for the Great One!” and he plunges his knife into the man’s chest.

The church’s ceiling is 40-50’ high.

The characters may try to sneak by the cultists if each of them wins in a contested Agility (PCs) vs. Intelligence (cultists) check. The cultists have +1 on Intelligence.

The characters have 1d6 rounds until the cultists’ spell goes off. If the spell is interrupted the cultists stop and attempt to fight. The ritual spell that they are attempting to cast is a patron bond spell for the rabbit god. The sacrifice will hopefully make it stronger.

If this happens read/paraphrase the following:

A light shines down upon the head cultist and a maniacal laugh rings throughout the room. A voice echoes in the back of your brain as you hear it say “Hello little humans, you’re looking delicious tonight. Now I demand of you, go out and spill blood in the name of the RABBIT GOD, starting with the unwanted humans in this room.” The leader turns towards you and laughs.

The dead body is a commoner kidnapped from the village.

If the spell has been cast and combat is going on, each person slain will float upwards to be seemingly devoured by the ceiling. Leaving only bones behind.

Cultists (5): Init +1; Atk staff (1d6) or spell; AC 11; HD 2d8; hp 7; MV 30'; Act 1d20; SP spellcasting cast at +1 (magic missile, flaming hands, ropework, Ekims mystical mask (rabbit mask), and magic shield); SV: Fort -1, Ref +1, Will +2; AL C.

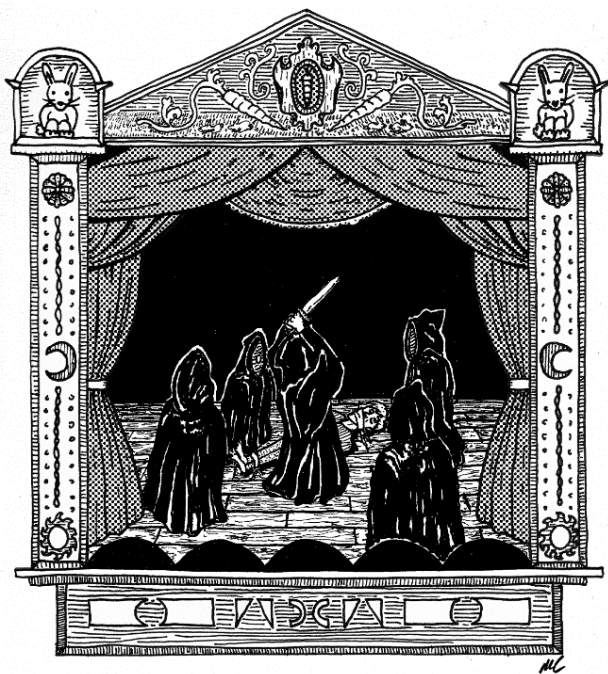
The leader of the cultists is the bartender, Sam.

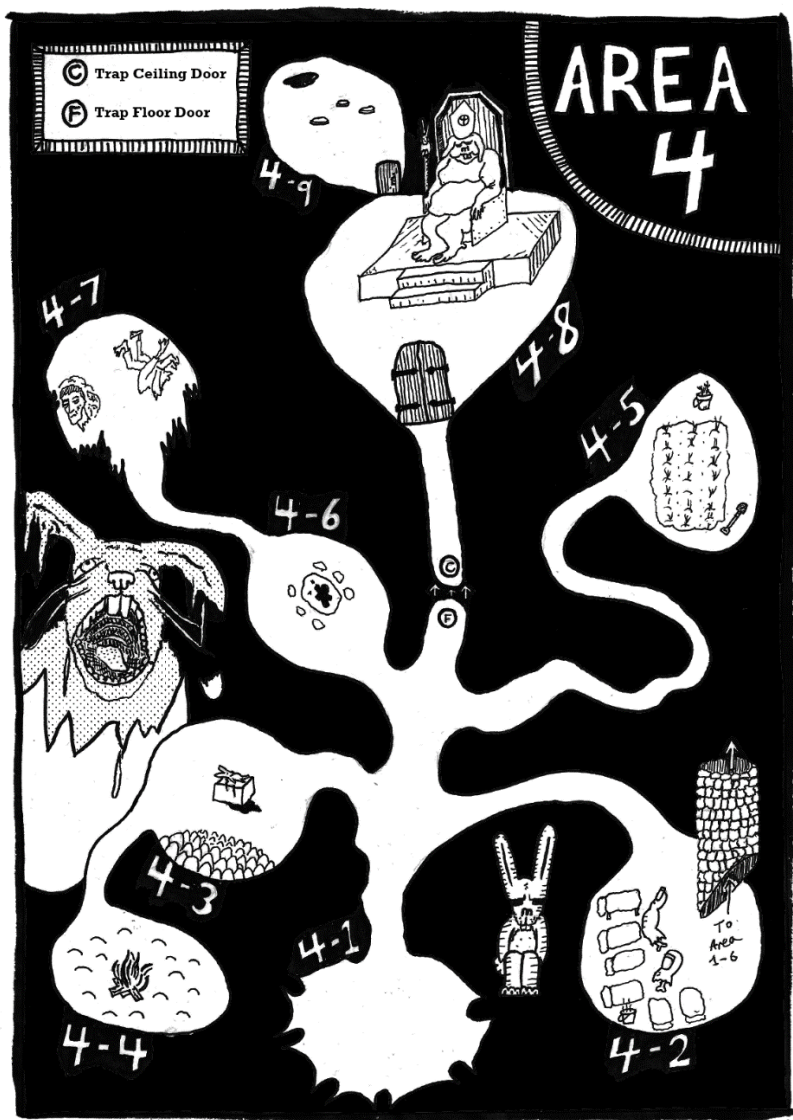
If the characters investigate the corpses, have them roll a DC 15 Intelligence check. If they succeed they recognize the holy symbol of the rabbit god hanging around each of their necks.

The leader has a spell scroll for patron bond for the rabbit god.

Part of the stage creaks under the character's weight. If the characters investigate the spot there is a DC 10 Intelligence check to find that it is hollow underneath (a tunnel leading down to area 4). The floorboards are loose and easily pried up.

If they don't find this, have the character with the lowest Luck on the stage fall through the floor into area 4.





Area 4-1 - Entrance

You slide down the long winding tunnel, until you finally come to a painful halt. You lay on the ground of a dirt cavern filled with many, many tunnels. They all lead into this room. The room is illuminated

by glowing mushrooms covering the walls, and at the other end of the room there is a large tunnel with more light coming through it.

Ceilings: The ceilings in area 4 are 10' tall unless otherwise noted.

Light: There is a dim light throughout the caverns created by the glowing mushrooms mentioned above.

Characters will find it impossible to climb back up most of the tunnels. The ones they can climb is one leading to the village bar, and one leading to a piece of forest outside the village.

The big tunnel leads into a hallway (see map) that connects the further areas together as shown.

Area 4-2 - Living Space

This space seems dirty and lived in. It smells like an animal. There are six makeshift beds pushed against the tight, dirt walls. At the foot of the beds there are piles of severed body parts (mostly fingers and toes). A bucket lies in the corner releasing a foul reek of urine. A tunnel leads upwards and water drips from the tunnel's ceiling.

If the players search the piles of severed parts have them roll a Luck check. On a success roll on the Random Loot Table (see area 2-1).

The bucket is filled with rabbit droppings soaked in urine. They are disgusting, although not poisonous.

The tunnel leading upwards is sealed at the top. The adventurers can pull the dirt away in 1d% minutes. Unfortunately up top is the village well and the water will come rushing out (DC 5 Ref save to avoid or a DC 15 Ref save to avoid it if PCs are in the tunnel). It does 1d4 points of damage and knocks anyone struck prone.

Area 4-3 - Hatching Chamber

This area is much bigger than the others you have been in. It is packed with hundreds of big, slimy, semi-clear ovals pushed into the dirt wall. In the middle of the room there is a 3'x3' platform of stone,

engraved with many holy symbols and runes. Atop the platform lies a recently dead rabbit. It's blood pools on the floor nearby. A large tunnel leads to an adjoining room.

The round things are rabbit-men that are forming using a rabbit and a human with a blood sacrifice from each. On close inspection (DC 10 Intelligence check) a character can see the rabbit and man molding into one. An egg will hatch every 1d10 minutes and the rabbit-man will be hostile.

The middle platform is where mortals are turned into the rabbit god's slaves. The runes can be roughly deciphered to say "Spill blood to become something greater, spill blood for more blood." The platform will compel any characters standing there for long to spill blood. A DC 10 Will save to resist. If a character is standing on the platform and spills blood, an egg comes around him and he will in 1d3 hours hatch into another one of the rabbit god's mindless slaves. Destroying the egg will kill the man inside it.

If the character moves the rabbit off the platform, the next time they look back it will magically be back on the platform.

The tunnel leads to area 4-4.

Rabbit-men (1 every 1d10 minutes): Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 2d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

Area 4-4 - Nursery

This eerie dirt cavern is lit by a small fire in the middle of the room. There is a cluster of small holes around the fire.

If the characters move forward, 3 rabbit-men will come out from the shadows and attack. They are trying to defend the rabbit babies living in the holes from dangerous humans.

In the mounds there are rabbit babies sleeping. They cannot defend themselves and have not turned evil yet.

Rabbit-Men (3): Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

Area 4-5 - Carrot Farm

The tunnel slopes upwards for a while before expanding into a large stone cavern. There is sunlight flowing in from a large hole in the ceiling. The rays of sun rest upon a plowed dirt floor. The floor itself seems farmed and has irrigation channels giving all the crops water. There is a bucket in the corner filled with the plants. An old man slowly puts more plants into the bucket. He hasn't seemed to notice you yet.

The old man is the widow Sharon's husband. He has been a slave of the rabbits for about a year now. They kept him alive for his skill of farming carrots. Carrots work to calm rabbits and give them a -2 to all attacks and saves for 1d3 rounds.

The old man is crying as he farms. He has a wound on his left arm from recent harassment. He keeps mumbling to himself about "him being next." He has gone a little insane and refuses to acknowledge the PCs presence as anything other than a figment of his imagination.

Area 4-6 - Eating Room

In this space there are many rocks arranged in a way that work as makeshift tables and chairs. Four rabbit-men stand over a bloody table eating the headless body of a man. Three prisoners are tied up in a corner, beaten half to death. There is a tunnel in the back of the room leading downwards.

The characters sneak by the rabbit-men with a DC 12 Agility check.

The victim was a villager.

The prisoners can tell the characters about area 4-1 or 4-5. They were to be executed here for the rabbits' next meal.

The tunnel leads to area 4-7.

Rabbit-men (4): Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

Area 4-7 - Body Storage

The tunnel is dark and descends fast, getting colder and slicker.

Have the characters each make DC 5 Ref saves. If they fail, they fall taking 1d3 points of damage.

Flat ground comes quick and you realize quickly how cold this room is. Ice lines the dirt walls and your breath comes out as little clouds of steam. You can make out just two piles, one at the far right, and one at the far left.

For each round spent in this room each character must make a DC 5 Fort save or take 1 point of cold damage.

The left pile is a pile of heads (reserved for the priest as payment for his services) and the right pile is a pile of headless bodies.

After the characters have searched most or all of the rooms (or are intending to leave) read/paraphrase the following:

Suddenly three very large rabbit-men come out into the hall. They don't seem to notice you and start moving towards the dead end. They stop at the end of the hall and dig down a little bit uncovering what looks to be a trap door. They open it and descend down a path closing it behind them.

The trapdoor leads down to a door to area 4-8 hall.

As you descend down the tunnel you start to hear noises and voices. You reach a door and realize that the noises emanate from somewhere behind it. Something is scrawled on the door.

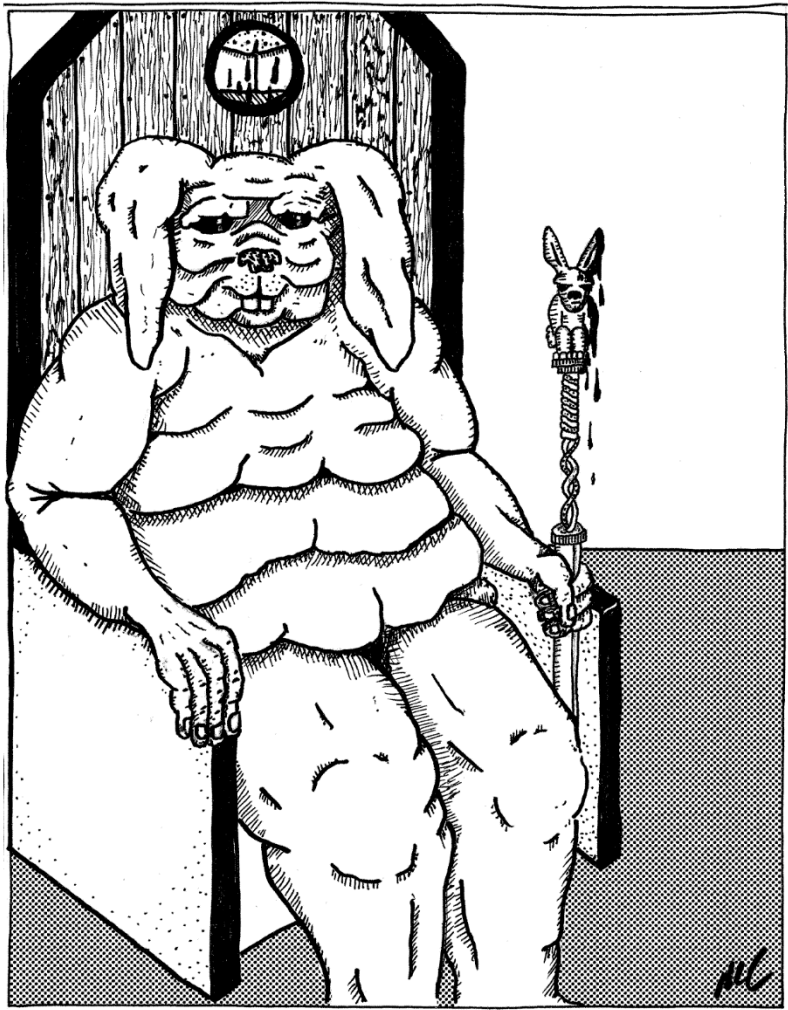
The message reads BIG HOLY ONE.

Area 4-8 - High Priest's Chamber

The room before you is hardly similar to any you have seen yet. It's a good 60-70' tall, and is made out of fine stone. The room is lit by a floating orb of pure light that bobs around towards the top of the room. A door leads to a room in the back.

There is an upraised slab of stone with stairs leading up to it. On the slab is a throne. The two rabbit-men are kneeling in front of the throne on the platform. On the throne is a HUGE rabbit-man. He sits at a height of about 8' tall. His fat rolls come over the side of the chair spilling out onto the nice marble floor. He wears a mitre and carries a scepter with a small statue of a rabbit at its tip.

He is currently speaking to the two rabbit-men in the room. He pauses to shove a handful of human heads into his mouth from a pile on the floor. He speaks in an old but commanding voice. 'My children come hither and hear me out.' he says 'I know what our god has taught us. I am here to use those secrets to aid us, and make us prosper. The problems we face today are nothing considering the problems we will face tomorrow. But I am starting to lose faith in you. You used to be my best bunnies... but, I am afraid you have failed me.' he starts to sound angry 'You let HUMANS onto the premises ... Now for that one of you must die' he takes a moment looking over them then smiles and with a great thumping noise he raises his scepter and crushes the left one's head.



The rabbit priest does not like humans, but he will listen to what humans have to say and possibly not kill them.

As an example, if the characters come in saying they are followers of the rabbit god or have something valuable to trade (judge's discretion) he would probably let them live, at least long enough to hear them out.

The floating orb is a magical ball that has been gifted upon the rabbit priest by the rabbit god. It can be light or made dark with the command word “hop.”

The room in the back is area 4-9. There is a key in the throne seat hidden inside a drawer under the throne along with 500 gp in gems and a shriveled human head.

The drawer is trapped. Any PC opening it without disarming the trap gets shot with a poisoned spine. The spine deals 2d6 damage plus a DC 15 Fort save or suffer -2 to all actions and, if not treated in 3d6 days, death.

Rabbit-men (3): Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4 + DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

Rabbit Priest: Init -3; Atk Scepter +4 melee (1d6+4) or smash +4 melee (1d5); AC 15; HD 4d10; hp 27; MV 5' (takes one round to stand up); Act 1d20; SP spellcasting +4 (magic missile, magic shield, animal summoning (summons demon rabbit), enlarge (not on himself), magic missile (carrots), sleep), can make one target within 100' make a DC 12 Will save or attack the nearest person; SV: Ref -3, Fort -1, Will +4; AL L.

Demon bunny: Init: +2; Atk bite +1 melee (1d3); AC 12; HD 1d6; hp 3; MV 40'; Act 1d20; SP DC 10 Will save to avoid eating a carrot (takes 1 round to eat); SV Fort -2, Ref +2, Will -3; AL C.

Inside the chest there is a map and a copper key along with 100 gp and a note that reads: “The real treasure is yet to come.” (This can be used as a plot device for further campaigns leading the characters to the great treasure). Judges could also put in a large sum of money as “the treasure.”

Once the rabbit priest goes to 0 hp he says in a raspy voice “May my soul and body be pledged to the rabbit god” before dying.

If the characters fail read/paraphrase the following:

Indeed you tried for the treasure, but alas you were not made out for adventuring. Now, in the final moments before you die, you remember longingly your old village, your parents, the people waiting there for you to get back. It seems unfortunate; they will have to wait forever.

Area 4-9 - Treasure Room

As you open the door, there is a barren room with nothing but a few gold pieces scattered about. The room is small in comparison to the last chamber. In the back a tunnel is dug, leading off into darkness.

The treasure has been stolen/used up (judge's discretion). The thief could have just been here, or came here years ago, either way, there are only 36 gp left.

The tunnel winds upwards, emerging just a couple hundred feet away from the entrance to Deo Pellicus.

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