

The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



WELCOME TO PANDEMONIUM

VOLUME I OF EIGHT BOOKLETS

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Art by Clayton Williams

Welcome to Pandemonium

By Harley Stroh

Awash in the roiling seas of phlogiston, home to alien horrors and unknown powers, the ever-changing lands of Pandemonium remain a mystery to even the most powerful of wizards and sorcerers. Few explorers choose to travel the chaos-way, and even fewer return. To most, Pandemonium is a myth, an impossible place where the land and sky are all mutable, where the land itself can be an ally or foe, and where a powerful will can transform reality.

There is a kernel of truth to the legends – yet even this small offering cannot be bought cheaply. Those hoping to investigate the myths surrounding Pandemonium are forced to contend with covetous warlocks, mad booksellers, murderous devotees of chaos and their crazed prophets.

When the fat candles burn low and the wine-addled sages are deep in their cups, they tell us this much: Our world is not alone. Rather there are hundreds, no thousands, of other realities, each home to

people and powers like our own. These planes and demi-planes are all connected by an ever-shifting sea of the mutable chaos-material known as phlogiston, and when – like a wave casting foam droplets from the sea – these take brief material form, it gives birth to the lands of Pandemonium.

In practice, the metaphor is an imperfect one. Pandemonium is as vast (and indeed endless) as the seas of phlogiston that give it form. It is simply dwarfed, in its infinitude, by the roiling swells. But what passes quickly for the gods may be an eternity for humankind, and Pandemonium is no exception, existing for a period of eons, before being consumed once more in chaos.

This weakness – the ephemeral nature of the lands – also gives Pandemonium its strength, and because the phlogiston is at once in contact with each and every reality, explorers can use Pandemonium to travel to any point in any reality.

Of course, this passage is neither predictable nor safe, and what can be done is seldom an indicator as to what should be done. And yet, the sages aver, if their theories hold, mastery over Pandemonium is the key to the multiverse.

Arrival

Characters can be cast into Pandemonium by any number of acts, a few of which are listed here. None are certain; arrival depends entirely upon the whims of the judge. That said, the following events can tear reality asunder and pitch the PCs onto the chaos-way:

- A tie in a spell duel.
- Any spellcasting resulting in a spell check of 30 or more.
- Any time the entire party dies due to a single spell.
- Any critical failure (natural 1) on either *divine aid* or *invoke patron*.
- Any critical failure (natural 1) when attempting to activate an artifact or super-science relic.
- When the PCs really manage to piss off a demi-god or devil.

Travel

Movement along the chaos-way is always fraught with uncertainty. A troupe of intrepid explorers might very well set their sights on any destination within Pandemonium, yet arriving there is seldom (if ever) a given.

Travel is denoted by hexes. To reach a destination, all an explorer must do is turn his or her mind and will to the goal, a specific hex; once set, the destination is always 1d6 hexes away. Note that this can be deceptive, as a hex may be ten miles across or ten thousand. Judge's note: if a 6 is rolled, roll again, totaling the results. If a 6 is rolled three times in a row, the PCs arrive in the lowest plane of Hell with no hope of retreat back through the phlogiston.



Art by Clayton Williams

This applies each and every time a party sets a destination. No matter how recently the PCs left a hex, it will require 1d6 hexes to return. No matter how distant a vaunted hex, it will require a mere 1d6 hexes to arrive.

Example: One-hand and his fellows are cast into Pandemonium following a horrific miscasting by their wizard. Familiar with the ways of the realm, One-hand and his allies set off for the domain of Toadius, a friendly patron who makes his demesne within the phlogiston. It will take the PCs 1d6 hexes to reach Master Toadius.

However, en route, the PCs encounter a dead zone, and attempt to retreat to the last encountered hex. This becomes their destination, and to their horror, the PCs realize that it will require another 1d6 hexes to return to the location they left mere moments ago, and, if they re-direct their travels once more, it risks another 1d6 hexes to arrive.

Of course, the PCs and their players should never know how long a journey might take.

Note that simply exploring (moving from one hex to the next, with no destination in mind) doesn't require rolling. The PCs simply encounter the next hex. However, as noted above, if the PCs even attempt to return to a hex they have left (making it their de facto destination) the travel will require passage through 1d6 hexes.

Judges are encouraged to choose which hex follows the last or roll randomly against the total number of possible realms (see the Table of Pandemonium Travel following this introduction in this same volume). In addition to the unique hexes detailed in the later volumes of this humble almanac there are also generic locations, encountered far more frequently, and to many an explorer's dismay:

Deadlands: Or Dead Zones or simply, the Gray, these realms resemble shadowy ashen wastelands. They are home to leafless trees, rocky ravines, and shifting dunes of ash and sand. The living are not welcome here; rather, the lands are home to restless spirits, driven by an aching cold that can only be sated by the blood of the living.

Every day that a character spends in the deadlands, he or she is subjected to the enervating powers of the realm. Characters must succeed on a DC 10 Will save or suffer 1d3 points of Stamina damage. The DC worsens by +5 with each passing day. When a PC's Stamina reaches 3, the character falls unconscious. When a character's Stamina reaches 0, the character is dead and becomes one of the restless spirits haunting the hex. The stat damage is temporary, and is recovered at the rate of 1 points per day once the PC has exited the deadlands.

Clerics and their ilk also suffer a -1d penalty to turn unholy attempts while in the Gray.

A dead zone hex is typically 1d30 miles in radius, though some have been reported spanning 100 miles or more (how explorers survived to report the distance is a question of much contention). When parties arrive in the deadlands, they always appear in the center of

the hex, requiring them to journey to the edge of the hex to escape or seek another means of egress.

The New Lands: An inverse to the deadlands are the freshly born realms, composed of phlogiston that is only slowly becoming material. Not yet fully fixed, these realms are responsive to the willpower of sentient creatures. Unlike the dead zones, these newly formed lands are always small, measuring no more than 1d5 miles in diameter.

By sheer force of will characters can form material (non-magical, non-intelligent) objects out of the land. When attempting to manifest an object, the PC must have a specific object in mind, and then make two Will saves, the first, to determine how long the object remains in existence, and second, to determine the size of the object. Each attempt at mastering the phlogiston costs the PC 1d5-2 points of Personality. The loss is temporary, and the points are regained at the rate of 1 per day.

So long as the Will save is 11 or better, the object is created, but depending on the degree of success it might be very small or short lived.

Will save	Object duration	Create an object as large as an...
1-3	-	Reality snaps, inflicting 1d20 points of damage to the PC.
4-7	-	Reality cracks, inflicting 1d12 points of damage to the PC.
8-10	-	-
11	1 rounds	Apple or fist.
12	1d3 rounds	A scepter.
13	1d8 rounds	A large weapon.
14	1d12 rounds	A large dog.
15	1d16 rounds	A suit of armor.
16	1d20 rounds	A pony.
17	1d3 turns	Table and chairs.
18	1d8 turns	A horse.
19	1d12 turns	Large destrier.
20	1d16 turns	An elephant.
21	1d20 turns	A hut.

22	1d3 hours	A house.
23	1d8 hours	A tower.
24	1d12 hours	A manor house.
25	1d16 hours	A hamlet.
26	1d20 hours	A small town.
27	1d3 days	A small keep.
28	1d8 days	A large town.
29	1d12 days	A large castle.
30	1d16 days	A vast city.
31+	1d20 days	The PC can design every detail of the entire realm.

In addition, by sheer force of will the PC making the Will save can attempt to extend the duration of the created object indefinitely. To do so, the PC may choose to permanently expend a minimum of 1 point of Personality before making the Will save for the object duration with the expended Personality being added to the roll. Each time a PC expends Personality in this manner, there is a 1% chance that the duration of the created object becomes permanent.

Example: One-hand and his companions are seeking shelter from the strange chaos winds of a newly formed realm. Marshalling his will, One-hand envisions a manor house, replete with a warm fire, ale, and a rich meal.



One-hand attempts his Will saves. His first roll is a 21! The object will be in existence for 1d20 turns – hopefully long enough for his party to receive some much-needed rest. Alas, the second check is an 11. One-hand successfully summons his manor house, but it fits into the palm of his hand.

These new realms can manifest in an infinite number of forms. Judges are encouraged to make up their own descriptions, or can roll 1d10 (or 1d20 if adding their own entries) on the following table for inspiration. Key is the idea that the realm presents both a reprieve from the phlogiston, but also a danger that the PCs must master before they can make the realm their own.

Roll	The realm manifests as...
1	A verdant, sylvan vale, home to predatory giant eagles and lynx that stalk the PCs.
2	An icy mountain range, laden with snow, threatening avalanches and biting cold.
3	A tall-grass savannah, inhabited by strange, spindly-legged beasts that march in an endless migration. No two beasts are the same, and many stampede at the approach of outsiders.
4	A series of islands floating in the sky.
5	An endless glacier of ice, scored by deep chasms and ravines, crusted over with thin drifts of snow.
6	An island set in a great blue sea, being overrun with lava flows.
7	An arid desert beneath a blazing sun that never sets. Characters travelling through the realm without shade or sufficient water suffer from the brutal heat.
8	Rolling hills and endless plains inhabited by waving tentacles, punctuated by ancient stone ruins. To traverse the deadly environs PCs must have the ability to or capture and tame one of the native pterodactyls.
9	A vast, shadowy city inhabited by anything and everything the PC has ever slain.
10	An icy moon in the orbit of an enormous ringed world. A black fortress rises from a cratered landscape filled with stalk-like plants.

The following results are left blank for the judge to add his or her own entries	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

Gates

Characters can be cast into Pandemonium by any number of acts, a few of which are listed here. None are certain; arrival depends entirely upon the whims of the judge. That said, the following events can tear reality asunder and pitch the PCs onto the chaos-way. Finally, no introduction to Pandemonium would be complete without a passing mention of the gates. As theorized by sages and magicians, travel along the chaos-way offers the potential of discovering portals – or gates – opening to anywhere in the multiverse. Put simply, if it exists as a reality, it is constantly enveloped and bathed in phlogiston.



This offers characters who find themselves cast into Pandemonium an easy escape, provided they can find it – though where a particular gate might cast a party is left entirely up to the whims of judge.

(Planning for the PCs to arrive in 1d1000 worlds is a burden few judges are willing to take up – and a poor use of GFA printed space. However, there is a secret d1000 world generator here: <https://goo.gl/aivPoq> - use it at your peril. Better the judge know where a particular portal leads, while allowing the PCs to decide for themselves whether or not to enter).

Judges can roll 1d10 on the following table for inspiration when the PCs discover a gate offering escape from the chaos-way:

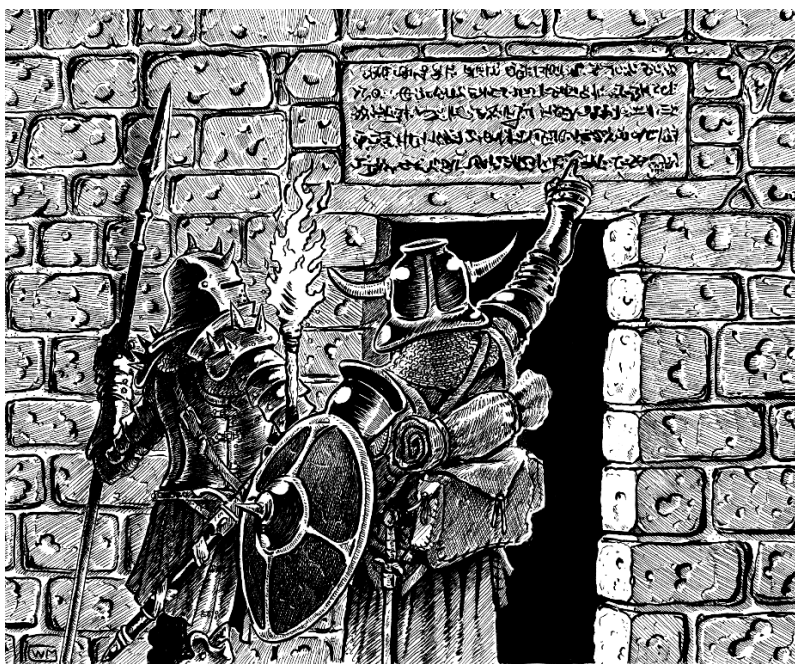
Roll	The realm manifests as...
1	A rippling pool of water. In the reflection the PCs can make out the next world.
2	A long, dark cave. Characters can hear voices echoing in the gloom, providing clues to the next world.
3	A tall mirror. The PCs see themselves reflected in the next world.
4	A tall archway, composed of worn stone blocks. Through the archway the PCs can see the next world.
5	A simple, wooden door, no more than 3' in height. Crawling through the door carries the PCs to the next world.
6	A green demon head, its maw thrown open wide to reveal an inky blackness.
7	A pit trap (DC 10 find trap to spot) that opens up beneath the PCs, spilling them into another world.
8	A grove of towering pines. Characters entering the grove discover that all natural sounds pause ... and as they press through, the sounds of another world return.
9	A narrow mountain pass, with cliffs towering on all sides. As the PCs pass through the cleft they discover the sky has taken on a different hue ...
10	A coven of witches or warlocks are standing in a circle, chanting aloud, and bid the PCs to enter their cauldron.

Locations and Encounters of Pandemonium

By Marc Bruner

Pandemonium is filled with endless worlds populated by twisted creatures, fickle gods, and, for those courageous (or foolhardy) enough to seek them, extraordinary treasures. As detailed in the introduction to this volume, journeying between locations within the chaos-way is unpredictable. Navigating the sea of phlogiston that surrounds the almost imperceptible islands of reality afloat on its surface can often lead the party into wild and strange lands before they ultimately reach their desired goal or destination. While judges are encouraged to populate the lands of Pandemonium with their own creations, for those wishing to use the locations and creatures collected within this year's almanac to fill out the realms their players may encounter as they travel through the seas of phlogiston, we present the following guides.

The first table, Pandemonium Hex Locations, can be used when a random hex is called for as the PCs journey through Pandemonium, or to identify a specific destination the party must travel to from



some object or means of escape, such as a gate. The second table, Pandemonium Encounters, is for use when the judge wishes to introduce potential hazards - or rewards - as the party journeys through the lands of chaos.

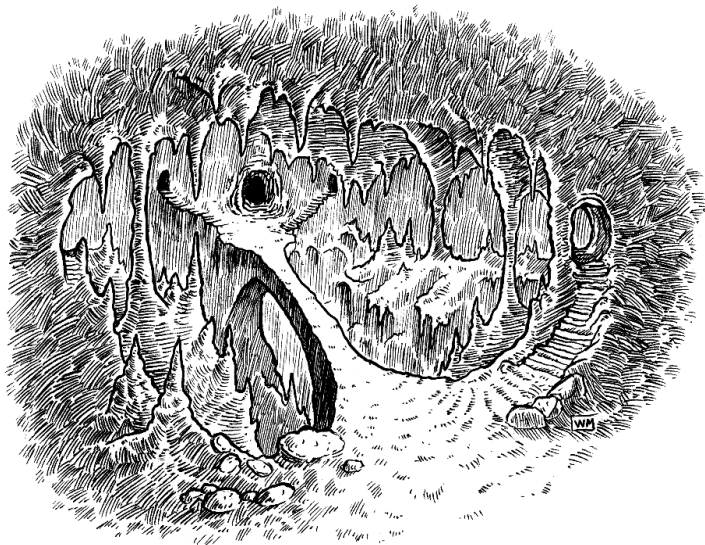
Pandemonium Hex Locations (d30)

Roll	The next Pandemonium hex encountered is...
1-7	Deadlands
8-14	The New Lands
15	<i>Abyss of Automatons</i> (see GFA 2017 Vol. 1)
16	<i>Helljammers of the Crashed Plains</i> (see GFA 2017 Vol. 1)
17	<i>Hunting Preserve of the Cambion Queen</i> (GFA 2017 Vol. 1)
18	<i>Labyrinth of the Elder Minotaur</i> (see GFA 2017 Vol. 1)
19	<i>The Boreal Wastes</i> (see GFA 2017 Vol. 2)
20	<i>The Big Festering Giant</i> (see GFA 2017 Vol. 2)
21	<i>The Big Rock Candy Mountains</i> (see GFA 2017 Vol. 2)
22	<i>The Black Iron Citadel</i> (see GFA 2017 Vol. 2)
23	<i>The Carousel of Doom</i> (see GFA 2017 Vol. 2)
24	<i>The Forest of Nedra</i> (see GFA 2017 Vol. 2)
25	<i>The Ichor Pits</i> (see GFA 2017 Vol. 3)
26	<i>The Lost Tower of Talos</i> (see GFA 2017 Vol. 3)
27	<i>The Quagmire of Endless Malice</i> (see GFA 2017 Vol. 3)
28	<i>Swamp of the Oboline</i> (see GFA 2017 Vol. 3)
29	<i>The Burnished Court</i> (see GFA 2017 Vol. 3)
30	<i>Dark Seas</i> (see GFA 2017 Vol. 4)

Pandemonium Encounter Table (2d6)

Roll	The PCs encounter...
2	A hive-like nest of the Agents of Egris (GFA 2017 Vol. 5)
3	A dimly glowing cave that is home to a colony of Amplexator (see GFA 2017 Vol. 5)
4	A rustic inn run by a Sofa Siren (see GFA 2017 Vol. 5)
5	Preserved in amber, the Blood Fang of Culmenthdor, the Sundered (see GFA 2017 Vol. 5)
6	An illuminated page ripped from a journal acolyte of describing a distant temple where a being named Manateecuhtli is worshipped (see GFA 2017 Vol. 5)

7	Freshly dug earth at the base of an enormous tree. Inscribed on the roots below the party finds a map to the Harikag of Quetzalcoautwalrus (see GFA 2017 Vol. 5)
8	An elf's cracked and blackened grimoire detailing a means to summon Flash and Twilight (see GFA 2017 Vol. 5)
9	A whistle that when blown in combat summons The Spawn of Skach (see GFA 2017 Vol. 5)
10	A cart piled with a ramshackle assortment of boxes and sacks driven by Mors Mercator (see GFA 2017 Vol. 6)
11	An abandoned manse with a hidden vault-cellar (DC 10 find traps) that contains an item from the Bazaar of the Bizarre. Roll 1d4: (1) pipes of the nuclear chaos; (2) thunderous book of agrizaneus; (3) ring of Gibdit the Great; or (4) icon of St. Bhlad (GFA 2017 Vol. 6)
12	An old bearded man that leads the PCs to one of The Mad Merchant's Treasures. Roll 1d4: (1) Tenophar, the Compelling; (2) Nellia, the Lonesome Surface Dweller; (3) Bethyl, the Maltlord; or (4) Harrah, the Flowering Vine (see GFA 2017 Vol. 6)



Abyss of Automatons

By Keith A. Garrett

Few organic beings know this, but sometimes when a mechanical life form “dies,” it is reconstituted in a special kind of afterlife. What happens to the Goody Two Wheels robots is a topic for another day, but the ones who end their functional life with a significant number of wicked acts listed in their behavior log end up in a place of eternal punishment for artificial entities. This place is the Abyss of Automatons.

This is a Hell that is run by robots, for robots. Any kind of robot imaginable can be found here, so the judge should feel free to add others not detailed in the encounter areas below. Note that because these automatons have all been previously destroyed, they are now considered un-dead. Also, remember to describe the robots appropriately if the PCs haven’t encountered such creatures before (“Behold, that metal golem is bleeding black blood!”).

The Abyss of Automatons is rocky (to vex wheeled robots), dusty (to make them crave precious oil even more), and not laid out in an orderly manner (ERROR!) Few living creatures make their home here, though visitors may encounter an evil tree or a few ill-tempered insects.

Hooks

If arriving here from another Pandemonium hex, the party can simply walk into area 1. If, however, the judge wants to bring a party directly to the Abyss of Automatons, they can use a variety of methods. A spell misfire might bring the group here, especially if it involves hell or Pandemonium or machine entities. Or when defeating an automaton of any type, it might commit suicide, sending it (and those nearby) straight to the Abyss. Regardless, all methods of arrival place the party in Area 1.



Robot Parts

At various points in the Abyss of Automaton, PCs might have the opportunity to pick up a detached robot part and find a use for it. The table includes a few options (roll 1d8):

Roll	Robot Part
1	Severed gun arm, dripping oil. 1d8 missile fire damage; depleted on a fumble.
2	Radioactive “heart”, warm to the touch. Increases chance of mutation, if your game setting does that.
3	Grasping manipulator, clicks noisily. Useful for grabbing something dangerous, or as a club.
4	Shock prod, faintly vibrating. 1d8 melee electrical damage; DC 14 Fort save or stunned 1d3 rounds; depleted on a fumble.
5	Cylindrical eye unit, capable of elongating. Useful for seeing far away.
6	Welding attachment, hot and bright. 1d10 melee damage; depleted on a fumble.
7	Wheel leg, spins and squeaks. A PC with an Agility of 13+ can balance on the wheel and gain +10' to movement.
8	Metal plating, dented and reflective. +1 AC.

Revelations

Some of the robots in the encounter areas can provide information to the party (at various levels of willingness). Feel free to dole out the following tidbits gradually as the adventurers make their way through the Abyss.

- The purpose of this place is to punish wicked robots.
- Some robots in the Abyss are punishers; others are the punished.
- Most punishment takes place at the torture factory.
- The most formidable punishers in the Abyss are the robodemons.
- The robodemons report to a higher power, but its identity is unknown.

Encounter Areas

Area 1 - Arrival Zone: The PCs arrive (or appear) at the edge of a hot, rocky landscape. A group of large robots - clearly on guard duty - are not paying attention, instead they are watching one of their number change shape into a four-wheeled vehicle. The other robots jeer, saying they could do better.

When these deceptiguards do notice the party (assuming they do - it might be possible to sneak past them while they argue), they demand that the characters return the way they came, insisting that this area is for evil robots only. Failure to comply results in a fight.

If a fight breaks out, the deceptiguards change forms frequently. They prefer vehicular forms - which allow them to ram, roll over, or strafe the party - but they can take whatever shapes entertain the judge. Possible shapes include giant cannons, metal dragons, cylinders that can roll over a target, or walls that block PC movement.

When a deceptiguard is first damaged in combat, everything stops as all the robots recoil in horror. "You scratched my paint!" wails the damaged robot. Use this dislike of taking cosmetic damage to motivate the deceptiguards' actions. It could lead them to focus their attacks on the offending PC, or it might make the robots try to avoid combat to protect their precious finish - especially if any PCs wield a hammer or other dent-producing weapons.

Deceptiguards (8): Init +1; Atk punch +1 melee (1d6) or ram +2 melee (1d8); AC 15; HD 2d8; hp 9 each; MV 30' or drive 60'; Act 1d20; SP transform, un-dead traits; SV Fort +2, Ref +2, Will N/A; AL N.

The deceptiguards are bulky robots half-as tall as a human. They are buff and shiny and colorful, and in their robot forms they sport blocky muscles and molded metallic hair. In other forms, they still look bright and colorful and metallic - and still might display fake hair.

Area 2 - Garden of Dismemberment: A path leading into this area climbs up a slight incline into a hilly trail dotted with weeds and

small boulders. In random spots along the path lie robot limbs of every imaginable type - humanoid arms, brass claws, serrated blades, rubber plungers, you name it. The limbs have all been violently severed from the original robots' bodies, leaving the limbs with an unstoppable desire to be reattached to anything moving. To that end, the limbs try to leap, crawl, or hop out of their chosen hiding places and plunge themselves into passing adventurers. When possible, they attempt to tear out an existing limb and take its place - these limbs are envious of "natural" body parts.

If the judge wishes to impart one of the revelations about the Abyss, they might do so through a relatively intact severed robot head.

Severed bot limbs (10, or more): Init +1; Atk impale +2 melee (1 and attach); AC 11; HD 1d3; hp 2 each; MV 20'; Act 1d20; SP attach (if target fails a DC 10 Ref save they lose a limb and the severed bot limb takes its place; otherwise, the metal appendage attaches as an extra one), un-dead traits; SV Fort -1, Ref +1, Will N/A; AL N.

Bot limbs attached to PCs: Once a robot limb attaches itself to a new host, it immediately stops attacking. The bot limb then functions for the host as normal, granting an extra action at 1d16. If this action ever fumbles, the limb stops functioning.

Area 3 - The Lake of Flaming Oil: Between the Garden of Dismemberment and the rest of the Abyss lies a shallow lake of oil that measures half a mile across. The problem for visitors isn't the length of the lake, nor its depth, but the fact that it is always on fire. Fortunately, the flames only reach a few inches up from the surface, meaning that characters can use the nearby metal boats (present on both sides of the lake) to cross safely.

Did we say safely? That's if you don't count the fact that the boats will heat up during the journey, giving any boating characters a time limit on their crossing. In addition, when the characters are about halfway across, they come under attack by a group of shiny metallic skeletons that rise up from under the oil. These are the robotic endoskeletons of former cyborgs who had their skins burned off as punishment for their evil. The endoskeletons angrily attack, their eyes glowing red, as if blaming the PCs for their troubles. Even if the endoskeletons don't capsize or directly damage the PCs, they might nudge them off course toward the waterfall at one end of the lake.

Abyss of

PCs always enter
the Abyss at area 1

The Lake of Flaming Oil



Fembot Falls



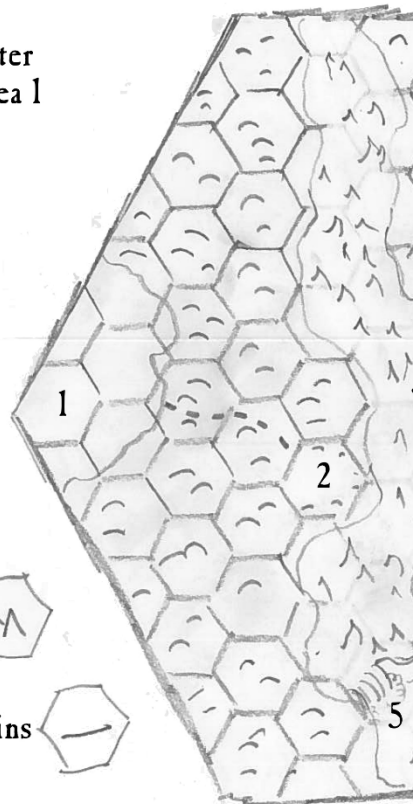
Broken Hills



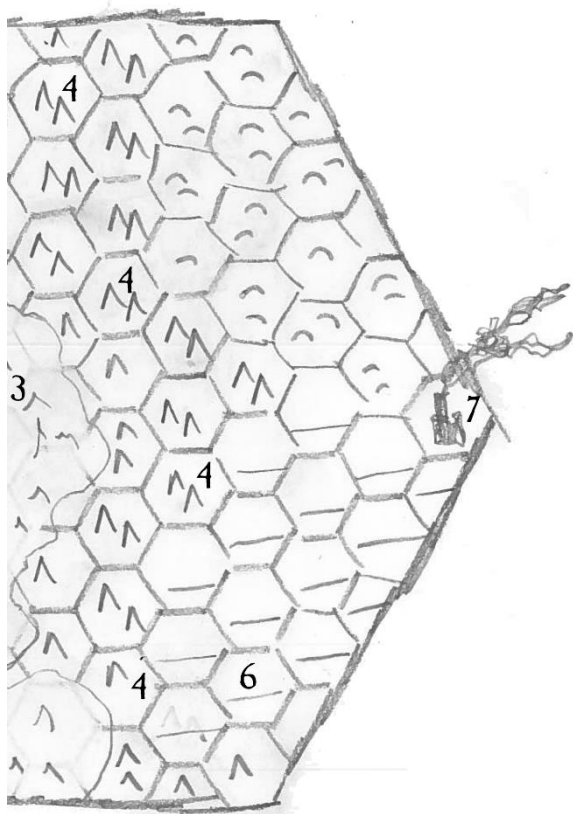
The Artificial Forest



Plains



Automatons



Cartography by Harley Stroh

PCs submerged in the flaming oil take 1d6 damage per round. The far bank of the lake connects to area 4. Going over the flaming waterfall is a shortcut to area 5 (for the survivors, if any).

Endoskeletons (1d10 or more): Init +1, Atk punch +1 melee (1d4) or grab -1 melee (DC 10 Ref save or pulled out of the boat into the oil); AC 12; HD 2d12; hp 15 each; MV 30'; Act 1d20; SP immune to fire, un-dead traits; SV Fort +6, Ref -1, Will N/A; AL N.

Area 4 - The Artificial Forest: Towering metal trees dominate the land in this area, blocking out much of the ambient light as well as the view of other areas. The tree's branches are covered with metal leaves dotted with tiny red lights. These lights provide most of the meager illumination in this area.

When the party begins to pass through the robo-forest, a robot the size of a dog and shaped like a flattened cylinder darts from behind one tree and slams into another. The impact jars loose what looks like a silver coin, which drops to the ground. The tree goes dark. The robot - labeled "Vacbot" on its side - rolls forward and sucks up the valuable-looking coin with a wide vacuum-powered nose. Anyone attempting to take the coin first or otherwise interfere with the bot triggers combat. Either way, soon seven more vacbots arrive, all trying to bump robo-trees and greedily slurp up as many coin-sized "chips" as they can.

Examining a coin shows that it is a metal-plated disc covered in high-tech golden etchings (if the PC can recognize such a thing). Its future value is up to the judge.

Vacbots (8): Init -2; Atk ram +1 melee (1d3) or vacuum (special); AC 11; HD 1d4+2; hp 6; MV 20'; Act 1d20; SP vacuum (DC 10 Ref save or vacbot latches on, reducing movement speed -10'; victim can attempt save each round), un-dead traits; SV Fort +1, Ref -1, Will N/A; AL N.

Area 5 - Fembot Falls: The party can arrive here from area 3 (by going over the flaming waterfall) or area 4. The main features of the area are a flaming pond of oil (at the base of the waterfall) and the fiery falling stream of oil that feeds it.

The inhabitants of this area are hiding until any male PCs come along. Once this happens, six humanoid robot women, shapely and attractive (if you're into that kind of thing), emerge from behind the waterfall and greet the party. The fembots entice the PCs to stay, offering to let them share their hiding place from the robodemon patrols, back in their secret cavern behind the falls. If the PCs are friendly, they can learn a few details about the Abyss; select an item or two from the list of revelations.

Conflict with the fembots is inevitable, as these robot women wish to use the PCs as their permanent love slaves. In fact, anyone going behind the falls (via a safe stone path, thankfully) finds a different kind of dungeon: a single room containing numerous metal shackles, a bed made of bags stuffed with wires, and a bound and gagged human male who looks terrified. If the PCs choose not to stay with the fembots willingly, then the ladies attack.

The human captive is malnourished, exhausted, and prays for death. He asks the party to either free or kill him, saying he can't take any more of the fembot's attention. The man doesn't remember how he got here, but that shortly after he arrived he was 'rescued' by the fembots and brought here. Note: if the party is in need of replacement PCs, throw in a few more captives for them to rescue.

This area connects to area 4 and area 6 (also area 3 for anyone who can ascend the flaming waterfall).

Fembots (6): Init +1, Atk shock touch +1 melee (1d4) or hypnotic eyes; AC 11; HD 2d8; hp 12 each; MV 30'; Act 1d20; SP hypnotic eyes (DC 10 Will save or stunned for 1 round), un-dead traits; SV Fort +4, Ref +1, Will N/A; AL N.

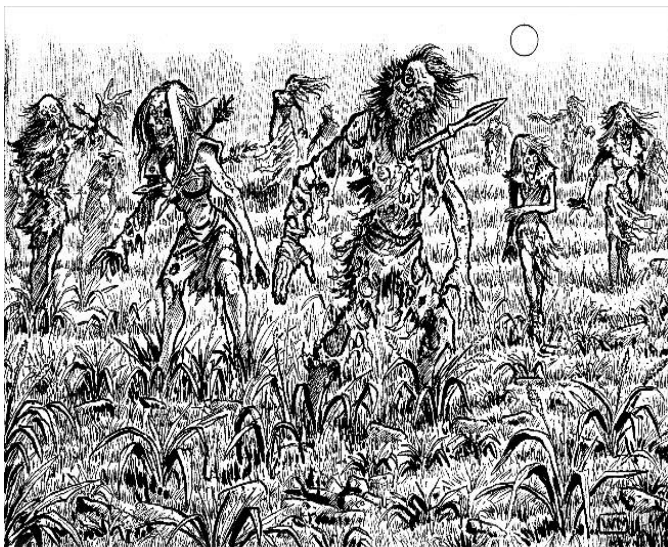
Area 6 - Robot Graveyard: Past the fembot falls stretches a vast plain. In the distance stands a rectangular stone building that belches fire from numerous smokestacks. This is the torture factory in area 7. Between the factory and the party lie countless disabled robots of every variety, scattered across the landscape. It looks as though the robots have been thoroughly beaten, dented, and scarred, then left out to feel their batteries dwindle over the centuries.

Unfortunately, the crippled bots aren't the only automatons in this robot graveyard. Trudging among them are numerous androids, most of which would look like humans if they weren't so worn and damaged. The androids occasionally stop at a downed robot to disconnect a component and eat it.

When these zombots notice the party, they become more animated and move closer, intent on trying this new source of food. A few zombots stay where they are; these are the ones who are eating bot brains, which the zombots find more nourishing than anything else (if the PCs work at finding more bot brains here in the graveyard or in previous areas, the zombots will eagerly take them and leave the party alone).

Zombots (18): Init -1; Atk bite +1 melee (1d4); AC 10; HD 1d6-1; hp 5 each; MV 20'; Act 1d20; SP takes double damage from attacks to the head; un-dead traits; SV Fort +3, Ref -2, Will N/A; AL N.

Built to look like humans, the zombots have seen sufficient wear and tear in the Abyss to make them appear un-dead: some have loose skin drooping down from their faces like stroke victims, others leak coolant and other fluids, and most walk with a shuffling limp. Designed to keep going, and going, and going, a zombot only stops if their robo-brain is destroyed.



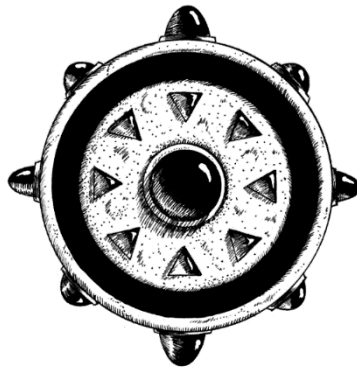
Area 7 - The Torture Factory: At the heart of the Abyss of Automaton lies a multi-level stone-brick structure filled with machinery, sparks, smoke, and the warbling laughter of insane robots. The PCs arrive on a factory floor that contains countless robots bound and stretched on rack-like mechanisms and apparently awaiting torture.

Also in the room are a mass of demonic-looking robots standing at attention while a small golden bot addresses some sort of image on the wall. After a closer look, it appears that the image is that of a giant glowing eyeball that moves around, as if considering the room.

The small robot speaks in a tinny voice. "Master, the damned are still awaiting their punishment. Why won't you punish them?"
A deep voice from the eyeball-wall merely sighs.

When the small bot realizes the party is watching, he says, "Robodemons! Seize them!" Before the robodemons can obey, though, the deep voice counters that order. "No, Leaky, leave them alone. They're the only interesting thing that's happened around here in ages."

Talking to HARI: If the party engages in conversation, the deep voice introduces itself as HARI, an artificial intelligence designed long ago to be a Human And Robot Interface. After HARI went offline in his first life, he found himself here, in charge of punishing wicked robot souls (if asked who assigned him this task, he enigmatically answers, "I did"). Recently, though, HARI has come to question his purpose, and has grown tired of the same old robot torture, day after day.



If the PCs suggest a new line of work for HARI, he reacts as you think he should. If presented with an agreeable idea, he puts Leaky in charge of the Abyss and says farewell before departing for his new vocation, his wall-screen going dark right after. If their ideas stink, HARI either asks them to focus on new ways for him to torture his subjects, or he capriciously orders his robodemons to attack the unimaginative visitors.

If the PCs suggest a clever new way to torture robots (which they might be happy to do at this point, considering how the robots here have treated them), HARI becomes intrigued. He immediately tests the idea out on the nearest robot (even if it's Leaky), and becomes friendly toward the party. If it suits the judge's plans, HARI might even offer to teleport them out of the Abyss.

Starting a fight: If the party would rather fight than talk, Leaky orders the robodemons into the fray as he originally planned and trying to stay out of the fight himself by hiding behind strung-up robots awaiting their promised torture. During the fight, HARI appears from time to time as an eyeball screen on a robodemon's face, to relieve his boredom by chatting during the combat. The judge might even wish to have other damned robots join the fight, including any favorites from earlier areas.

Robodemons (dozens): Init +1, Atk claws +1 melee (1d6) or breathe fire +2 missile fire 1/day (DC 12 Ref save or 1d8 damage; half damage on save, 10' range); AC 12; HD 2d12; hp 15 each; MV 30'; Act 1d20; SP un-dead traits; SV Fort +6, Ref +1, Will N/A; AL N.

Loyal to both Leaky and HARI, the robodemons are bulky black bots that walk on four legs and breathe fire. Even when they're not using their fire to attack, they constantly puff black smoke from their two exhaust port ears. The bots also have pointed devil tails, but these are just for show.

Leaky: Init +1, Atk pinch +0 melee (1d2); AC 15; HD 1d6; hp 5; MV 20'; Act 1d20; SP oil leak (characters within arm's reach must make a DC 10 Ref save or fall prone), un-dead traits; SV Fort +4, Ref +2, Will +4; AL N.

Leaky is a golden robot about the size of a halfling, and serves as HARI's second in command. After a long life spent as a glorified transport for smarter AIs, Leaky is enjoying letting his new authority in the Abyss go to his head. He is loyal to HARI, but wishes his master would get on with the torture already.

HARI: HARI is disembodied and immortal and can appear in any machine or robot in the Abyss. He does not engage in combat. Getting out of here: If the party gets on HARI's good side, they have their choice of leaving by the way they came in, or through a path that winds through the torture factory to an adjacent Pandemonium hex, or via HARI's teleport ability.

Otherwise, their options remain the first or second of those items, but they'll have to fight or evade robodemons on their way out.





Art by SGT Dave

Helljammers of the Crashed Plains

By Julian Bernick

Untold ages ago and many dimensions away, the ruler of the distant voidlings enacted an obscure and dangerous ritual to bind the powers of Hell to his will. This rite, meant to bring a whole citadel of enslaved devils into the voidlings' universe, went catastrophically awry. Instead of yanking the Citadel of Yoz into their plane of existence, it instead brought the voidlings' own Crucial Observatory into Pandemonium, near the space occupied by the demon city of Yoz.

As a result, the rocky desert plains around Yoz were thrown into disarray and became an almost insurmountable jumble of jagged peaks and treacherous chasms. Most travel is now done via soulburners, airborne skiffs powered by souls. The demonic knights of Yoz retaliated by constructing giant demon-saur war-machines, made from the infernal fossils unearthed by this catastrophe.

This rough terrain makes it hard for non-airborne travelers to venture into the Crashed Plains, but the soulburners enable voidlings to venture out into adjacent areas of Pandemonium and launch air raids on unsuspecting neighbors, while the demon-saurs enable the knights of Yoz to defend what's left of their city.

Hooks

Only the most desperate and greedy souls are likely to try to venture into such a deadly and inhospitable area. Typically, those daring the Crashed Plains are trying to retrieve an object or hostage stolen by the airborne voidling raiders or demons from Yoz. Occasionally, some desperate soul eager to flee neighboring areas of Pandemonium may try his luck hiding amongst the massive stone detritus that litter the plains. Or the most unwise of souls might even try to mount their own raid, subtly or overtly, on Yoz, or the Crucial Observatory of the voidlings - pity them!

Encounter Areas

Area 1 – The Crashed Plains: Most of the Crashed Plains are featureless jumbles of huge ruptured stones slabs, sticking up with no order. While these irregular scarlet slabs are dangerous to navigate on foot, they are at least largely devoid of natural predators.

For every hour (or judge's discretion) spent traveling in such rough terrain, the PCs and any companions have to roll a DC 10 Ref save (DC 5 if proceeding carefully and using proper climbing gear). Failure indicates the character has fallen during an ascent or descent on one of the raised slabs. The character must roll a d7 modified by Luck, consulting the table below for the result:

Luck check	Falling character's fate
1 or lower	The character slides down the rocks into an abyssal chasm and is never seen again.
2	Character takes 10d6 points of damage from the fall and is jammed into the stones; DC 20 Strength check to climb free.
3	The character falls into a sub-infernal spatial anomaly and is teleported back to his home plane, final destination to be determined by the judge (Luck check to determine how favorable).
4	Character takes 4d6 points of damage, but is only 40' down and can be retrieved by any suitable means of reaching him.
5	Character falls into an underground warp trap laid by the voidlings and is teleported into the prison within the Crucial Observatory.
6	Character takes 2d6 points of damage and is only 20' down.
7 or higher	No harm done, the character has miraculously avoided damage.

For every hour exposed to the harsh light on the rocks, the judge should roll a d12. On a roll of 1, either a voidling skiff or a demon-saur has spotted the characters. See Appendix A for soul-burner rules and Appendix B for demon-saur rules.



Area 2 – The Crucial Observatory of the Voidlings: The alien voidlings are vaguely man-shaped but lack any visible skin, features or garments. Except for the feminine shaped Headmistress of the Constellations, they have no discernible sex differences. Rather, their shapes appear as silhouettes filled with a nocturnal sky. In their forms, stars, suns and planets are visible as if seen through a man-shaped window. Some scholars of the arcane believe that their names, if such they have, correspond to the constellations and nebulae visible within.

Voidlings do not speak in a conventional manner and they do not communicate via a written language with others, but are feared throughout their galaxy as masters of powerful magic. Whether they cannot communicate or choose not to do so is unknown. They generally treat non-voidling sentient beings as men treat animals or insects, nor do they seem to even recognize them as sentient. They have no mercy on those whose souls they harvest for soulburners,

The Crucial Observatory is a huge stone edifice hulking amidst a jumble of exploded stone slabs. To mount those slabs in an effort to reach its walkways is treated as per rules for climbing in the Crashed Planes, but with a base DC of 15 (modified to DC 10 if they have appropriate climbing gear.) The voidlings enter and exit the observatory via their soul-powered flying skiffs.

At full strength, there are 50 voidlings within. At any given time, some voidlings are out on mysterious missions: roll 2d10 to determine how many are away from the observatory and 1d6 to see how many skiffs are present. Their inscrutable leader, the

Headmistress of the Constellations, is always in the observatory accompanied by ten voidling guards who fanatically defend their queen to the death. She is a powerful spellcaster and may draw on other resources if desperate.

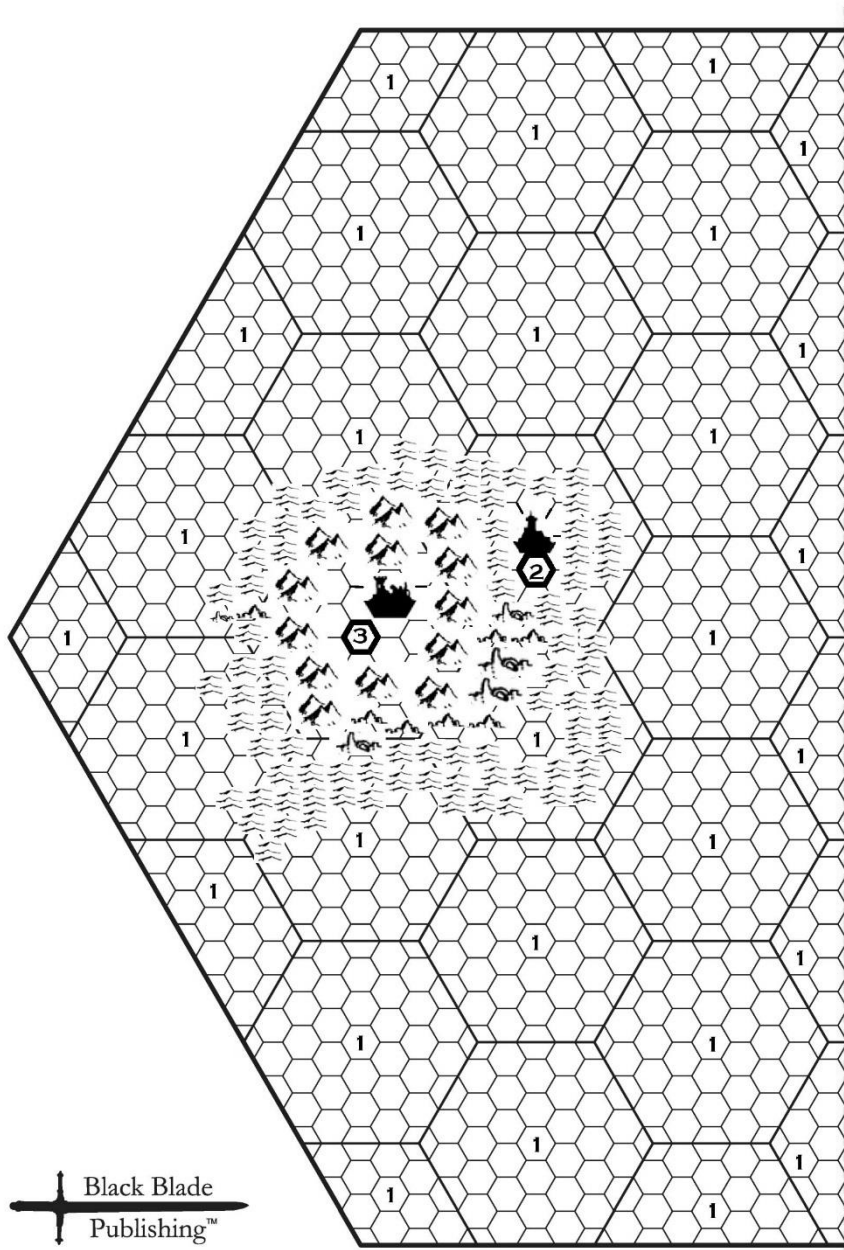
The only foodstuffs and water in the observatory are what is needed for their prisoners. The voidlings are quartered communally in the main floor and live amidst the soulburners and the caged prisoners they have captured. The top level, accessed by a broad stair, has five enormous telescopes, all of alien workmanship. All voidlings inside the observatory will defend this “workshop of the telescopes” to the death. Use of the telescopes requires rolling a d14, modified by Luck, and consulting the table below:

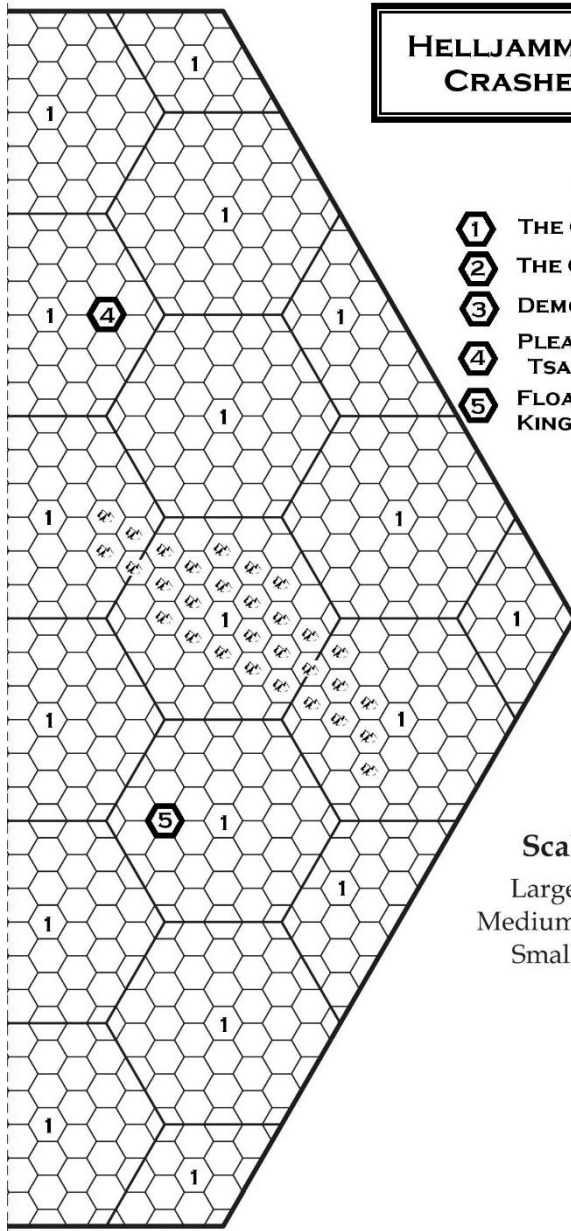
Roll	Effects of the telescope
Less than 1	The PC sees something so dark and vile that even he cannot remember what it was. Lose 1D4 points of Personality, no saving throw.
1	The PC is shaken to his core, losing 1 point of Personality. He will never forget the debaucheries and cosmic nightmares he witnessed.
2	The character is so disoriented by the vast endless ocean of Pandemonium’s sky that he is stunned for 1d4 rounds.
3	The character sees ominous and startling patterns in the stars, perhaps mocking his birth-sign or spelling out his doom. He suffers no ill effects save for having an aversion to cloudless night skies going forward.
4	Instead of any sort of stars, the character sees skies full of demons and devils riding dragons and fighting giant airships, and knows that there is no refuge from the legions of Hell even in the night sky.
5	The character observes something in another plane of existence, with a 1% chance of being useful or relevant to his life (judge’s discretion).
6	The sky is clouded by deep obscuring blood-red clouds, nothing is visible except a faint sense of doom.
7	The character observes something in another plane of existence, with a 33% chance of being useful or relevant to his life (judge’s discretion).

8	The telescope finds the demon lord Mantikrex, who is so horrible to look upon that the PC must make a DC 10 Fort save or run in fear from the telescope.
9	The character observes something in another plane of existence, with a 66% chance of being useful or relevant to his life (judge's discretion).
10	The skies of Pandemonium reveal the ur-stars that are the very model for stars on other planes. Henceforward, the character will receive a +2 on all skill checks involving stars, including navigation, astrology, etc.
11	The character observes something in another plane of existence, with a 99% chance of being useful or relevant to his life (judge's discretion).
12	On a distant plane, Moloch the King senses he is being watched and turns his second head, taking notice of the user of the telescope in a way that is likely to change his life forever (judge's discretion).
13	The character sees nothing besides a dull crimson fog in the slightly distorted night sky, but receives 1 Luck point for having the gumption to peer through the telescope.
14	The character sees the sacred patterns and symbols written in the skies above the Crashed Plains. This subtly affects his being and bestows 1d4 Luck points upon him.
15+	Secretly inform the character that he is watching the mysteries of the universe unfold. If he can watch undisturbed for 1 turn (and convince his companions to let him observe undisturbed), he will raise his Intelligence by 1d4 points, now having an intuitive understanding of all rules of creation.

Voidlings (50): Init +3; Atk star-stuff +3 melee (1d7 + chill touch); AC 15; HD 2d6; MV 35'; Act 1d20; SP concealment, chill touch, immune to mental attacks, vulnerable to electricity; SV Fort +2, Ref +4, Will N/A; AL C.

Voidlings rarely fight with weapons, perhaps because they are not able to easily handle solid objects. Instead they form short, sword-like objects out of their own starry void-bodies whenever needed. A character struck by one of these weapons must make a DC 10 Fort save or drop whatever weapon he's carrying as he shudders with





HELLJAMMERS OF THE CRASHED PLAINS

Key

- ① THE CRASHED PLAINS
- ② THE CRUCIAL OBSERVATORY
- ③ DEMON CITY OF YOZ
- ④ PLEASURE PALACE OF
TSA-KHO-XIAN
- ⑤ FLOATING FORTRESS OF
KING SKAVOK

Scale

- Large Hex: 216 MILES PER HEX
- Medium Hex: 36 MILES PER HEX
- Small Hex: 6 MILES PER HEX

the unnatural cold. Mental attacks have no effect on their unusual “brain” structures. Any contact with electrical attacks instantly slay voidlings as the electrical charge somehow disrupts the particles that hold their void-forms together.

Headmistress of the Constellations: Init +3; Atk star-stuff +3 melee (2d6); AC 18; HD 8d10; hp 60; MV 40'; Act 2d20; SP concealment, chill touch, immune to mental attacks, spells; SV Fort +10, Ref +12, Will N/A; AL C.

The Headmistress is a very powerful sorceress who may cast any wizard spell at will with a +8 spell check. She may also use one action die to teleport in 1d4+2 adventurers of levels 1-3 who have her as their patron. As a patron, the Headmistress uses her bond-slaves to further her goals of returning to the stars from whence she came. Further details are left to the judge.

Area 3 – Yoz: Once Yoz was a bustling town of demonic slaves and their merchant masters, a way station in the arid red planes. Then the voidlings shattered the rocky plains forever, taking to the skies in their soul-powered skiffs. Now on a plateau surrounded by jagged foothills, the hardscrabble demon-town of tents and palisades is set up haphazardly under the shadows of twelve, fifty-foot tall, reptilian bone-giants.

Yoz itself is now mostly isolated from the rest of Pandemonium by the nearly impassible jagged plains and the voidling patrols, but in one sense the bizarre cataclysm was a blessing for the denizens. Buried in the plains for thousands, or even millions, of years were the bones of ancient reptilian hell-gods now known as “demon-saurs”. The desperate demons of Yoz, seeking vengeance against the voidlings (and soon, against each other), inscribed the demon-saur bones with terrible runes and assembled them into creaking, un-dead war-machines. Most standing between 40' and 60' tall, the huge demon-saur devices can straddle, and even stride across, the vast broken plain-shards. For more information on the demon-saur devices, see Appendix B.

Most of the several thousand demons in Yoz are very lowly: imps, quasits, and the like. When the plains were broken, the various merchants were overthrown and the local lord was usurped. Slowly,

the remaining demon-slaves fought a treacherous faction-based battle to dominate the town. Finally, twelve demon knights emerged from the scrum, each becoming the master of a demon-saur device. In theory, the twelve knights control every aspect of the miserable life in Yoz, but as soon as one gives a command, another undercuts it, so the rule as a whole is generally chaos. The voidlings have primarily persisted because no force of Yoz dares to leave its adherents and compounds unguarded for more than a few hours, preventing the knights from mounting a full-scale attack on their enemies.

Outsiders in Yoz are tolerated and even wooed by the different factions of the knights, while the lowliest demons of Yoz assume any mortals must be fearsome and powerful to wander the planes. The knights seek first to use any mortals against their peers rather than to merely enslave or destroy them. But over time the knights and their underlings will grow spiteful if the mortals do not serve them, and may suspect they are being manipulated by their rivals. Such spite and jealousy festers only for a short time before breaking into outright violence. Thus, Yoz is a treacherous place for mortals to spend more than a few days.

Quasits (type I demon): Init +3; Atk tail +0 melee (1d4); AC 12; HD 1d5; MV fly 40'; Act 1d20; SP demonic traits; SV Fort +0, Ref +4, Will -2; AL C.

Demonic soldiers (type II demon): Init +1; Atk sword/mace/axe +0 melee (as weapon); AC 16; HD 1d12; MV 30'; Act 1d20; SP demonic traits; SV Fort +3, Ref +2, Will +1; AL C.

Knights of Yoz (type III demon) (12): Init +5; Atk sword/mace/axe +5 melee (as weapon +5); AC 18; HD 10d12; hp 65 each; MV 30'; Act 2d20; SP demonic traits; SV Fort +8, Ref +8, Will +10; AL C.

The Knights of Yoz

Yrvis has the appearance of a wizened old man. He refuses to speak coherently. May cast (un)holy sanctuary at spell check +10 at will.

Kleevax is permanently invisible.

Quaxoth is man-shaped with a jackal's head. His touch exudes a painful acid that does 2d10 points of damage, DC 20 Fort save for half.

Qyrgis is a silver metallic skeleton, who can flash brightly at will, forcing all within sight to make a DC 20 Fort save or be blinded for 3d4 rounds. Obsessed with the food he cannot eat.

Vumshala is a corpulent female who belches forth gouts of lava for 3d10 damage, range 20', DC 20 Ref save for half damage. Fancies pretty clothes.

Dolor is morose and permanently drunk. A tall naked humanoid with over-large eyes and sagging skin.

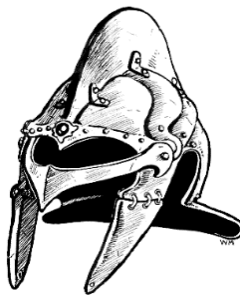
Lady Veemyn is beautiful and rodent-like. She chews for 3d8 points of damage.

Pyrth is an orb of blue energy. One successful attack (AC 25) instantly kills Pyrth and inflicts 1d100 damage on attacker, DC 20 Fort save for half.

Lord Xlaaadi is yellow-green and amphibious, lives in a tub of wine.

Pengel & Pungul are slovenly, obese demon lords in soiled loincloths. They are twin brothers who emit a noxious odor that forces all who approach within 20' to make a DC 20 Fort save or be -4 for all actions.

Kerpresqu manifests as a lightning bolt, bursting out his communications in flashing runes. Can strike a 20' radius area for 5d10 points of damage, but is then dissipated and unable to interact for 2d24 turns.



Appendix A

Voidling Soul-burners

The voidlings have mastered the art of creating soul-powered “skiffs” in order to traverse the broken plains. The open-topped skiffs will hold 5-6 passengers (besides the pilot), depending on their size. The pilot sits in front of the skiff and flies the skiff with mental commands. There is a simple rudder, formed of a human skull, that must be touched to direct the skiff by means of mental energies.

A skiff may move horizontally up to 60 miles per hour and diagonally or vertically at 30 miles per hour. Skiffs have rails and low benches, but no straps to speak of, so the skiff must remain more or less upright. A pilot may make an agility skill check to perform maneuvers, with DC 10 being the base of simple, DC 15 being intermediate, DC 20 being hard and DC 25 being near-impossible (presumably only possible with Luck).

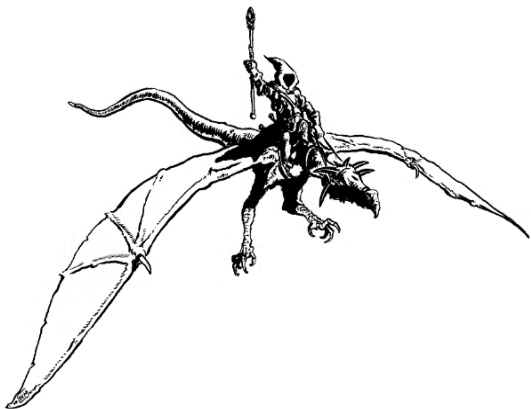
These skiffs are powered by souls who are ritually sacrificed. Prisoners are gathered and stored in the Crucial Observatory for this purpose. Each level or hit die of a prisoner translates directly into one, 20-hour cycle of power for a skiff. The ritual’s leader is then bonded to a specific skiff for the duration of the soul’s power. This individual is the only one who can pilot the skiff unless someone kills it—then the dissipated soul energy is transferred to the assailant. A non-voidling imbued with this power trying to master a skiff for the first time must make a DC 15 Will save to mentally control the vehicle (while touching the skull-rudder, of course!).

Equipped with skiffs, the voidlings often raid Yoz’s outskirts, seeking to take mortal prisoners. They also ambush travelers on the broken plains. Each skiff generally contains 4d6 incendiary devices - alchemical concoctions in glass jars - that explode upon contact with the air for 3d7 points of damage (DC 15 Ref save for half).

Appendix B

Demon-saur Devices

These war-machines loom over Yoz. Each device is capable of sure-footedly navigating the Crashed Plains because of its long stride, huge feet, and demonic energies.



Each machine is bonded to a demon knight of Yoz, and the only way one can be used by someone else is if they destroy or subdue the demon knight who is bonded to it. If supplanting a demon knight, the usurper must try to sit in the cockpit within the device's skull. The usurper must then make a DC 15 Personality check or be vaporized by the demonic energies latent within the war machine itself. Once this test is successfully completed, the master of the demon-saur may completely control it while seated within the cockpit.

All demon-saur devices have a +10 attack, AC 22, and 300 hp. They are immune to fire, whereas cold does double damage as it makes the bones more brittle. Consult the table below for a list of the demon-saurs and specific attacks and attributes:

Dinosaur Model	Attacks	Move	Owning Knight
Tyrannosaurus	Bite for 5d10	50'	Yrvis, Kleevax
Stegosaurus	Spiked tail 3d12	40'	Quaxoth, Qyrgis, Vumshala
Triceratops	Gore for 5d10	35'	Dolor
Raptor	Bite for 3d10	80'	Lady Veemyn, Pyrth
Ankylosaurus	Mace tail 3d12	35'	Lord Xlaaadi
Spinosaurus	Bite for 5d12	40'	Pengel, Pungul
Gigantosaur	Bite for 6d14	40'	Kerpresqu



Hunting Preserve of the Cambion Queen

By Gwendolyn Harper

Seemingly part of both Pandesmos and Cocytus, the howling soul-winds scour this weird wasteland constantly with hurricane-like gusts of wind that prevent safe flight, and where there is but little succor from the constant roar, and even less sustenance for material creatures with material needs.

Here all smells sweet but charred. Black and purple clouds roil in a churning, tumultuous sky. The winds themselves are the screams, howls, and quiet whispers of a billion madnesses, as much felt as heard. The air is cold but a strange heat seems to radiate from the ground beneath.

To the north is a rocky, decrepit wall of hoodoo-topped mountain fragments. From a distance the spires resemble the exposed spinal vertebrae of an immense, rotting titan, curled in a fetal position as it continues to slowly petrify deep within his cave over the past millions of years. The easiest way through is to brave the howling soul-winds of a narrow canyon, which appears as an immense exit wound in the giant's chest located where a human heart would be.

The vale is walled off on three sides by the mountainous figure half risen from the basaltic rock underneath. What appears to be a tortured, semi-molten humanoid of vast size takes up three quarters of the horizon; its chest riven by a strike bold enough to cleave through to the other side, resulting in a smoldering, misty river cascading from the grisly heart-piercing wound.

A mighty, demonic creature, Tamarah Pandoramicum, a type VI gallu demon known as the Cambion Queen, claims this canyon and the surrounding territory, including rumored secret pathways to elsewhere on the plane. As befitting such a gatekeeper, it amuses her to allow her servants to hunt those who have displeased her, as well as those they bring here from other worlds.

Hooks

The Queen's Hunt is a raiding group sent forth to other worlds to bring back specimens for the hunt. Pursuing one of those raiding groups back here would be easy, as would being captured by one of these hunting groups. Alternatively, groups seeking to leave Pandemonium may find that pursuing such a raiding group will leave them stranded on one of the worlds of the infinite universe.

Occasionally the queen also declares a GREAT HUNT! Characters may be asked to take part, may become the quarry, or may just be fetched as guests (though no such explanation is likely to be forthcoming). Having lawful characters present in the PC's party increases the chances of their being hunted, though a lawful cleric of an especially 'righteous' god almost guarantees it.

Encounter Areas

Area 1 – The Forge Mount and Heartsblood Canyon: The long-ossified remains of a forge titan. The constant erosion of the soulwinds and Tamarah's meddling have siphoned most of the primordial energies away. There is a massive apparent injury where the giant creature was pierced in the heart (it looks as though the colossal figure exploded from the inside) and which allows passage through the mountainous figure; this cavern-canyon allegedly provides a short but perilous path leading all the way to Castle Pandemonium itself. However, the plane's soul winds are funneled through the canyon,

creating dangerous wind effects near the canyon mouth and periodically gusting throughout the vale beyond, making traversing the actual canyon a massive threat to sanity and soul.

Attempting to traverse the twisting, claustrophobic, and shifting tunnel exposes the traveling characters directly to the concentrated winds of the plane and all that it implies. The canyon is an extraordinarily rocky, uneven surface, subject to impossible warps and wefts of multidimensional logic and transformative possibility. Traversing just a few miles of this rock passageway means enduring a constant and bizarre cacophony; the chorus of misery includes such things as the cries of children and horses, the whimper of abandoned dogs, and the blackest secrets within the hearts of mortals. Such constant torment wears and tears at the listener, calling to them and tugging at dark wells of emotion, repressed secrets, and effortlessly appealing to their ambitions.

And somewhere overhead, the servants of the Cambion Queen watch and note their progress.

Special Rules – The Soul-winds: The soul-winds are especially potent in the canyon on the north face of the hex, as its unique topography directs and amplifies the winds; they are, however, also a hazard also faced by those attempting flight or anyone attempting to scale the mountain.

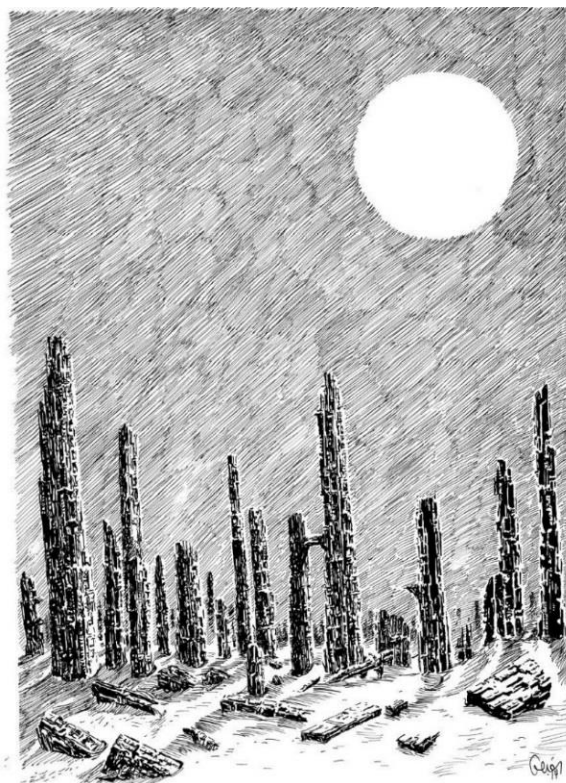
Roll 1d6, modified by Luck, on the following table when the PCs are exposed to the soul-winds for an extended period of time. The results are just suggestions; anything of like result should do fine. Lingering near the canyon mouth? Roll on the table. Entering or walking the canyon? Trying to fly in this wind? The action dragging in the valley below? For any reason desired, simply roll on the table:

Roll	Effects of the soul-winds
0 or less	A face full of flow dust, phlogiston particulates in the form of tiny motes of raw transformative and possibility energies. Make a DC 20 Will save; on a failed save, wizards and elves may find the mercurial magic effects of their spells have changed. Reroll 1d4 random mercurial effects, treating results of 41-60 still as no change. Any natural 1 on this save results in a major corruption; other classes

	suffer no ill effects save the possibility of corruption, though as the judge desires minor cosmetic changes may occur (change of hair, eye color, etc.).
1	The howling concentrated winds of demonic madness flow around and through the character's very essence, leaving vaporous black ether trails in their wake. Make a DC 16 Fort save; on a failed save, roll twice on the major corruption table. Also, roll 3d6 and permanently replace the character's Luck score with the result. Finally, lawful characters, feeling strangely hollow, are now neutral, and neutral characters are now strongly aligned towards chaos.
2	Make a DC 18 Will save; on a failed save, the character is inundated with the sudden and undeniable realization of all the evils and mistakes they have done in their life as their flesh melts off their bones and they die in gurgling agony. Unless disturbed, the soul of the deceased will haunt the vicinity for 1d16 + PC level days before the Cambion Queen comes along and fashions a lesser type I or II demon out of it.
3	Don't you just want to cut somebody? Right now? Make a DC 14 Will save; on a failed save, the character attacks the closest creature and blood must be drawn immediately as the character's next action or the character is spontaneously hit with a major corruption.
4	1d8 pustules erupt across the character's visibly exposed skin and vibrate for five rounds, creating sibilant whispers that speak of the character's secrets and sins. Attempting to silence them will cause them to burst and reform elsewhere in 1d8 rounds.
5	An ichorous green and purple shade manifests out of the chaos-plasm, taking the form of the character's first kill. Only the affected character may see, speak, and interact with it; it will haunt and harass the character indefinitely unless exorcised. Note this is not a true ghost but an aspect of the character's mind imprinted upon the stuff of this plane.
6 or more	The last six lies the character told write themselves upon their face as though carved by an invisible pen with a razor point in the primary language spoken by the party. Thereafter, the sapient variety of the local demon

population finds themselves favorably inclined toward the character, effectively interacting with that character (and that character alone) as though they possessed an 18 Personality.

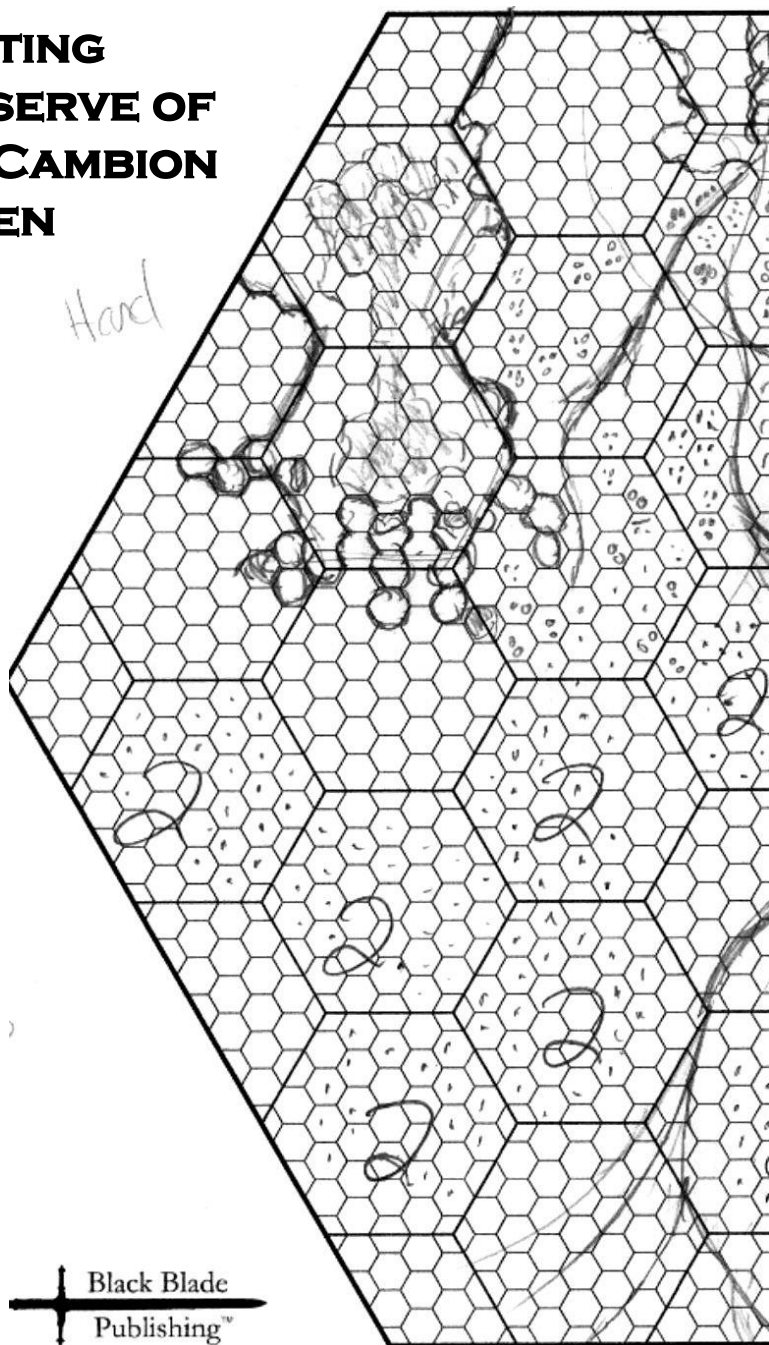
Area 2 – The Hunting Grounds: Thousands of tall, thin, faintly tree-shaped glass spires expand outwards in a myriad of colors in every direction and reflect light and images - it is a majestic, unearthly sight. Amidst this 'forest' of gleaming glass spires, made of cold-forged and crystallized hatred and fury that warp and weft the caterwaul of the soul winds from above, a gentle throbbing reverberates with the necrotic energy leached from the rotting titan deep underground. Their reflective surfaces depict other possibilities, other lives, or other dimensional analogs of those looking in them. Sometimes, those analogs emerge from their reflections and prove either innately deadly to the viewer (e.g., an elemental fire analog for

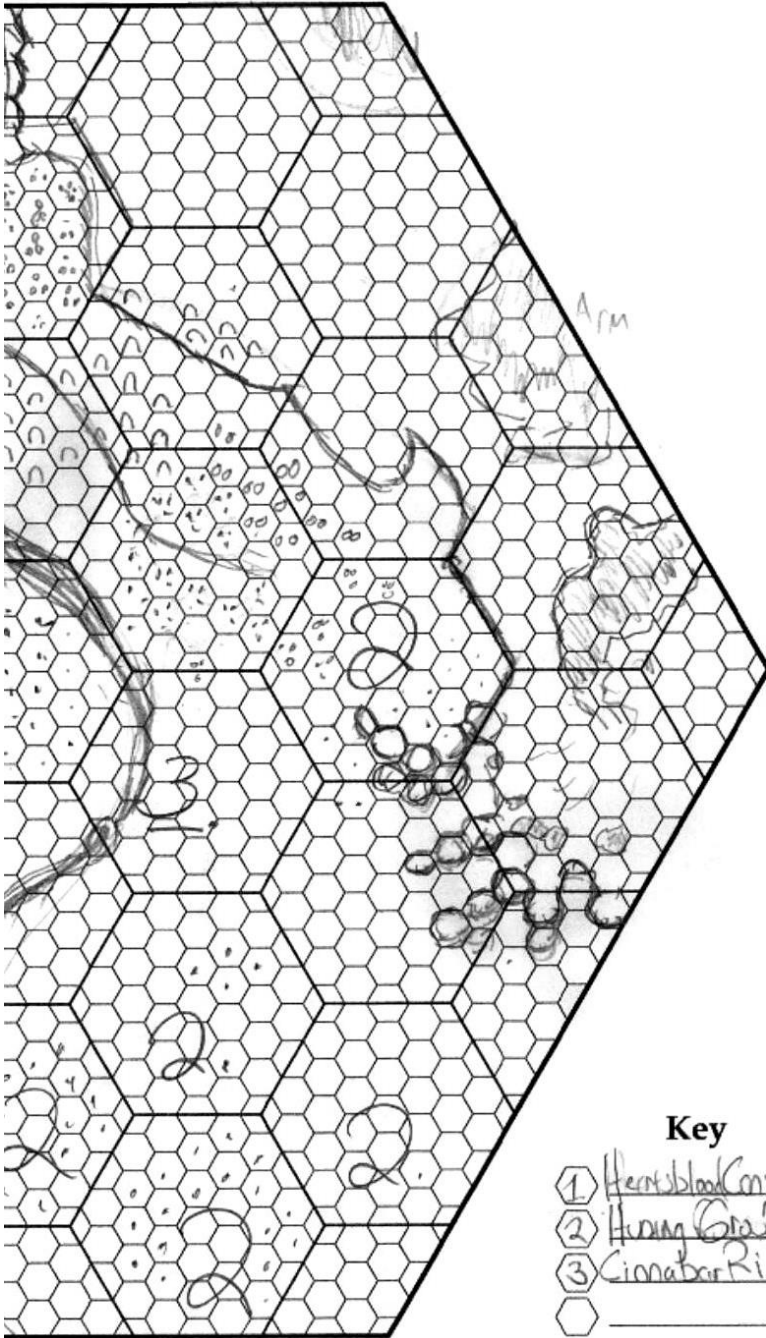


a wizard who takes double damage from fire) or the most disturbing to the viewer (e.g., the most evil and twisted version of a virtuous person, a serpentine version if the character fears or hates snakes, etc.). When she is in residence, the Cambion Queen has been known to inhabit these analogs to learn more about passers-through.

HUNTING PRESERVE OF THE CAMBION QUEEN

Hard





Cartography by Gwendolyn Harper

The Queen's Hunting Party

It is in this venue that the Cambion Queen's servants stage their great hunts. Detailed below are possible members of this wild raiding party, usually consisting of the queen's huntsmen and their mounts. Depending on whim, circumstance, and possibly level considerations, some beastmen, and potentially a small horde of grabby-handed, nihilist demon-children, may also be present.

The Queen's Huntsmen, Maziket and Thelmiraz

Maziket, "Red Knight of Hearts" (type III demon): Init +1; Atk pollen spear +4 melee (1d6+3 plus poison) or pollen spear +6 missile fire (1d6+3 plus poison); AC 16; HD 6d10; hp 48; MV 30'; Act 1d20; SP infravision, pollen spear poison (DC 18 Fort save; damage on a successful save is temporary 1d3 Stamina loss; damage on a failed save is permanent 1d6 Stamina loss), demon traits; SV Fort +10, Ref +8, Will +8; AL C.

Half again as tall as a man, this four-armed insect stands on an additional pair of limbs used as dedicated legs and sports an insectile head with two sets of large compound eyes and antennae. It only wears the queen's green and ruby livery over a black and yellow mottled carapace, marking it as its queen's "Red Knight of Hearts".

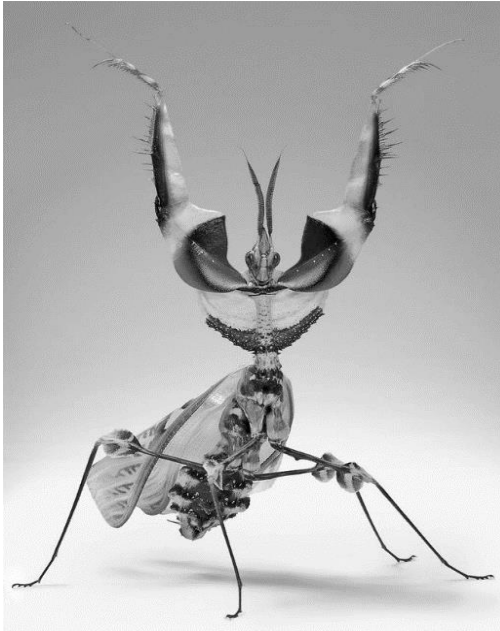
Maziket's hunting lion (alien animal): Init +2; Atk claws +3 melee (2d5+1) or bite +2 melee (2d7+2); AC 15; HD 3d8; hp 21; MV 60'; Act 2d20; SV Fort +3, Ref +5, Will +1; AL C.

On hunts, Maziket is accompanied by a large, long-haired, green and purple, eight-legged, plains-running leonine creature.

Thelmiraz, "Red Knight of Swords" (type III demon): Init +2; Atk pollen spear +10 melee (1d6+3 plus poison) or pollen spear +6 missile fire (1d6+3 plus poison); AC 19; HD 6d10; hp 42; MV 30'; Act 1d20; SP infravision, pollen spear poison (DC 20 Fort save; damage on a successful save is temporary 1d3 Stamina loss; damage on a failed save is permanent 1d6 Stamina loss), teleport up to 120' at will, demon traits; SV Fort +5, Ref +2, Will +2; AL C.

A bee-headed, demonic humanoid quadruped with (vestigial) wings, Thelmiraz has a predominantly deep forest-green carapace, featureless black eyes and is clad in ruby and gold livery, marking it as its queen's "Red Knight of Swords".

Thelmiraz's hunting mantid (type 1 demon, mantis and gemstone): Init +1; Atk mandible bite +3 melee (2d8+4); AC 20; HD 4d10; hp 28; MV 60'; Act 1d20; SP infravision, poison immunity, demonic traits; SV Fort +4, Ref +4, Will +1; AL C.



Thelmiraz hunts with a huge (12'-16' high) quadrupedal antennae mantis covered in a glass-like endoskeleton, which chips away when hit in combat to leave 1d12 small crystalline gemstone fragments worth 1d4 gp each. Note: this species of demon finds bamboo intoxicating. If offered any by any being for any reason, Thelmiraz will likely lose control of the beast.

Beastmen of the hunt: Init +1; Atk bone & oryx scimitar +0 melee (1d5); AC 12; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP scimitars are worth 15 gp on the Prime Plane; critical hit results always lead to the weapon shattering; SV Fort +1, Ref +1, Will -1; AL C.

Hunting party beastmen will have a blend of equine, bovine, cervine, and canine features, clad only in their liege's purple, red, and blue livery.



Tamlyngs (type I demon, humanoid): Init +1; Atk bite +0 melee (1d3) or gore +0 melee (1d4); AC 10; HD 1d10; MV 20'; Act 1d16; SP grab-handed attack (touch drains 1d3 XP); SV Fort +1, Ref +2, Will +0; AL C.

Hollow eyed, and pale, these are degenerate, soulless child-things who have been promised they will be reborn as living children if they catch the fox's soul. There is a 1 in 4 chance they have a single spell or spell-like ability and an action die of 1d20. Some children are known to mob single targets with their touch attack. If this reduces the target to less than 0 XP, both the target and one of the Tamlyngs, chosen at random, vanish. The deceased will almost certainly turn up amongst the unquiet dead of the queen's court.

The hunting party are very random in their choice of actions. If there are one or more lawful characters and they are newly arrived to the plane, they will be the quarry of the hunt. If they have arrived here from any other location in Pandemonium, they will either be ignored, dismissed, attacked, or invited to join the hunt (judge's option). One certainty, however, is that any of the queen's knights that are present will mock the player characters for what they are wearing, their gods, etc., regardless of the player characters' circumstance chosen by the judge above.



Further, a variety of what appear to be freshly dug pits, some concealed along with many which are obvious, are scattered across the entire field the weird forest of glass tree shapes is located on. If the terrain is observed closely, it appears that some of these pits move seemingly of their own accord at a rate of 40'-60' per round. At any given time, one or more of the Cambion Queen's pets hunts among the mobile, but hungry pits. Escaping a pit while it is moving

around in the terrain is nearly impossible (DC 22 Ref save without outside aid, or a cunning mighty deed of arms).

Pit Contents

Most of the pits are relatively harmless, consisting of a 10' drop and inflicting 1d6 damage. However, more than a few of these 'pits' are something else entirely (and much more dangerous!):

- *Filled with an exotic liquid (sweet water potion, liquid ammonia, mead from Valhalla, etc.).*
- *A gateway to somewhere else in Pandemonium, or, even more rarely, a transit point to somewhere else in the infinite possibilities of the omniverse entirely.*
- *A large and hungry maw full of sharp teeth that will attack and attempt to devour the characters.*

Hungry Maw: Init +2; Atk root whip +5 melee (1d4+2 or grapple); AC 18; HD 3d12+2; MV 30'; Act 1d20; SP devour +7 melee (2d12/round if devoured); SV Fort +2, Ref +1, Will +5; AL C.

On a successful root barb attack, it can elect not to inflict damage, but instead it seizes the PC in its roots. It devours the character on the following round, casting them down its gullet to be digested (DC 18 Strength check to break free of the entangling roots; on a failed check, the character is devoured and suffers 2d12 acid damage per round until they cut their way out or perish). PCs slain by the maw are annihilated but may be reborn elsewhere in a greatly changed form (judge's option). Oh, and severely traumatized, of course!

- *A portable hole.*
- *A sphere of annihilation.*

Area 3 – The Cinnabar: Beginning at the mouth of the canyon is the Cinnabar, a ‘river’ which neatly divides the vale in half. A channel of silvery-metallic matter spills out from the dead titan’s killing wound. Perhaps once the manifestation of an outflow of heartsblood, it runs free of the canyon, almost immediately forming a small pool and then a veritable river, which to all appearances consists of molten silver, or perhaps quicksilver.

The river serves as one of the few clearly demarcated pathways through the glass spire forest. The visible channel is no more than 9’ across at its widest and narrows in some places to as little as 3’; however, to either side of the river itself, there resides several feet of semi-dried and crusted material floating like scum over a still-molten steel liquid.

While able to be traversed, the moving scum bank is weak in spots, especially with additional concentrations of weight, and the crust is thin enough to give way. Armored party members must make a DC 20 Ref save or the PC fails at playing ‘hot lava’, taking 1d10 splash damage immediately and they are immersed in the molten river, taking 1d20 damage every round until extricated (DC 15 Fort save for half damage). Once extricated, the character must immediately make a DC 20 Fort save to resist the material’s lingering toxic effects (ill for 1d4 hours, -1 to all rolls while sickened).



Labyrinth of the Elder Minotaur

By Tony Hogard

The maze is chaos arising from order, and nowhere is this a truth more evident than in the vast Primal Labyrinth of Pandemonium. Its endless corridors confound the most intrepid explorers, and befuddled wanderers will be drawn ever centerward to the lair of its monstrous lord.

From outside, the labyrinth appears as a low black fortress, a square of stone one mile to a side. A single pointed arch on each side permits entry.

Hooks

Any adventurer who steps into a maze is pressing his luck. Some say that a character who critically fails on a Luck check (20 on a d20) while lost in a maze or dungeon may open a passageway to the Labyrinth of the Elder Minotaur. A rare wizard may find means to open such a conduit, but would be foolish to enter - never mind the abandoned treasures of a thousand lost explorers that lie within.

Encounter Areas

Area 1 – The Outer Maze: The labyrinth is constructed of close-fitted black stones, almost perfect in their uniformity. Corridors are superbly regular at widths of 10', and turns and intersections are always 90°. Rooms may be lit (4 in 6 chance) by torches in wall sconces. These torches burn endlessly while ensconced but will last only an hour if removed. The maze is tidy and free of dust, as if swept regularly.

Upon entry to the labyrinth, explorers begin 1d20 moves away from the Inner Sward. The judge should roll this distance secretly and keep track of the group's progress using a tracking die. The character with the lowest Luck should make a Luck check every turn of labyrinth travel. Success on the check indicates that the tracker increases by 1; upon failure, decrease by 1. If the tracker reaches 20, the party finds an exit, whereas they find themselves standing at the edge of the Inner Sward when the tracker reaches 1.

The labyrinth defeats even the most meticulous of mappers, for its corridors magically shift positions, and backtracking is impossible. Roll 1d20 on the table below for a sample random maze, but the judge may substitute any method of maze creation:

Roll	What's next in the labyrinth
1	Corridor runs 20' then turns right.
2	Corridor runs 20' then turns left.
3	Corridor ends in a T junction.
4	Corridor branches right.
5	Corridor branches left.
6	Corridor branches left and right.
7	Corridor slopes sharply up or down (equal chance) for 20'.
8	Stairs leading up.
9	Stairs leading down.
10	Stairs leading up and down.
11	Corridor becomes a balcony with a low stone barrier overlooking a long gallery to the left and 20' below (2 in 5 chance of a fountain or pool).
12	Matching 5' alcoves on either side, manacles are bolted to the back wall.
13	Room with two archways.
14	Room with two hinged stone doors, empty.
15	Room with two hinged stone doors, containing the following. Roll 1d4: (1) nothing, (2) a large chest; (3) a corpse; (4) abandoned adventuring gear.
16	Room with two archways and a narrow window overlooking the sunlit Inner Sward - which is apparently 1d3 stories below.
17	Room with three archways.
18	Room with four archways (2 in 5 chance of a fountain or pool in the center).
19	Shimmering portal that leads to a mundane maze located on Aereth, or elsewhere at the judge's discretion.
20	Roll twice and combine the results.

By Tony Hogard, Cartography by Shyloh Wideman '17

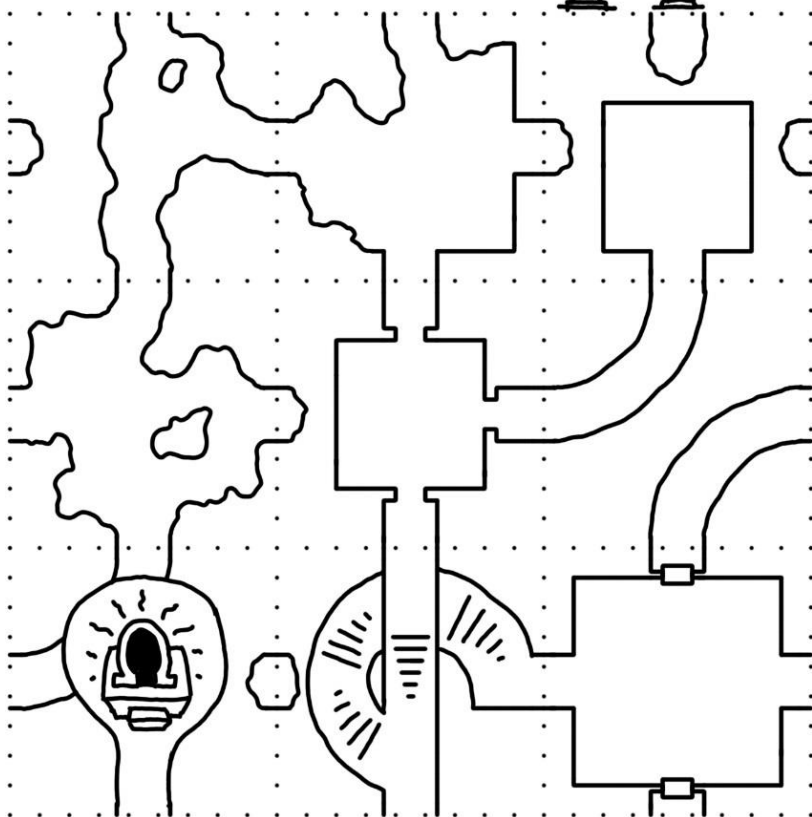
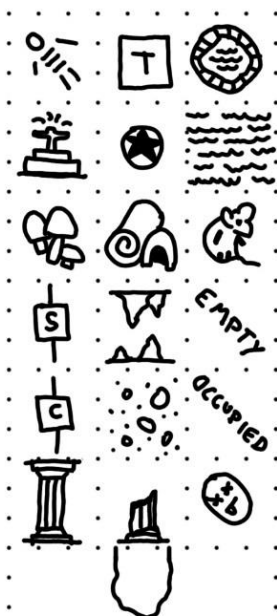
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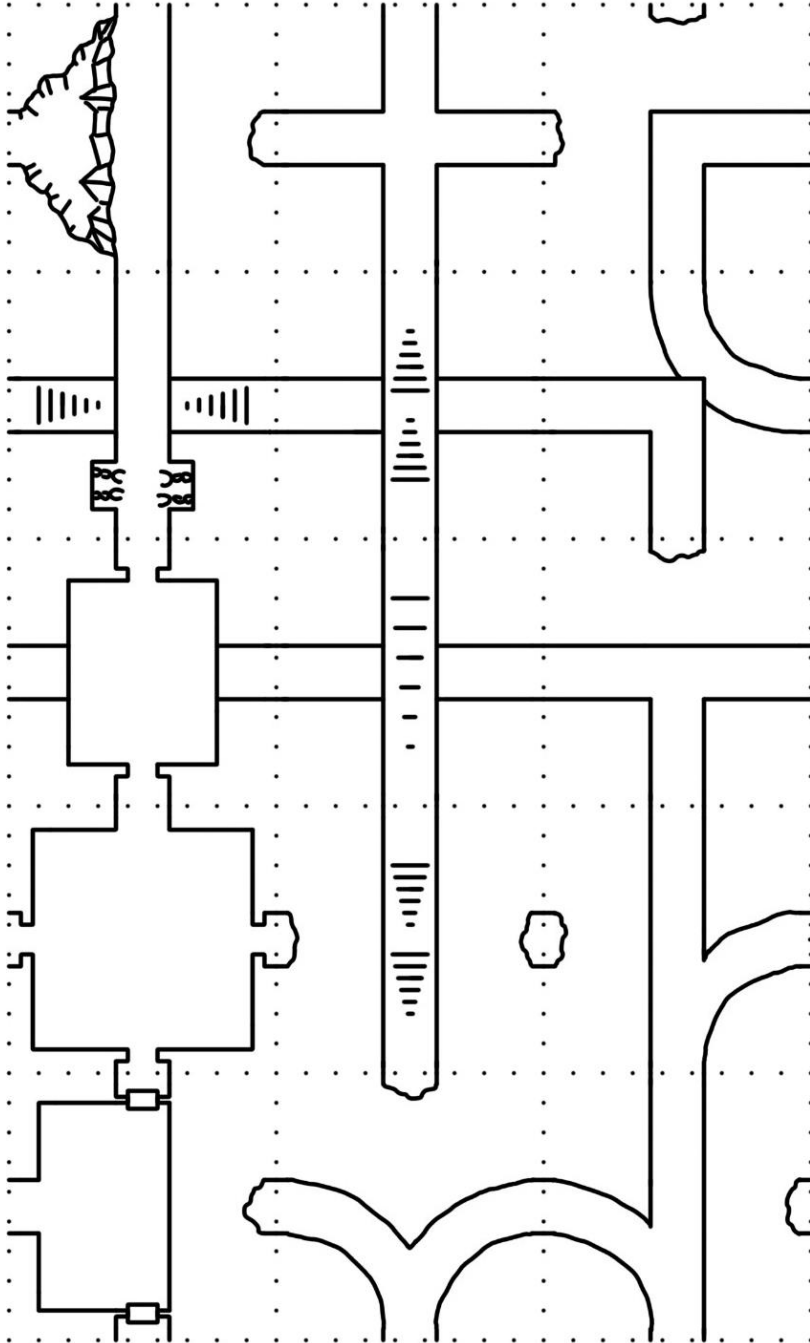
1. Print 4 or more copies on cardstock

1. Print 4 or more copies on cardstock
2. Cut along dotted lines
3. Put the large "location" tiles in one bag
4. Put the small "modifier" tiles in a second bag

1. Draw one location tile and place it face up

1. Draw one location tile and place it face up on the table
2. Every 2-4 locations, draw one modifier tile and place it face up on that location tile
3. Describe the location (and modifiers) to the players and see where they want to go next
5. Repeat this process, placing new location tiles down based on player direction choices





The following wandering denizens may be encountered by parties travelling in the labyrinth:

Cleaning crew slimes (1d3): Init N/A - always last; Atk slam +5 melee (1d4 + 1d3 acid); AC 10; HD 2d8; MV 10', climb 10'; Act 1d20; SP dissolving, half damage from slicing and piercing weapons; SV Fort +6, Ref -6, Will -6; AL N.

Translucent primeval slimes of various geometric shapes roam the maze, mindlessly removing foreign material. They dissolve any organic matter with their acid touch. Roll 1d5 for shape: (1) cube; (2) pyramid; (3) cylinder; (4) cone; (5) octahedron; All are 5' across and retain their shapes until killed, when they pool into a formless puddle.

Gremlings (type I demons, 2d4): Init +3; Atk bite +2 melee (1d3); AC 10; HD 1d12; MV 20'; Act 1d20; SP demon traits; SV Fort +2, Ref +4, Will 0; AL C.

A group of gremlings approaches the PCs in a friendly manner. They offer to act as guides out of the labyrinth, or to any place within it. They request payment, and are fond of magic or mechanical devices, but will accept anything as long as the PCs agree to be escorted. The gremlings are able to navigate the shifting maze, but will steer the characters toward dangerous encounters, and never to an exit. They hope that the PCs will spend Luck, which the gremlings absorb.

These small demons resemble finely-clothed cats who walk upright. Each has three small gemstones embedded in its forehead. When any being (including another gremling) burns a point of Luck, that point will flow into the nearest gremling instead of applying to the PC's die result, and one of its gems will glow brightly. When all have absorbed their fill of 3 Luck, the gremlings will vanish into the maze.

Adventurers (1d6): Lost explorers, agents of powerful beings, hapless victims of chance. As literally anyone can become lost in a maze, the judge is encouraged to roll on whatever random tables he prefers.

Area 2 – The Inner Sward: An archway opens onto a neat lawn of emerald grass. It forms a circle 100' in diameter and is open to a brilliant blue sky. A 10' wide pool occupies the center. The stones of

the arch and nearby walls have been torn away and heaped to form a crude throne.

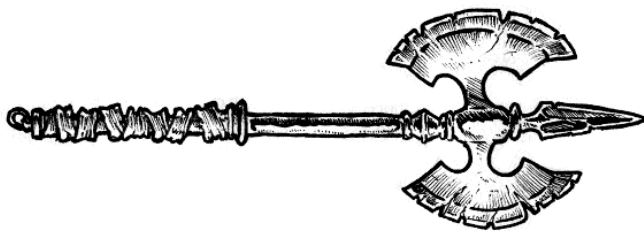
The pool is adorned with four stone foxes at its rim. Anyone gazing into the still water may scry any person or place familiar to the gazer. The fountain will only show scenes of danger and destruction, which may or may not be true.

The Elder Minotaur: Init +8; Atk gore +10 melee (1d10+4) or axe +10 melee (1d10+4); AC 16; HD 10d8+10; hp 55; MV 25'; Act 2d20; SP bull charge; SV Fort +8, Ref +8, Will +4 (see below); AL C.

The Elder Minotaur is grizzled and twisted of limb, but remains massive and powerful. He brandishes a huge double-axe, taller than a human and with a dull red sheen. More intelligent than the lesser of his kind, he is content to stay at the center of his maze until lost adventurers find their way to him.

When the characters arrive, roll 1d7 to determine the minotaur's reaction: (1) the minotaur is asleep. The PCs have one round of surprise before he awakens; (2-4) the minotaur is gazing into his fountain. He grumbles at the PCs but remains on his throne; (5-7) the minotaur grabs up his axe and charges.

The minotaur will initiate combat with a powerful bull rush ending in its gore attack. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty per the charge rules, the minotaur gets an extra 1d10 damage (for total of 2d10+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24) or be hurled back 20'. The minotaur is resistant to spells that affect his mental faculties (such as charm, scare, etc.), receiving an additional +6 bonus to Will saves against these spells.



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The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



PANDEMONIUM LOCATIONS, PART I

VOLUME 2 OF EIGHT BOOKLETS

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The Big Rock Candy Mountains

By Jeff Goad

The massive pale-pink crystalline peaks of the Big Rock Candy Mountains jut into the thunderous sky, cleaving the nimbuses above in twain. From a distance one can see the frolicking children licking the naturally-growing lollipops, skipping under the ever-present rainbow, and ingesting the incredible sweetness of the crystals that form its general semblance. Some of the children are robust and rosy-cheeked, and others are long-dead with misshapen stomachs bulging with the indigestible sweet minerals of the mountain. Whether alive or dead, the children frolic the same.

Malicious pixies gather the sacchariferous crystal dust from the mountain cliffs and pour them into long, thin, colorful candied sticks. They gift these to children they meet in other worlds by traveling through dimensional rifts in the caves found at the highest elevations. The children instantly become sugar thralls once consuming the pixie's sticks and follow the fell fey back into the mountains. The pixies find endless pleasure and delight in watching the children glut themselves to death, and beyond.

Sugar Thralls

Children make no save against the effects of the pixie's sticks or tasting any of the sweetness of the Big Rock Candy Mountains. Adults make a DC 12 Will save after consuming them, or they become sugar thralls, refusing to do anything except find the Big Rock Candy Mountains and savor its sweetness. Each day a sugar thrall spends eating the minerals causes a loss of 1 Stamina, resulting from a diet of indigestible rocks and little sleep. When the last point of Stamina is lost, the character rises as a sugar zombie.

Each day without mineral consumption allows for another DC 12 Will save to break the spell and heals 1 point of Stamina loss. A 2+ HD result of lay on hands will completely remove the compulsion, but not the Stamina loss.

Sugar thralls: same stats as the afflicted. For random children use the following: Init -1, Atk bite -1 melee (1); AC 9; HD 1d3; MV 20'; Act 1d20; SV Fort -1, Ref -1, Will -1; AL N.

Sugar zombies: Init +1; Atk bite +0 melee (1d3); AC 14; HD 1d8; MV 20'; Act 1d20; SP un-dead, rock vomit; SV Fort +0, Ref +0, Will +2; AL C.

Once per day the sugar zombie can explosively release the contents of its stomach as a +3 ranged attack against a single target, dealing 2d6 damage (1d6 from the bludgeoning of the crystals and 1d6 from the acidic juices). Immediately after, the sugar zombie must make a DC 10 Will save or start re-eating the rocks they expelled.

Hooks

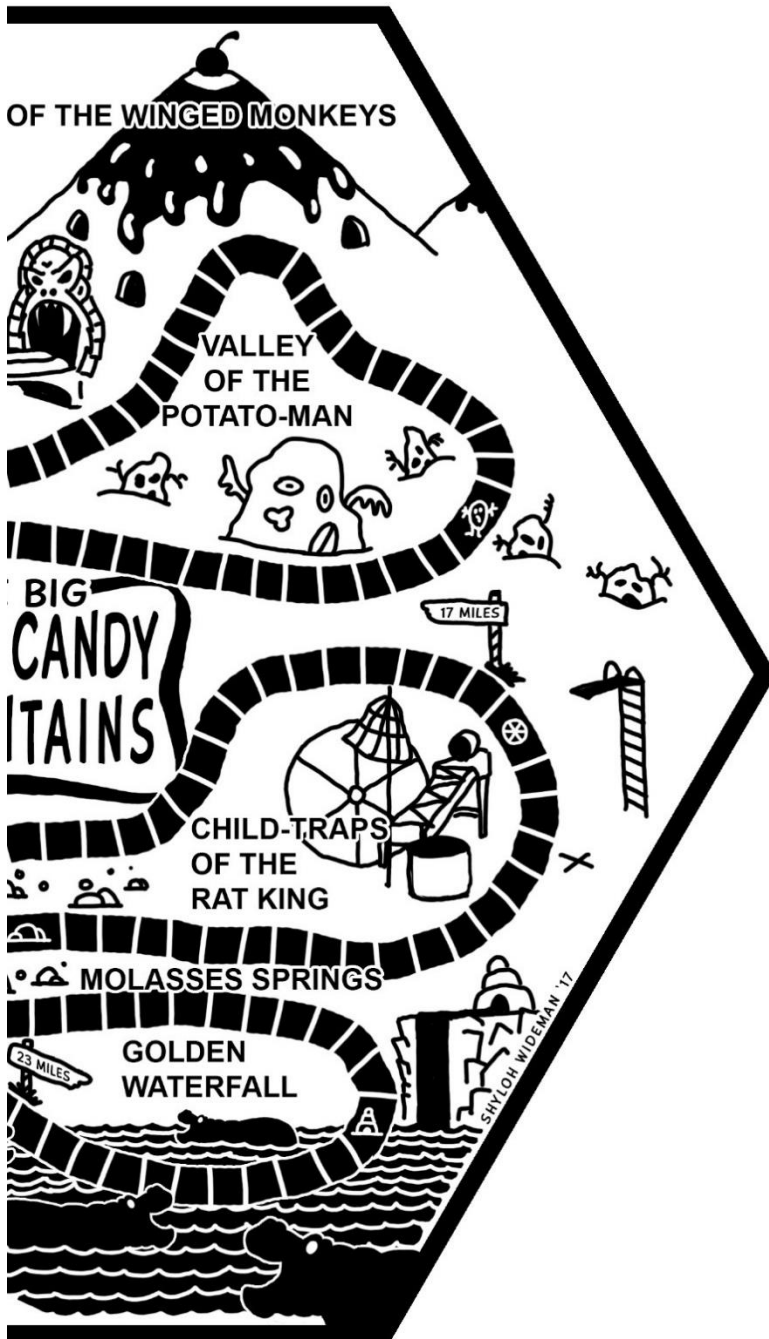
Missing children have been the catalysts for many a great adventure. Someone with wealth and influence has a missing kid or two and they hire the adventurers to find them. Other kids have gone missing and it seems to happen in the woods that are rumored to be infested with mischievous sprites. After some investigation, the PCs discover that tricky pixies were involved. They find the clearing where the portal opens and can travel through it to the Big Rock Candy Mountains to investigate, and hopefully bring the kids back to their wealthy homes.

The bigger problem is how to get back. Only the pixies know where the portals are and how to activate them. The pixies will help the adventurers if they find their crown (sunken in area 1), or destroy the Rat King (their enemy in area 3), or rescue one of their kind who have been captured by the Gingerbread Sorceress (area 4), or bring them their favorite snack - a nougat cocoon (area 7).

Encounter Areas

Area 1 – Golden Waterfall: This river of honey glops its way through the mountains, and at a particularly high peak it cascades down in a gooey golden waterfall. The 40' wide, 10' deep lagoon at its base is home to four massive, hungry hippos. There is nothing they love more than marinating in honey and devouring any creature who dares disturb their sweet home.





Cartography by Syhloh Wideman

Hungry honey hippos (4): Init -2; Atk bite +3 melee (2d4); AC 15; HD 5d8; hp 23; MV 20'; Act 1d20; SP sticky (weapons that make successful attacks stick to the creature, DC 10 Strength check to pull the weapon free); SV Fort +4, Ref +4, Will +1; AL N.

If attacked exclusively by ranged weapons, the hippos will dive beneath the honey where they can remain for up to one turn before coming up for air.

Under the honey lake is a special treasure the pixies want back: a tiny crown. The crown has a matching scepter and the two items will naturally gravitate toward each other when they are within a 30' range. The tiny crown grants the pixie wearing it an 18 Personality when dealing with children.

Area 2 – Molasses Springs: On this rocky plateau there are dozens of gurgling molasses pools. Each one has the ability to thicken the air around it and pull beings in. Passing within 5' of such a pool will trigger this effect, and a failed DC 8 Strength check will result in being inexplicably pulled into the pool. Once in the pool the Strength check needed to escape is DC 16.

After three rounds, the character is fully submerged and begins drowning (drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the pool). Anyone trying to save someone caught in such a situation will also face the same obstacles.

Area 3 – Child-Traps of the Rat King: At some point in the history of the mountains, a group of eight flesh-starved ratfolk found their way through one of the portals opened by the pixies and decided to stay upon finding scores of fat children to eat. After devouring the children, they started to go mad. At first, they began to intertwine their tails. Not long after that they started to intertwine the strands of their minds in the same way. Now they identify as a single entity - the Rat King.

For entertainment and to collect food, the Rat King has developed remarkably elaborate child-traps, each more intricate than the last.

Some traps take months to build and days to reset each time they are triggered. One such trap may have a tripwire that, when triggered, lights a torch that burns a rope holding a pail with a stone that drops onto a chute traveling down to a row of stacked stones that tumble over one after the other with the last landing on a pressure plate that releases a cage onto the person who had tripped the wire. The traps take minutes to fully execute and if the character fails a DC 10 Intelligence check, they will stand there and watch in wonder, not realizing what is about to happen to them.

Perhaps the child the characters are seeking has been caught in such a trap.

The Rat King: Init +3; Atk bite +3 melee (2d4 plus rat king filth); AC 15; HD 8d8; hp 36; MV 30'; Act 8d20; SP rat king filth (victim must pass a DC 15 Fort save or lose 2 Stamina. The judge then sets a timer for ten minutes. When it goes off, the target makes another DC 15 Fort save and if they fail again, they lose another 2 points of Stamina. Repeat until they pass their Fort save, or until they lose all their Stamina and perish); SV Fort +2, Ref +5, Will +0; AL N.



Art by Patrick Regan

Area 4 – Gingerbread Castle: A plump-cheeked sorceress of indeterminate age resides in a castle carved from a giant crystal shard. She has many gingerbread “children” who serve her and she delights in allowing her guests to eat them, as she believes in sharing. For each one of her companions a character eats, she is entitled to eat one of theirs. It's only fair. Eating her children has the same effects as eating anything else sweet on the mountains (see sugar thralls).

She is unmarried and desires fleshly offspring of her own. She will share her true name with the man who can give this to her. Knowing her true name allows the character to make three requests of her that she must follow. After the third request is fulfilled, her true name disappears from the memory of the character who knew it. The character who possesses her true name is unable to write it down or speak it in earshot of anyone other than the sorceress.

She also has several pixies held prisoner in her dungeons, kidnapped by her gingerbread children for spying on her. The pixies would be exceedingly grateful to the PCs if they freed them.

The Gingerbread Sorceress: Init +0; Atk crystal shard +0 melee (1d4); AC 11; HD 3d4; hp 7; MV 30'; Act 1d20; SP spellcasting (spell check +3, spells known: *feather fall, magic missile, spider climb, invisible companion, fly, lightning bolt, turn to stone, polymorph*); SV Fort +1, Ref +1, Will +2; AL C.

Gingerbread children (12): Init +0; Atk short sword +0 melee (1d6); AC 11; HD 1d10; hp 6 each; MV 20'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

Area 5 – Valley of the Potato-Man: A misshapen potato-man roams this valley seeking new body parts. He has the eyes, arms, legs, a mouth, ears, and a nose pinned onto him that had clearly been torn from their previous owners. They are decaying and he is looking for replacements.

He loves riddles. He will let the characters pass if they agree to his bargain. If they ask him a riddle he can answer, then he gets the limb of his choosing. If he cannot answer it, they may pass by safely.

Encourage the players to ask the judge a riddle to resolve this portion of the encounter.

Characters who agree to these terms but refuse to pay the agreed-upon price will find that the requested limb instantly withers away (DC 20 Will save to avoid) and the potato man becomes enraged and attacks.

Potato-man: Init +2; Atk fist +5 melee (1d3+3); AC 14; HD 5d8; hp 22; MV 20'; Act 1d20; SP limb rend; SV Fort +4, Ref +4, Will +1; AL L.

When the potato-man scores a critical hit, the target must succeed on a DC 15 Ref save or else the potato-man successfully steals a limb, dealing an additional 1d8 damage and 1 hp of bleeding each round until the wound is healed or the limb is rejoined, which can be accomplished with a 3+ HD result of lay on hands. The rejoining needs to happen within a number of rounds equal to the level or HD of the target in order for it to succeed.

Area 6 – Caves of the Winged Monkeys: Winged peanut brittle monkeys travel here in swarms and kidnap children. Sometimes they eat them. The monkeys especially enjoy sucking the marrow out from the delicate child bones. When the monkey population is low they will bring children back to their caves and wrap them in nougat cocoons so that they may too emerge as winged peanut brittle monkeys. Perhaps the child the characters are seeking has been caught in such a cocoon.

Winged peanut brittle monkeys (2d6): Init +2; Atk claws +1 melee (1d4+1); AC 13; HD 2d8; MV 20' or fly 40'; Act 1d20; SP nougat cocoon; SV Fort +3, Ref +3, Will +3, AL N.

When a target drops to 0 hp, the monkeys will try to fly away with them clutched in their talons. Once home they will either start to eat them, or begin to cover them in a thick mucus produced from their mouths that will eventually harden into a nougat cocoon, which requires a DC 15 Strength check to break.

Area 7 – End of the Rainbow: Located on the highest and most inaccessible peak lies the end of the rainbow. It was once guarded by a leprechaun that hung himself after untold years of boredom and loneliness. His skeletal remains swing from a rocky ledge nearby dressed in his merry green attire. The nearby cliff wall is carved with pixie runes that read “Here I hang, the unluckiest soul of all. To take my gold is to take my lot.”

The pot contains 4,096 gp. Characters who take any of the gold find their Luck drop permanently to 3. Returning the gold will restore the lost Luck.



Art by Patrick Regan



Art by Clayton Williams

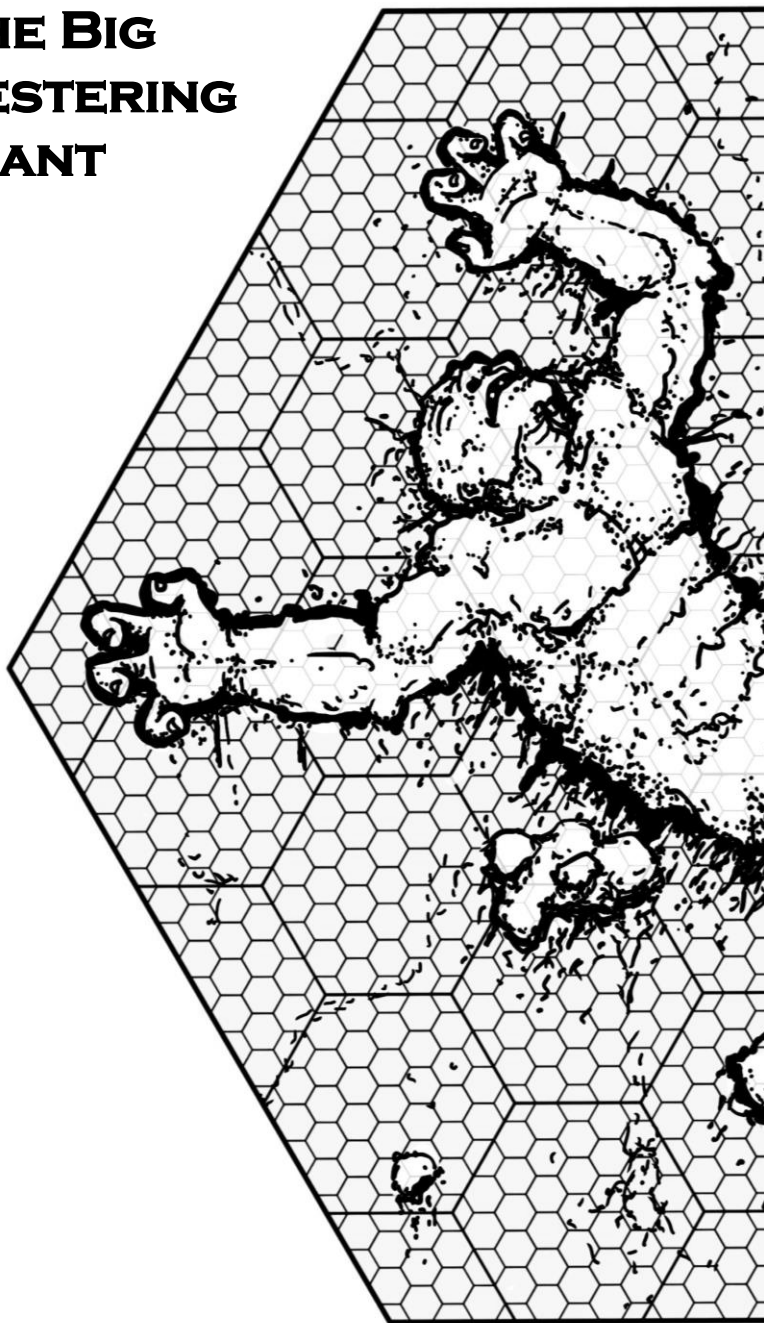
The Big Festering Giant (BFG)

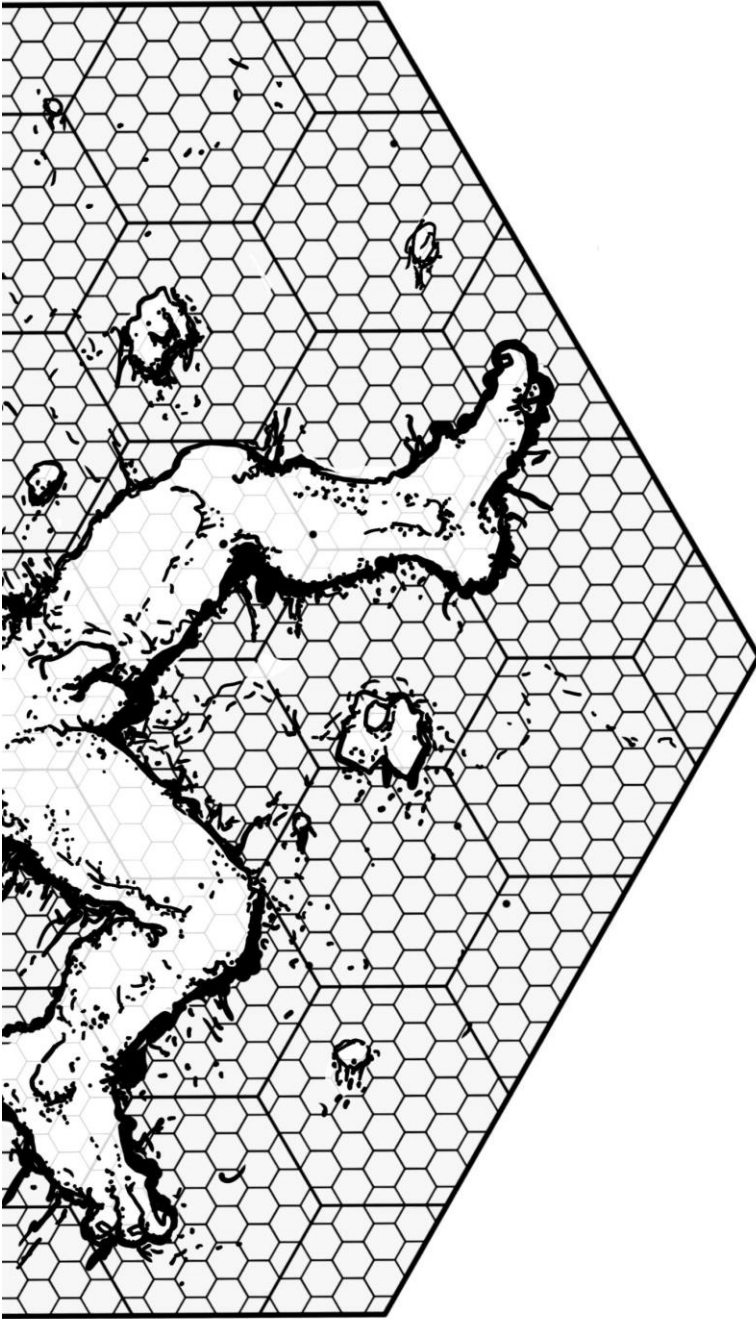
By Keith Nelson

The hibernating body of a titanic eater of worlds lies here, partially incorporated into a range of mountains. The strange dimensional magics that allowed this giant to grow, survive, and travel among the planes also keep it in a strange state of half-life, awaiting some as yet unknown signal of rebirth to continue its ceaseless devouring. In the meantime, it lies buried beneath earth and rock, a nexus for dimensional travelers, the lost fragments of ingested civilizations, and those who would exploit it for their own ends.

Adventurers brought inside the BFG may have come to it from a wide range of possible routes. Once within, time and distance are distorted and travel may take many hours to days while traversing the folded space time of the great being's innards. The BFG may be traversed through the existing caverns and tunnels of its organs, or properly equipped groups may tunnel through the tough, stone-like, rubbery tissue itself to cross the body cavity.

THE BIG FESTERING GIANT





Cartography by Bobby Jackson

Adventuring in the BFG consists of long traverses with chances for random encounters rolled on a regular basis. Preparing waypoints is up to the individual judge, although a sample scenario for the urinary system has been provided below.

Navigating through the BFG

Most navigation of the BFG is done using the partially slow moving and sludge-filled blood vessels, the giant cavernous bowels (often with no evidence of ingesta or fluid), the moist and intermittently fetid tubular organs of the urinary and reproductive tracts, the echoing halls of the airways, and the tightly packed and rapidly moving lymphatic system. There are also small clefts in the walls of organs and routes through to the abdominal and thoracic cavities, allowing access between the various systems. Creating openings in the walls of vessels, intestines, etc. requires a degree of mining ability, appropriate tools, and a deft touch lest one trigger tremors and/or arouse local inflammatory cells (macrophages, lymphocytes, neutrophils) to come and defend the giant's body.

PORTALS

Portals within the BFG lead to an infinite number of dimensions. The complex interaction of these portals allowed the BFG, when active, to travel between planes searching out the next meal. Primary portal sites are within the nervous system and the heart, although other portals may be found anywhere in the body.

An inactive portal may appear as almost anything, but commonly they are smooth-walled rents in the tissue, flattened areas of silver-colored tough membranes with swirling patterns surrounding them, or scarred areas of fibrosis with rune-like keloid growth. They may be activated by artifacts built as keys for the portal, certain spells, powerful beings, the conjunction of the stars, or other factors left up to the judge. Once activated, they appear as a sparking ovoid of electricity, a curtain of multicolored translucent light, or a simple window showing another world through a shimmering distorted haze.

Maps of the BFG exist, although most only depict a small portion of the organism and have been heavily annotated to denote the ever-

changing nature of the passageways and interstices of its flesh. These maps are priceless knowledge and are jealously guarded. An excellent reward for services rendered is a map depicting a small portion of the BFG anatomy.

A final note: The Big Festering Giant is not meant to be a classical adventure, but instead to serve as a source of inspiration for a series of adventure locales or even just a weird traverse from portal to portal within a strange, twisted environment that is a distorted mirror of what occurs within all living beings. As such, judges may run this purely based on the random encounter tables, the adventure hooks given in various portions of the tables, or by developing small scenarios within various areas of the BFG. The author looks forward to seeing and hearing more about what might occur within such an environment and would strongly consider looking to other third-party supplements for fleshing out the bones that have been presented here.

Random encounter tables: For each journey between tissues or waypoints, roll a d6 three times. On each result of 1-3, roll a d12 on the appropriate tissue or organ table below to determine what the PCs encounter. See the *Monsters of the Big Festering Giant* article later in this volume for creature stats.

Roll	Blood/Lymph Vessels Encounters
1	1d4 macrophages are attached to the wall of the vessel extending pseudopods out into its center towards the PCs.
2	A swarm of small bacteria burst out of the wall/floor.
3	2d4 protozoa.
4	2d4 neutrophils.
5	2d6 lymphocytes.
6	A single filarial parasite worm.
7	A rupture through the wall leading to other tissue.
8	1d2 amoeba.
9	Loot embedded in the wall, encysted by fibrin. 1d4 randomly determined items.
10	1d4 snakemen travelling through. Roll 1d6 for reaction: (1) friendly; (2-4) neutral; (5-6) hostile.
11	Embolus. The PCs are hit by a fragment of arterial plaque that's broken free from the wall for 1d4 damage. DC 10 Ref save to avoid.
12	Other travelers. Roll on the interlopers table for type.

Roll	Intestinal Tract Encounters
1	White blood cells. Roll 1d6, with the number appearing equal to the result: (1-2) macrophages; (3-4) neutrophils; (5-6) lymphocytes.
2	A swarm of small bacteria burst out of the wall and attack as a horde.
3	4d4 protozoa.
4	Area of fungal growth. Roll 1d6: (1-3) mushrooms of no specific import; (4) beneficial mushrooms (healing, strange visions of mystical secrets, etc.); (5) detrimental mushrooms (poisonous, release toxic spores, release chemotactic agents that increase random encounter rolls, etc.); (6) shroomen. React per 1d6 roll: (1-2) friendly; (3-5) neutral; (6) hostile.
5-6	Loot. Roll for random item on treasure table.
7	Worms. Roll 1d6 for type: (1) 1d6 hookworms; (2-3) 1d4 roundworms; (4) tapeworm; (5) mutated roundworm; (6) encysted pentastome.
8	Arthropods. 1d10 intestinal mites (if more than 8, then one is 15' size).
9	Peristaltic earthquake causes the PCs to take 1d2 damage and become disoriented, suffering -2 init for the next hour. DC 12 Ref save to avoid.
10	Ulcerated pit opens below the party causing 1d6 acid damage all that step into it. DC 10 Ref save to avoid.
11-12	Other travelers. Roll on the interlopers table for type.

Roll	Urogenital Tract Encounters
1	White blood cells. Roll 1d6, with the number appearing equal to the result: (1-2) macrophages; (3-4) neutrophils; (5-6) lymphocytes.
2	A swarm of small bacteria burst out of the wall.
3	2d6 spirochete bacteria attempt to bore into the PC's flesh.
4	Pool of concentrated urine that does 1d6 damage on contact. DC 12 Ref save to avoid.
5	Loot. Roll for random item on treasure table.
6	Large roundworm.
7-8	Arthropods. 1d10 intestinal mites (if 8+, then one is 15' size).
9	Calculi. Rolling stone causes 1d4 damage to all PCs. DC 10 Ref save to avoid. Can be broken up for 1d6 "pearls" worth 10 gp each.
10	Attacked by horrible viral venereal disease. DC 15 Fort save to avoid. Be creative in the effects (giant chancre is hideous, after all). Can be healed by magical means.
11-12	Other travelers. Roll on the interlopers table for type.

Roll	Heart Encounters
1-2	White blood cells. Roll 1d6, with the number appearing equal to the result: (1-2) macrophages; (3-4) neutrophils; (5-6) lymphocytes.
3	A swarm of small bacteria burst out of the wall.
4	Thrombus. A large clot has broken loose and comes tumbling down upon the PCs. DC 15 Ref save to avoid, otherwise, 1d8 damage.
5	Protozoa. Small swarm (1d8) of ciliated protozoa stalk the group and will attack if provoked or 3 rounds pass.
6	Loot. Roll for random item on treasure table.
7	1d6 filarial worms.
8	Tardigrades. The PCs are surrounded by a herd of the gentle giants as they graze on the fronds of myofibers. If panicked, they stampede. DC 15 Ref save to avoid being trampled or receive 3d4 damage. If the party keeps cool and doesn't threaten them, they can safely travel with the herd without being molested, living well off the fatty secretions from their exoskeletons ("water bear butter") and reducing random encounter rolls by half...because they're cool...
9	Nerve impulse. Electric discharge, DC 10 Ref save or 1d4 damage.
10	Portal to other dimensions allowing the party to transport to other worlds. May or may not need a key.
11-12	Other travelers. Roll on the interlopers table for type.

Roll	Brain/Nervous System Encounters
1	White blood cells. Roll 1d4: (1-3) macrophage; (4) lymphocytes.
2	A swarm of small bacteria burst out of the wall.
3	Amyloid plaque. The PCs are entangled and slowed for next hour, suffering -2 to initiative. 25% chance of mutagenic effect (roll on the lesser corruption table; DC 12 Fort save to avoid).
4	Prion cluster. DC 15 Ref save to avoid or make a DC 12 Fort save or suffer a mutagenic effect (lesser corruption until 3 accumulate, then greater corruption).
5	Loot. Roll for random item on treasure table.
6	Memory crystal. BFG memories accumulate in large crystals that have variable effects if PCs can access them.
7-8	Strong nerve impulse causing 1d8 electrical damage. DC 12 Fort save to reduce damage to 1d3-1.
9	Psychotropic zone. Strange mental processes of the BFG affect all in this area. DC 10 Will save or lesser corruption or psychosis.
10	Portal to other dimensions allowing the party to transport to other worlds. May or may not need a key.
11-12	Other travelers. Roll on the interlopers table for type.

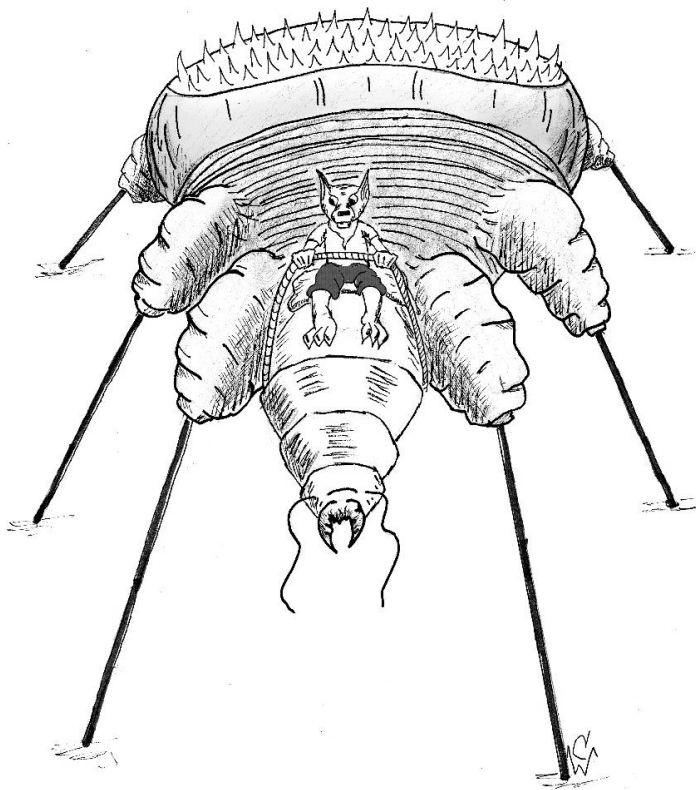
Roll	Respiratory System Encounters
1-2	White blood cells. Roll 1d6, with number appearing equal to the result: (1-2) macrophages; (3-4) neutrophils; (5-6) lymphocytes.
3	A swarm of small bacteria burst out of the wall.
4	Thrombus. A large clot has broken loose and comes tumbling down upon the PCs. DC 15 Ref save to avoid or 1d8 damage.
5	Protozoa. Small swarm (1d8) of flagellated protozoa attacks from out of hiding, surprising the party on a result of 1-4 on a 1d6.
6	Loot. Roll for random item on treasure table.
7	1d6 filarial worms.
8	Tardigrades. A herd of gentle water bears appears out of the mists of the alveolus...
9	Nerve impulse. Electric discharge, DC 10 Ref save or 1d8 damage.
10	Portal to other dimensions allowing the party to transport to other worlds. May or may not need a key.
11-12	Other travelers. Roll on the interlopers table for type.

Broad Categories of Groups and Treasure within the BFG

Interlopers, roll 1d4: (1) diggers – miners, exploiters of the natural resources, excavators of artifacts, murder-hobo adventurers; (2) hunters – groups coming through dimensional doors to hold annual hunts, capture and tame the enlarged parasites and scavengers, collect trophies; (3) learners/searchers – scholars, sages, anatomists, mages, those seeking hidden knowledge or rarities, those looking for portals, the lost or trapped; (4) worshippers – cultists seeking to raise the giant to life, cultists of the great worms, etc.

Denizens, roll 1d3: (1) tribes – shroomen, insectoids, semi-avian lung parasites, snake men; (2) the changed – mutated by strange radiation and chaotic magics of the deep tissues and portals; (3) the lost – humanoids who have been swallowed or gone through a now closed portal and can't find their way back to their home planes. Some may have developed civilizations or villages within the BFG.

Loot, roll 1d5: (1) teeth/bones - ultra dense minerals used for decorations, weapons, armor; (2) sinews/tendons - used for magical ingredients, ropes, bowstrings, etc.; (3) foreign bodies in the gastrointestinal tract - ranges from gems to artifacts to ships, to whole buildings encysted in the wall of the intestines or free in the lumen; (4) parasites - leather from worm skins, chitin from arthropod parasites; (5) spell/alchemical components, strange beings/objects.



Art by Clayton Williams

Among the Mite-Goblins on the Shores of Lake Urine

An Introductory Encounter to the BFG

A tribe of hunter-gatherer goblins comes here each season for an extended hunt during what they call the Great Dark. There is a portal that opens intermittently, but regularly, into the kidney of the BFG and the goblins come through for a season of mite-hunting, resource mining, and general preparation for the next season, which they call the Long Grey (others seasons include the Short Red and the Big Wet). They have been journeying here for generations hunting the smaller mites, taming the larger ones, and harvesting from the great

tapeworms of the bowels to provision for the coming seasons. They camp in the trigone of the bladder, within a recess of the ureter of the right kidney and roam the great yellowish urine lake with aplomb, daring the papillary fronds of the vast pinkish/grey mass hanging from the roof of the bladder to hunt the many mite species resident there. Recently there has been trouble in their ammoniacal paradise, however.

The goblin camp is chaotic, with small herds of captured eating mites, large riding mites (10-15' tall), and other arthropod and invertebrates being used for resources (giant tapeworms tethered to the wall and being harvested of egg segments for eating, mites producing a sticky-sweet material that may be fermented for a potent drink, a large worm being butchered and hung up to dry, etc.). The camp holds well over a hundred goblins, ranging from children to the elderly.

Trouble

The insectoid creatures first appeared earlier this season, by the chalky white hill on the far side of the lake near a cavern leading to the other ureter. This disrupted the mining of the loose stone of the giant boulder comprising the hill, as well as blocking entry to a valuable shortcut to the pelvic vault and the rich deposits of bone and sinew there. The insectoids don't seem to be able to communicate in a civilized tongue, just chitter and squeak and wave their arms and antennae about. After several encounters and multiple fights, things have settled into a détente of sorts, but the insectoids are now skirmishing more with the goblin hunting parties sent into the vast cavern, and there have been incursions into the hunting grounds on the pendulous tumor where the mites congregate. The goblin leaders worry that they will not have enough supplies to carry with them when they return through the portal at the end of this season.

A Proposal

The goblin spokeswoman, a muscular female in her prime wielding a long, curved spear, wants to make a deal with the PCs. In return for dealing with the insectoids, they offer to help the party's journey

through the BFG, including providing several doses of anti-leukocyte salve and a rough map of the lower abdomen. After coming to an agreement, they give the characters a raft of inflatable worm skin to cross the big lake and deal with the issue.

Allow the PCs to decide how to deal with the insectoids and whether to keep their agreement with the goblins. If they can find a way to communicate with the insectoids, the party learns they are looking for a staff-like object that is the sacred ritual ovipositor for their culture. The sacred ovipositor went missing along with an underpriest almost a generation ago when a portal opened in their land. If they find it, they'll go away.

Unknown to the goblins, the sacred ovipositor the insectoids seek is the curved spear of the goblin hunt leader, recently found encased in the large chalk outcropping by a party of goblin miners. The insectoids are willing to barter for it, but strongly insist that it is theirs and will resort to violence if needed. They will gift those who help them recover it with amulets of insect friendship (make insects less likely to attack and insectile intelligent beings more friendly, as well as attracts the predatory attention of large insectivores and arachnids) and at least one wingcase shield (+1 AC, +1 initiative when used due to shimmery exterior bedazzling opponents).

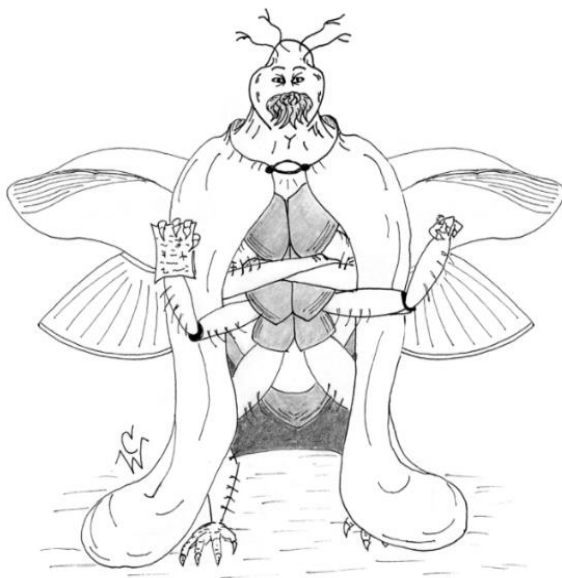
With the raft in their possession, the party also has a potential means of escape, and can attempt to shoot the rather desultory rapids going down the urethra, through the waters will soon dry up. They will also have made an enemy of the goblins tribe, who will send mite-mounted raiders after the PCs to recover the raft and suitable compensation for the broken contract.

Insectoids: Init +2; Atk sword +2 melee (1d8) or claw +2 melee (1d3) or javelin +0 missile fire (1d6); AC 15; HD 2d8; MV 30' or jump 30'; Act 2d20; SP glide (1d4 rounds at 50'/round); SV Fort +1, Ref +3; Will +2; AL N.

Insectoids appear as 5-7' tall, wide bodied, flattened creatures with six limbs (two powerful legs and four arms), like walking roaches crossed with locusts. Their heads have obvious mandibles and pedipalps and they sport long antennae. They wear no clothing, but

have elaborate leather harnesses that hold their weapons and other belongings. On their backs are what appears to be long brown cloaks, which unfurl when they are angry, frightened, or in need, revealing large translucent brown wingcases and underlying wings of various colors, depending on their caste.

Insectoids decorate their bodies in swirling paints and designs, some in the deep ultraviolet spectrum. They communicate via a series of stridulations, squeaks, and chirring noises in conjunction with pheromone release and antennae movements. However, they are artful and can occasionally write in a more common language or make cunning pictograms. Their own writing is encoded on knotted cords of scented chitin or scratched into the exoskeletons of the honored dead.

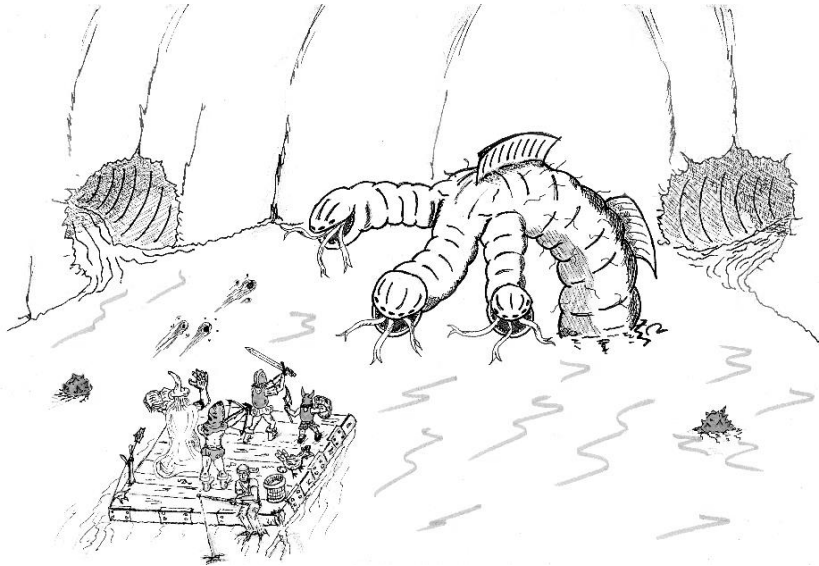


Art by Clayton Williams

They came to this place through a portal that opened by a green veined black monolith carved with eroded demonic faces on a plateau overlooking their most sacred temple complex. The images they draw of their land show three variable sized suns, a landscape of plateaus and

valleys, and tall spindly trees among giant fern-like plants. Ziggurats feature highly in their architecture.

Insectoids generally use short curved sickle-like blades or javelins, although can use any weapon as fighter. 1 in 10 insectoids have limited cleric spell use or +1 Hit Dice.



Art by Clayton Williams

Monsters of the Big Festering Giant

By Keith Nelson

Listed below are a brief selection of the mundane and bizarre inhabitants and active perils of the creature colloquially known as the Big Festering Giant, or BFG. While this is by no means a comprehensive listing, it endeavors to present in some small way the salient features of each organism. Such knowledge is priceless in the strange environs of this creature, but even knowledge may not be enough, for good fortune, strength, and speed are also key in surviving the dangers of the BFG.

Amoeba

Amoeba: Init -2; Atk pseudopod +5 melee (1d4 plus engulf) or paralytic needles +3 missile fire (1d6 + DC 15 Fort save or paralysis); AC 13; HD 5d8; MV 20'; Act 1d20; SP engulf (after hit from pseudopod, automatically take ongoing damage moving up the dice chain each round); SV Fort +5, Ref -2, Will +3; AL N.

These large, slow-moving, amorphous animals have a thick rubbery outer skin covered with waving short cilia and lightly translucent gelatinous interior surrounding a central dark nucleus. Usually hunting alone or in pairs, they actively hunt by shooting paralytic needles and extending pseudopods to engulf their prey.

Bacterial swarm

Bacterial swarm: Init +2; Atk swarm +2 melee (1d4); AC 11; HD 3d10; MV 30'; Act 1d20; SP only takes 1 point of damage from non-area effect weapons/magic; SV Fort -1, Ref -1, Will +1; AL N.

Swarm of small bacteria attack as a horde. Normal weapons used against the swarm do 1 hp damage per attack, with area effect attacks doing full damage.

Bacteria, spirochetes

Bacteria, spirochetes: Init +4; Atk screw +1 melee (1d3); AC 11; HD 1d4; MV 30'; Act 1d20; SP burrow; SV Fort -1, Ref +4; Will -2; AL N.

These 2'-3' long, corkscrew-shaped bacteria travel in small packs of up to a dozen individuals and attack by swiftly screwing themselves into the flesh of their prey before they replicate. If the initial attack is successful, they will burrow for 1d6 damage for two rounds, then disappear and will replicate inside them for 1d4 days before bursting out in another swarm, causing 5d8 damage to the host. The spirochetes can be removed as per the rules for curing disease.

Filaria

Filaria: Init +3; Atk bite +0 melee (1d4); AC 13; HD 1d8+1; MV 40'; Act 1d20; SP latch (if bite attack is successful, automatically suck blood for 1d3/rounds); SV Fort -1, Ref +3; Will -1; AL N.

These short (5'-6' long), slender worms travel through the viscous blood and lymph of the vascular system and may appear in any tissue as a result. They travel in packs and may be used as hunting beasts by the strange half-worm/half-man species of degenerate snakemen-like beings that haunt some corners of the BFG's circulatory system. They are aggressive and readily attack even larger groups.

Lymphocytes

Lymphocytes: Init -1; Atk antibodies +0 melee (1 + special); AC 11; HD 1d8; MV20'; Act 1d20; SP exude chemicals that coat intruders; SV Fort +0, Ref -1, Will -1; AL N.

Lymphocytes travel in small groups of up to a dozen individuals. PCs can make a DC 10 Ref save to avoid in the blood or lymphatics (DC increases by 1 for every 3 encountered). When attacking, they exude chemicals that coat intruders and recruit other leukocytes. PCs coated in these antibodies reduce their Agility by 1d3 until the coating can be removed and cause the DC of the Reflex save to avoid other leukocytes to increase by 5.

Macrophage

Macrophage: Init -2; Atk pseudopod +4 melee (1d6); AC 13; HD 4d8; MV 20'; Act 2d20; SP engulf (after hit from pseudopod, automatically take 1d6 damage each round); SV Fort +3, Ref -2, Will +2; AL N.

Macrophages are found throughout the body and often lurk in wait, with their pseudopods extended to trap alien life. These giant cells are 5'-15' in diameter, with malleable pseudopods that contract and extend, providing two attacks per round. Upon contact, pseudopods stick to victims and release a steady burst of bubbles containing digestive enzymes and acids, causing ongoing damage. If cut, those same internal bubbles burst forth in a 5' spray, inflicting 1d4 damage. DC 12 Ref save to reduce damage by 2.

A PC can avoid being targeted by macrophages by smearing himself with viscous fluid containing cell membranes from the BFG (various formulae are known to many of the denizens or long-term visitors to the BFG).

Giant mite

Giant mite (small): Init +2; Atk mandibles +2 melee (1d4); AC 16; HD 1d8; MV 40' or climb 20'; Act 1d20; SV Fort +1, Ref +0, Will -3; AL N.

Giant mite (large): Init -2; Atk mandibles +2 melee (1d4+2); AC 16; HD 4d8; MV 30' or climb 10'; Act 1d20; SV Fort +1, Ref +0, Will -3; AL N.

These arthropods are detritivores, and do not hunt unless trained to do so. The smaller ones are prey or occasionally can be trained to serve as hunting or guard animals. Some denizens of the BFG use larger ones for riding mounts.

Neutrophils

Neutrophils: Init +0; Atk acid +0 melee (1d4); AC 11; HD 1d8; MV 20'; Act 1d20; SP explode when injured or killed (1d8 damage in 5' radius, DC 10 Ref save to reduce to half); SV Fort +0, Ref +0, Will -1; AL N.

These 3'-5' diameter cells have a rough outer appearance, with projections seemingly ready to ensnare and puncture. They exude a slick, acidic-seeming material that stings and burns. If stimulated by fighting back, neutrophils will burst for 5' radius area of effect.

Protozoa

Protozoa: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +2, Ref +3, Will +1; AL N.

Groups of these ciliated or flagellated beasts the size of a dog attack by burrowing into their prey and sucking it dry, or injecting themselves and replicating into multiple young that will then burst forth in 1d4 days, destroying the host.

Tardigrades

Tardigrades: Init -2; Atk trample +2 melee (2d4); AC14; HD 4d8; MV 30' or climb 20'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL N.

Also known as water bears, the tardigrades in the BFG are primordial giants, standing 8'-10' at the non-existent shoulder. These animals, while looking fierce, are generally gentle grazers on detritus. However, if stampeded or their herd is in danger, they become aggressive until they can escape to safety. They may be tamed and ridden.

Hookworms

Hookworms: Init +1; Atk bite +1 melee (1d6); AC 14; HD 2d8; MV 30'; Act 1d20; SP wounds bleed for additional 1d3/round until treated; SV Fort +0, Ref +2, Will -1; AL N.

These long slender worms (15'-20' long) attack with their fanged maws, ripping the flesh and causing extensive bleeding wounds.

Worms, giant

Roundworms (hunters): Init +2; Atk bite +6 melee (2d6 + engulf); AC 15; HD 8d8 or more; MV 40'; Act 1d20; SP engulf on attack that overcomes victim AC by 5+; SV Fort +5, Ref +0, Will +2; AL N.

Tapeworms: Init -4; Atk bash +6 melee (2d6, DC 12 Ref save for half); AC 15; HD 10d8; MV 20'; Act 1d20; SV Fort +6, Ref -4, Will +2; AL N.

These large creatures run the gamut from ferocious and active hunters to placidly insensate beings embedded semi-permanently in the tissues of the BFG. The embedded ones may be treated as tapeworms, while the more active hunters and burrowers are a greater threat, moving through the organs in search of prey. These may lurk in wait to burst forth from organ walls and fall on unsuspecting prey or actively course through the luminal organs (digestive tract, urinary tract, blood stream, airspaces of the lungs, etc.) in search of victims to feed their hunger.

Tapeworms are giant worms (30-50' long) that burrow their heads into the flesh of the intestines of the BFG and ingest the rich fluids and magical energies to survive. If attacked, they thrash about in dangerous paroxysms. Many of the dwellers in the BFG harvest the shed segments of the tapeworms for food. Some even transplant young tapeworms to other organs.

Worm mutations: Occasionally giant worms are twisted by exposure to the weird trans dimensional energies and magical forces released in the semi-decaying BFG body, resulting in one of the following mutations/changes (or others deemed interesting by the judge):

- 1d4 additional heads (each head has another action, moving down the dice chain for each, 1d20 for 1st, 1d16 for 2nd, 1d14 for 3rd, etc.);
- Exude copious slime, reducing damage from attacks by half and making all in melee with it make a DC 15 Ref save or fall and commence asphyxiating in mucous (Luck check to avoid or 1d6 damage/round since beginning asphyxiation);
- Can evert stomach onto prey from distances up to 100' as a +2 missile fire attack (2d6 damage);
- Strange whirling scars and patterns on the worm's side denote that those swallowed by it will be sent through a portal located within the worm;
- Hyperintelligent worm uses telepathy to communicate...and send mind blasts at those creatures it deems unworthy (2d6 damage plus stunned for 1d4 rounds, can affect up to four targets; DC 12 Will save for ½ damage and no stun);
- Cosmetic change with no effect on stats (e.g. multiple body sections weaving back and forth into each other, albinism, the wailing faces of those it devours appear on its flesh).

Worm worshippers: Some worms occupy large pendulous cysts in the soft tissues of the BFG and are often the focus of worship by sects of cultists. Seen as vaguely moving sinuous forms deep within the fluid-filled cysts, the liquid is often harvested by cultists and used to transform them into strange hybrid versions of their god-worms. These lazily moving encysted worms may have strange powers or not, but their worshippers appear to have derived power from somewhere. Some among them may serve as patrons to those willing to serve the alien thoughts and dreams of the gargantuan parasites.

Other DCC Core book monsters potentially found in BFG

In addition to the above creatures, the following monsters listed from the DCC RPG core book can be used as encounters within the BFG: giant beetles, cave crickets, cave octopus, giant ant, primeval slime, giant rat, shrooman, giant slug, and subhumans.

The Black Iron Citadel

By Dan Steeby

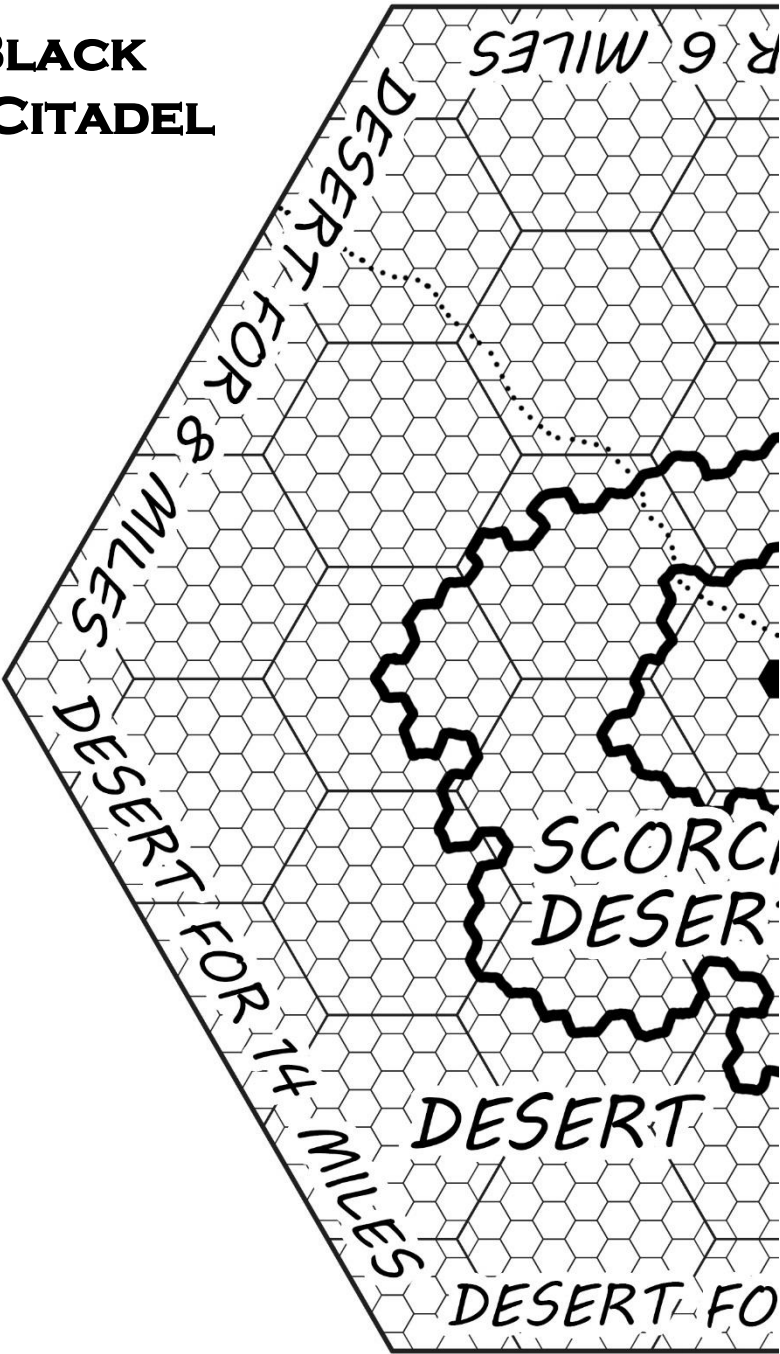
This area is dominated by a column of black smoke rising to the roof of the windswept cavern of Pandesmos, lit from below with a dull reddish-yellow light. The column of smoke can be seen from several miles away, given an unobstructed view and provided the winds of Pandemonium are not blowing this foul cloud directly into the viewer's gaze. The smoke reeks of acrid sulfur and burned animal fat. Both the smoke and the light emanate from a 200' wide pit in the ground that extends deep into the earth. Its depths are filled with lava and fire, which is the source of both the light and smoke.

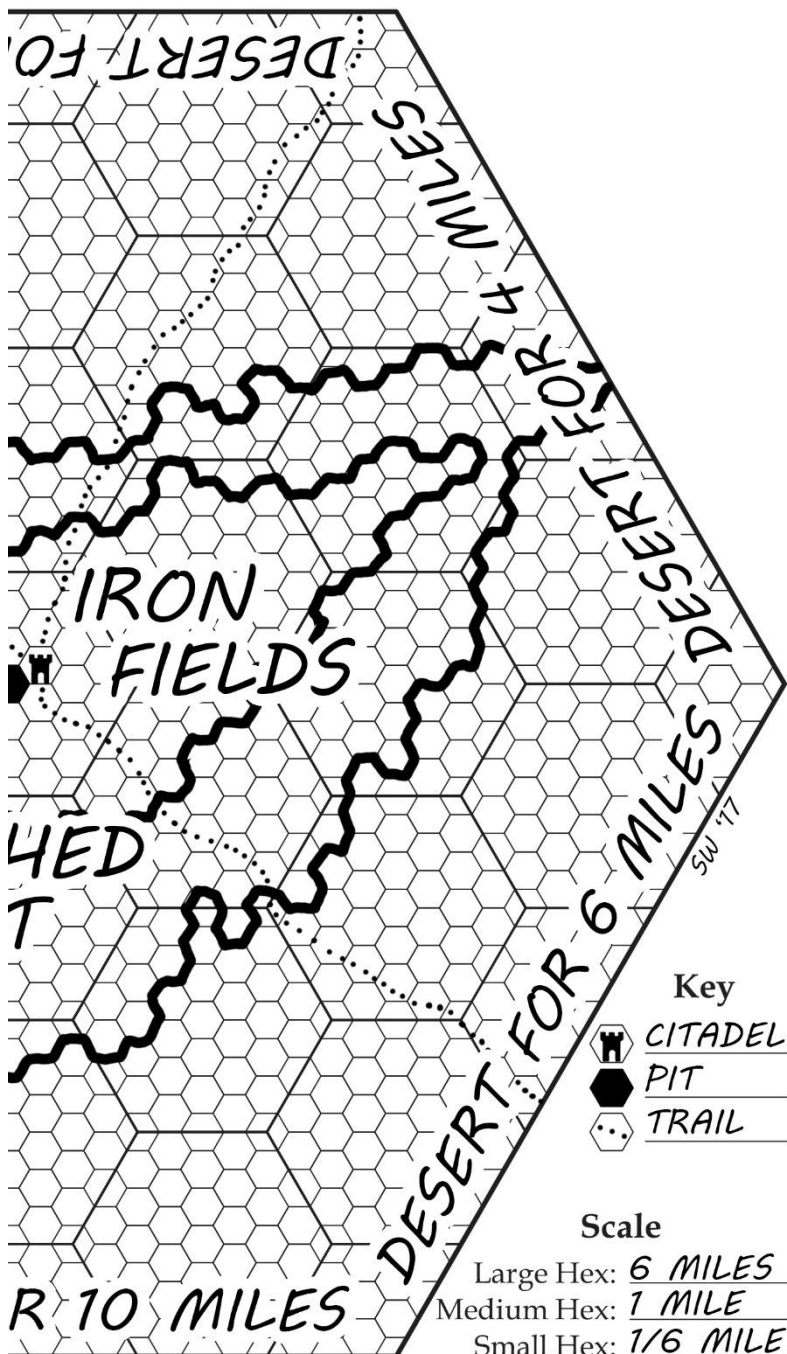
Standing next to this pit is a massive structure with the shape of a colossal humanoid form, seemingly crouching in a pitiful, cowering position, with massive arms thrown over its tusked face as in a final ward against its doom. The structure appears to be a shell, made of a massive, single pouring of iron poured over the form of a titan figure, which is itself is now long gone. What remains are millions of tons of iron rising into the choked sky, with once-molten iron spilled on the ground over a half mile of the surrounding landscape.

The structure has been reworked over centuries of occupation into fearsome citadel, adding honeycombed rooms within the iron shell, ramshackle walkways and balconies stringing along both the interior and exterior of the shell, turrets and guard stations for security, and labyrinthine tunnels and cells mined from within the iron itself, which measures nearly 100' thick in some places.

The unnatural fire and oily smoke rising from the pit causes a constant downpour of black ash and soot in the area around it. Soot hangs in the air between gusts of the ever-present winds of Pandemonium, forming a black patina around the pit and upon the citadel itself. This has created many inches of packed soot on most surfaces, rounding once-sharp corners in rooms and corridors and making the floors pitted and uneven. Tools, armor, and weapons forged from iron taken from this source have a blackened appearance and have a greater negative effect upon elves and iron-susceptible faerie races than normal iron, causing double damage from long-term contact and +1 damage in combat.

**THE BLACK
IRON CITADEL**





Cartography by Shyloh Wideman

The Scorched Desert

Surrounding the pit and structure is a scorched desert, with abrasive, glasslike sand that has strange heat conductive properties and scours the unprotected flesh in the ever blowing winds of Pandemonium. Soot and ash fill the air, blowing wild in the wind and settling in whorling black motes across the desert sand. Some mystics are known to collect this ash for use in spell components for fire-related sorcery and in the creation of powerful golems. Stories tell of motes of this ash have coming alive in particularly foul storms to attack and rob travelers under the cover of the dust and wind.

Ash mote elementals (1d6): Init +5; Atk slam +3 melee (1d6+1, target must make a DC 10 Fort save or be blinded for 1d3 rounds by sand); AC 16; HD 3d6; MV 30'; Act 1d20; SP incorporeal, non-magic weapons do ½ damage, SV Fort +1, Ref +2, Will +0; AL C.

Once per round an ash mote elemental can make a DC 10+HD of attacker Ref save to take half damage from any attack from a magic weapon, or take no damage from a normal weapon.

Ash mote elementals are notorious thieves, and will often blind and gang up on a single victim, some motes attacking their opponent while others attempt to rob them of their valuables and weapons. A mob of ash motes will frequently stop their attack if they have stolen a number of items from their victims equal to the number of elementals in the mob.

The Citadel

The citadel is currently occupied by Pazuzu, a demon prince within Pandemonium, and it is here that he holds his court, gathers his armies and cultists, and conducts his inscrutable schemes. The earth below the citadel is composed of iron for several hundred feet, which has allowed for labyrinthine tunnels to be cut through over the centuries of its occupation, excavating a horrific, twisting dungeon used to hold Pazuzu's enemies for interrogation, torture, or other inscrutable whims of demon kin beyond all mortal understanding. The pit is a focus of Pazuzu's power, fueled by his worshippers, tortured captives within the dungeons, and living sacrifices.

The origin of this black iron citadel, and the titan that it was caste from, is lost to legend, although there are at least two cults that involve it and the pit in their theologies, bringing initiates to the citadel as servitors of Pazuzu. There are lucrative trades in both the black soot and iron found here for those cunning enough to haggle with devils and keep their lives.

The deserts around the citadel are inhospitable, with roving bands of devils and cultists eager to capture interlopers and bring them to the citadel in hopes for favor from their masters. Pazuzu is notorious for imprisoning his enemies and subjecting them to long, torturous stays in his dungeons before finally sacrificing them to the pit in public spectacles intending to demoralize his foes and would-be usurpers within demon society.

Area 1 - Throne Room: The throne room of Pazuzu occupies much of the ground level of the citadel and features a throne of skulls that is either occupied by Pazuzu himself or by his avatar in his absence. Pazuzu is a towering monstrosity of a demon, and favors use of a flaming whip to torment his prisoners and foes. Pazuzu's avatar takes on the visage of a floating, disembodied skull, surrounded by fire that varies in intensity and color based on Pazuzu's mood. Through this avatar, Pazuzu can remotely view and speak to things in the avatar's presence, which he uses to hold court while abroad. The avatar never leaves the throne of skulls, and vanishes when Pazuzu himself is present.

An amphitheater has been cut into the iron to provide tiered rows around the throne, the floor providing ample room to parade captured slaves, provide judgments, and in many cases torture and execute victims on site. An array of stakes, whipping posts, and esoteric torture devices occupy fully one quarter of the floor space nearest the infernal pit, which waits nearby to claim victims. The amphitheater rows are thronged during peak activity in the throne room by the devils, high cultists, abominations, and the chosen of the unclean masses who are drawn to Pazuzu's service through either desperate pacts or nihilistic madness. Also among this mob lurks both would-be saboteurs against Pazuzu's infernal schemes, both of infernal and other interests.

Pazuzu, the Demon Prince: Init +6; Atk bite/claw/stomp +5 melee (1d8+4), flaming whip +5 melee (2d8+4, melee range of 20'); AC 20; HD 10d8; HP 44; MV 40' or fly 40'; Act 2d20; SP immune to fire, demon traits, SV Fort +10, Ref +2, Will +6; AL C.

Avatar of Pazuzu: Init +0; Atk immolate +3 melee (1d8+4); AC 14; HD 4d8; HP 18; MV 0'; Act 1d16; SP *fireball* (spell check +4), SV Fort +0, Ref +0, Will +2; AL C.

Area 2 - The Prison Pits: The prison pits are within the iron depths below the throne room. Numerous rooms of various shape and size fill this labyrinth, with the least pleasant cells near the infernal pit itself, which drives the heat in these cells to inhuman levels.

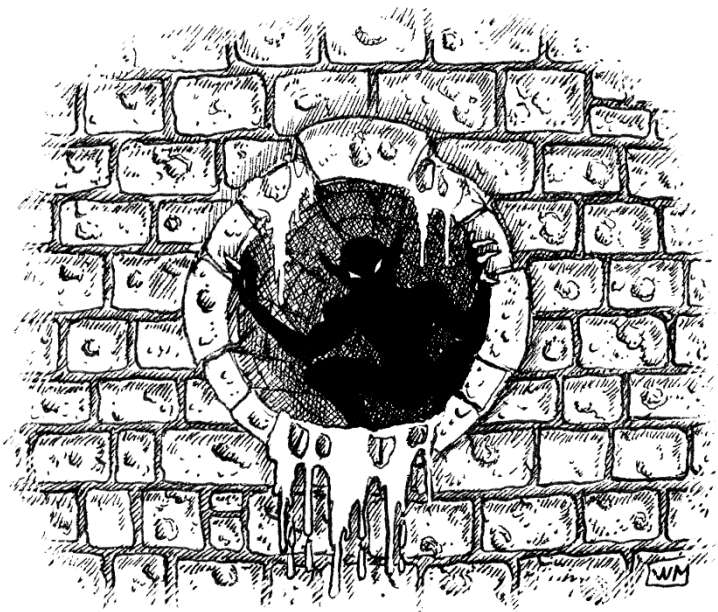
If the PCs are captured by Pazuzu's minions, they are imprisoned in a circular room used for condemned travelers awaiting torture and death after judgement for their trespass or other crimes against Pazuzu. This room is dimly lit with a single, guttering torch near the only door. 4' wide and 15' deep pits cut into the floor serve as individual cells in which prisoners are dropped. Each pit is covered with a heavy grate of metal bars and locked, requiring a DC 15 pick lock check or DC 25 Strength check to break the grate. Before either of these can be attempted, the PCs must be able to reach the grate which requires a DC 10 climb sheer surfaces or DC 20 Strength or Agility check, or some other means of reaching the grate comfortably enough to perform other actions to it.

Unknown to the victims upon their initial placement in the cell, one of the pits is already occupied by a most despicable of creatures. Near the back of this cell is a now-undead serial killer, whose transgressions in life eventually brought him here to wither and die for his heinous crimes. Now, in un-death, he controls his corpse-body with supernatural precision, and has ripped open his own bowels to free his entrails, which he has transformed into living horrors that extend from the gaping wound is his torso. These entrails have taken on new qualities, splitting to form several tentacle-like appendages, some of them ending in eyes, some of them ending in mouths, some of them ending in barbed hooks. This horror can use an eye-tipped entrail-tentacle to peer out of his cell in a periscope-like fashion.

Being newly undead, the fiend in the pit is still marveling at the powers of his un-life, and has found a new patience for things now that he is not worried about starving to death or otherwise perishing in his pit. The fiend could potentially escape with his newfound undead abilities, but has chosen to bide his time for now, learning the nuances and limits of his undead powers before making an attempt to escape or harry his demonic captors, who have long assumed him dead and are unaware of this undead threat.

Once the PCs are left alone by the demons and given some time to explore the cell to the best of their limited vantage points, this horror will address the characters, taking his time to demoralize and terrify them, guessing at their races and appearances by their scent, and regaling them with stories of the mass murders and terror he spread during his lifetime across the material plane. Judges are encouraged to make his stories as close-to-home for the PCs as possible.

If the PCs escape their pits, they will find the cell door is complexly locked and heavy. The pit horror will offer to help the PCs and beg to be released between gory threats and sadistic taunts. Captives in



the cells are fed once daily, which provides an opportunity to escape. Guards that enter the cell will have keys that will unlock the grates to the pits, as well as a key to unlock the cell door, and will not believe stories from captives about a monster in the pit in the back of the room. The pit fiend will remain silent during these visits as well, further complicating any efforts to expose it to the demons.

The fiend in the pit: Init +2; Atk bite/claw +5 melee (1d6+4), entrail entangle +5 melee (1d3+2 damage and target must make a DC 16 Ref save or be grappled. Grappled PCs automatically take 1d3+2 damage each round; up to four targets can be grappled at once by separate entrail-tentacles); AC 14; HD 10d6; HP 33; MV 20'; Act 1d20+1d16; Fort +2, Ref +5, Will +6; AL C.

Area 3 - Royal Chambers: At the top of the black citadel are the royal chambers, housing Pazuzu's daughter Lilitu, whom is a very bored and petulant demonette, apparently in her early teens. Raised as royalty, she is imminently bored with the demonic proceedings that have surrounded her for her entire, brief life. She is immediately intrigued by anything defiant of her father or out of the ordinary from her infernal daily routine in the citadel and her father's courts.

Lilitu may also be encountered in the throne room, where she sits at her father's side when he is present, supremely bored and petulant, or within the halls of the iron citadel, as even though her chambers are at the top of citadel, she often wanders the halls to sulk and brood, forbidden to leave. She may even appear in the dungeons beneath the citadel, as with her status she has full run of the citadel and often finds interesting distractions for her supreme boredom within the slave pits and torture chambers within.

Lilitu will generally treat the PCs as interesting toys, and will use them as a device to irritate her father, guiding them through secret passages throughout the citadel, helping them avoid guards and other dangers, and even help them escape if it seems to be worth her time and the PCs prove to be entertaining. She has no regard for the demonic society around her, being above it all in her royal position, and even insults and disobeys her father, who rages at her but does nothing beyond threatening ridiculous and childish punishments. She ultimately wants to escape the citadel and her father's oppression, and will jump at any opportunities suggested to

her to this end. She is, of course, a creature of chaos, incapable of feeling regret for the death of mere mortal beings, and a pathological liar. She is likely to betray or abandon the party as soon as they cease to be novel or useful to her.

Lilitu the demonette: Init +2; Atk black iron dagger +3 melee (1d4+3) or claw +3 melee (1d3+3); AC 13; HD 5d6; hp 16; MV 30'; Act 1d20; SP immune to fire, invisibility, demonic traits; SV Fort +2, Ref +5, Will +2; AL C.

Lilitu can become invisible at will, and also hide others of her choosing within 10'.



The Boreal Wastes

A Sample Pandemonium Hex by Harley Stroh, with Additional Material by Marc Bruner

The icy Boreal Wastes are perpetually beset by freezing winds and driving snow. Mammoth ice ridges build up to a height of 100' high or more, impeding travel and obscuring low-lying structures. Ice-laden towers pierce the high banks, half-buried in the drifts; explorers often discover that the towers are as “deep” as they are tall.

No single ruler lays claim to the wastes. Instead, outcasts from other realms of Pandemonium inhabit the forgotten towers and blocky fastnesses, lairing on one or more floors. Often these outcasts are ignorant of the levels both above and below – fearing to explore beyond their own small demesne. When denizens discover other inhabitants, the encounters almost always explode into violence.

The pervasive cold is brutally punishing to characters. Those without adequate precautions (heavy furs, protective magics) suffer -1d to all actions when travelling the ice ridges.

Encounter Areas

Area 1 – Brooding Arch: On rare occasions the driving wind cuts widows into the towering ice ridges, creating scintillating arches that stand like rainbow bridges beneath the swirling sky. The brooding arch is the largest of these monuments, stretching hundreds of feet into the air.

The broad peak is riddled with ice-caves inhabited by crystalline trolls that can be seen descend the arch like spiders in the gloaming dusk and returning at dawn. Ruled by a ponderous troll mother, the nests of trolls stalk the dunes and ridges at night, seeking warm blooded creatures to seed with their childer.

Troll Mother: Init -1; Atk bite +5 melee (1d16+3) or claw +5 melee (1d8+3); AC 15; HD 10d16; hp 83; MV 35', climb 30'; Act 2d24; SP immune to cold, crit range 18-20; SV Fort +8, Ref +0, Will +6; AL C.

Borean Trolls (1d14+3 per nest): Init +3; Atk bite +3 melee (1d10) or claw +5 melee (1d8); AC 15; HD 8d12; hp 45; MV 30', climb 30'; Act 2d20; SP immune to cold; SV Fort +5, Ref +3, Will +0; AL C.

Area 2 – The Crystal Sea: Covered by a thick, unbroken layer of faceted hoarfrost, the sea is an ever-shifting terrain of waves of ice that move at a glacial pace. Beneath its frozen surface, swollen leviathans search for signs of movement on the undulating surface.

Leviathan: Init +2; Atk bite +8 melee (2d6); AC 16; HD 10d10; hp 55; MV swim 60'; Act 1d20; SP immune to cold, ram; SV Fort +5, Ref +5, Will +0; AL C.

Leviathans are large-jawed sea predators covered with a thick coat of blubbery skin that insulates against the gelid waters. When hunting, leviathans will crack the ice beneath its target with its ridge-like forehead, breaking the surface and causing all creatures in a 10' radius to make a DC 15 Ref save or fall prone.

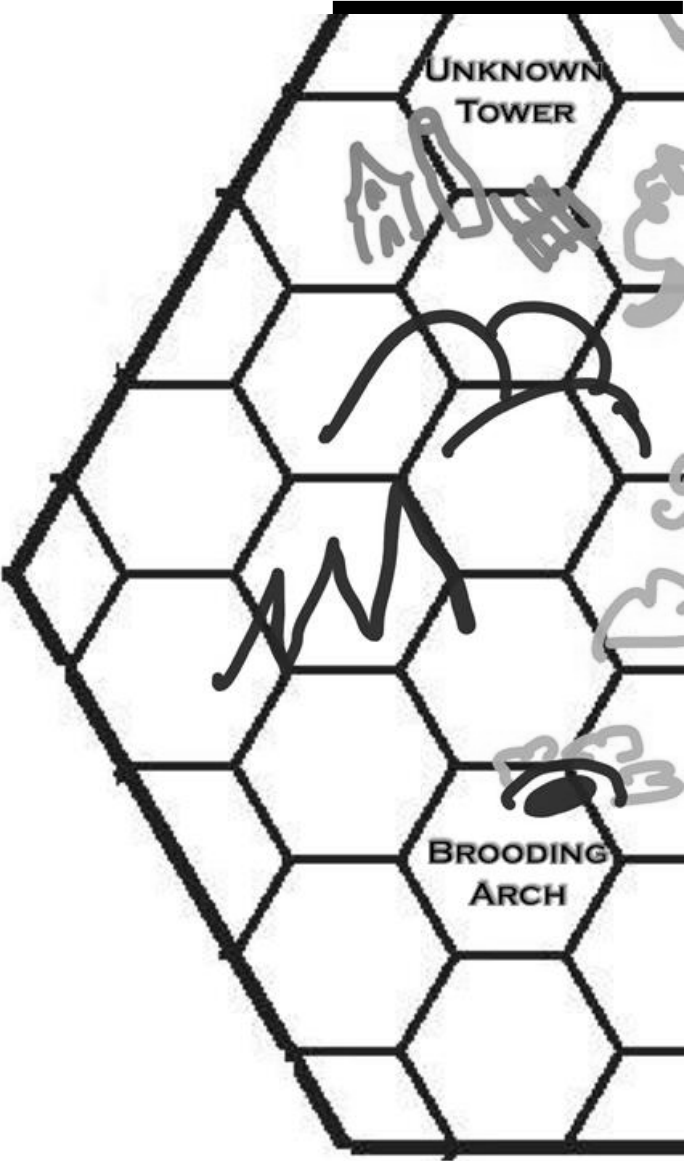
Area 3 – Unknown Tower: An ancient tower built by unknown hands long ago still stands among the crumbling ruins scattered across the frozen wastes. Covered with ice and stone, it appears as a weary white sentinel on the far horizon.

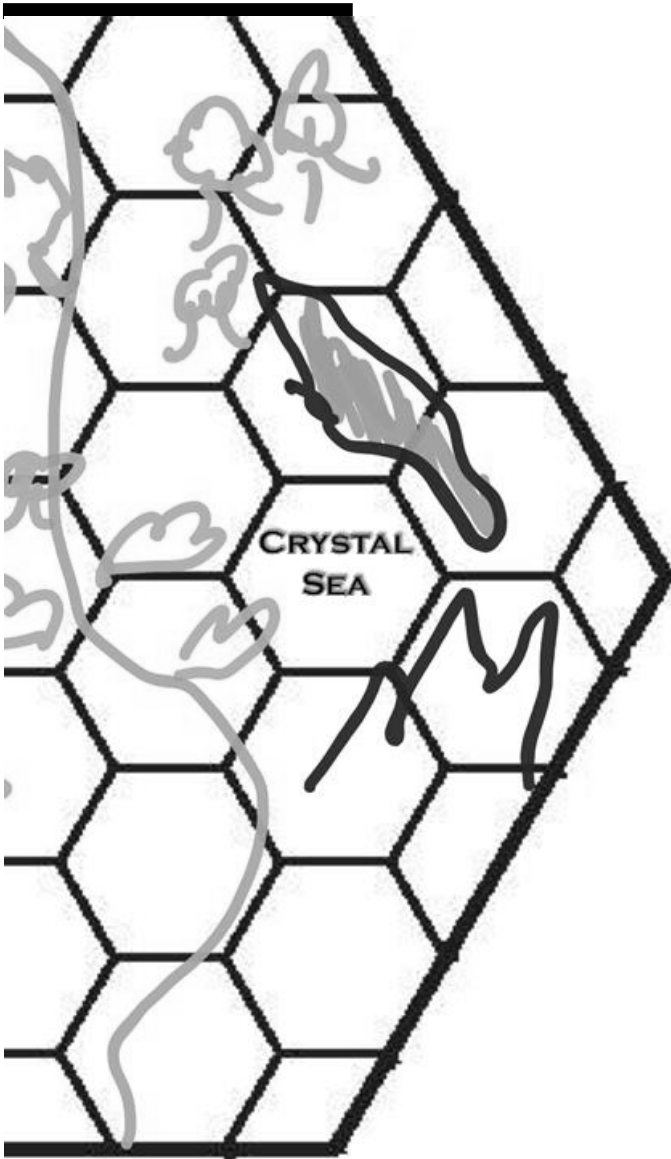
The tower rises 100' from the surrounding rifts. PCs investigating the spire find it completely sealed, without signs of windows or even arrowslits along the curved walls. Dwarves note that exceptional craftsmanship went into the stonework, creating almost seamless layers that show no sign of cracking or decay. Attempts at *detect magic* reveal only the presence of powerful sorcery.

Due to the tower's unique construction, PCs attempting to climb the walls must make a DC 20 climb sheer surfaces or Strength check to reach the top and surmount the crowning crenulations. Once there, the appears to be no visible way inside. A hidden portal can be found with a *detect invisibility* spell but is otherwise undetectable; however, any creature that forces open the portal is subject to a curse: a DC 25 Will save or suffer -2 Luck.

Parties can also enter a tower by spending an hour digging through the snow and ice at the base to reveal a stone door warded with a

THE BOREAL WASTES





Cartography by Alden Bruner

series of hyborian runes. *Comprehend languages* or a DC 18 read languages check reveals the runes to be trapped. Any creature that attempts to open the door is attacked by icy fangs that lash out from the door, attacking with Atk +12, 2d6 dmg, AC 18, 40 hp.

The tower has a number of levels, and extends far below the “ground” due to the unending accumulation of ice and snow. Many levels have been long sealed off from the outside world, becoming the only world their dwellers have known for generations. Judges are encouraged to use the tower as best fits their campaign or as a means of egress for a party searching to escape the wastes. Those looking for additional inspiration should roll 1d14 on the table below to determine what the PCs find after entering or moving to a new level within the tower:

Roll	The level contains ...
1	An ice demon (type III) worshipped by a tribe of blind ashen-skinned humanoids.
2	A band of Neolithic elves.
3	A library filled with decaying grimoires and carved stone furniture. See <i>SGT Dave's Table of Books</i> article in GFA 2017 Vol. 6 for title inspirations.
4	The floor collapses beneath the party as they enter this area. PCs failing a DC 12 Ref save take 2d6 damage as they fall to the next level in the tower and an additional 1d6 damage from debris. Dwarves are alerted to the weak condition of the room with a DC 10 Intelligence check.
5	The PCs glimpse shadowy figures in the distance as they navigate the narrow corridors and empty rooms of this level. If the PCs attempt to follow, they eventually corner a short, brutish looking creature in a large cavern where a swarm of 3d10 sub-humans appear overwhelm the party.
6	Great owl-like beings dwell here and have made a series of burrows leading out into the wastes. They are intelligent, but entirely carnivorous.
7	A saber-toothed bear has made a home among the cold ruins of this level, hunting the smaller creatures that wander in.
8	A shrine to a forgotten elder god.
9	As the PCs enter this level, they find themselves looking up at a star-filled sky. With a sickening lurch, they are propelled

	upwards, accelerating with startling speed until all that is left below them is a rapidly diminishing blue-green orb. More orbs of different colors fly past, seemingly just narrowly missing them. The expansion continues until the view encompasses a huge, swirling spiral made from billions of points of light that glows with a diffuse energy, at which point the acceleration slows and pauses before eventually rebounding. PCs experiencing the acceleration must make a DC 8 Fort save or be nauseous and incapacitated. Those failing the save must also make a DC 10 Ref save or float away into empty space becoming “lost” on the way out as the view expands. PCs with strong stomachs sitting on either side of the lost PC can attempt to grab them before they spin away forever.
10	Hot humid air fills this level of the tower, the source of which is a bubbling mud bath inside an otherwise frozen stone chamber. Exploration of the room reveals several hook-like devices along with a number of unrecognizable symbols scrawled along the walls. The pool contains a coagulated mass of intelligent protein created by a whimsical long-dead sorcerer. PCs touching the mud or entering the baths release a cloud of chromo-vapors that attacks by entering the mouth, nose and ears of a target and rebuilding the cellular structure on an atomic scale. Pseudo-mud: Init +20; Atk none; AC 30; HD 0; hp 10; MV 120' flying; Act 1d30; SP immune to mind control, alter matter at the atomic level; SV Fort +20, Ref +20, Will +20. PCs stepping into the baths that take suitable precautions to cover their orifices may make a DC 10 Fort save to prevent the pseudo mud from entering their system, otherwise they undergo one of the following transformations. Roll 1d4: (1) skin turned into harlequin patchwork. As an action, PC gains ability as per MCC RPG <i>Holographic Skin</i> mutation usable with a d16 action die; (2) head detached and placed in a floating bubble. Flying movement of 20' and +3 to AC; (3) PC's ears become

	elongated and their blood turns green. -4 to Personality, +2 to Intelligence; (4) bumps and ridges appear on the PC's forehead. -4 Personality, +2 to Strength.
11	Vandals have defaced the walls of this level with lurid images of a hunt. Horned-helmed beings riding stags chase terrified humans and demi-humans through the corridors. PCs find their own images within the depictions.
12	A hyperborean enchantress awaits the return of a legendary king of the north. In combat, she uses her voice to control the actions of the party, selecting the PC with the highest Personality and attempting persuade them to take up the crown of a long-vanished empire. Northern Enchantress: Init -2; Atk claw -2 melee (1d4-1) or voice; AC 9; HD 3d6; hp 14; MV 20'; Act 1d20; SP voice (as the wizard spell <i>charm person</i> with a +8 spell check); SV Fort +4, Ref +0, Will +8; AL C. Ancient crown: PCs placing the crown on their head must make a DC 20 Will save or be taken over by the spirit of a long dead wizard-king. A new save can be made weekly.
13	A portal to another tower.
14	A portal to another location in Pandemonium or world.



The Carousel of Doom

By SGT Dave

Surrounded by impassable mountain peaks, the ruins of this lost kingdom are magically sealed. Within these confines exists an inescapable purgatory, its inhabitants eternally accursed as punishment for their treacherous regicide. The only liberation through the mountains are tunnels A and B. Any unlucky PCs who may have stumbled through one of these openings are trapped in this lowly dimension.

Untold eons ago, the malevolent witch, Lady Fairchilde, schemed against the royal family. Weaving a web of deceit, fueled with malevolent charms, she incited the villagers to revolt against their righteous rulers, murdering the monarchy, and burning their castle to ashes. In the jealous eyes of the mad witch, the fate of death was too charitable, and she cursed the assassinated rulers to an eternity of torment, sucking power from their affliction. Her spell backfired, unwittingly transporting the entire kingdom to the bowels of Pandemonium to suffer for their ill-deeds. This once cheerful kingdom is now a mutated carnival of insanity, guilt, and agony.

Hooks

Only the magic Trolley can breach the hexed egresses. To escape, the party must recover the three crucial, missing gears located at the Treehouse of Carnage, the Mound of the Platypus Cult, and the Carousel of Doom (see below). Once the gears are reinstalled in the Trolley, the party may use it to escape through tunnel A or B. Along the way, they may encounter the tortured souls of the royal family: King Friday, Queen Saturday, and Prince Tuesday. The only hope of alleviating their torment is slaying the treacherous Lady Fairchilde.

Encounter Areas

Area A and B – The Tunnels and the Trolley Tracks: A 50' high, precarious, stone bridge spans between tunnels A and B. The ancient, iron rails are overgrown with weeds. A rusty, vine-covered Trolley collects dust at the halfway point. Parties enter the hex through one of these two tunnels. Once in this cursed kingdom, anyone entering

tunnel A will return on the bridge through tunnel B, and vice versa. Players may climb up and down the thick vines grown over the bridge supports (DC 8 climb sheer surfaces or Agility check).

Area 1 – The Castle Ruins: A mighty castle was once built into the mountainside, but now only a crumbled labyrinth of rubble remains. Scattered about are many signs of opulent affluence, but anything of value is smashed beyond recognition. As PCs rummage through the ruins they will notice sounds of heartbreaking anguish emanating from the center of the debris. The cries come from the royal throne room. The once-mighty throne has been smashed and rebuilt into an X-shaped cross. Chained to the cross is the flesh-ridden, skeletal remains of King Friday, thirteenth of his name. King Friday wails as wraithlike buzzards fight and peck over the few scraps of meat remaining on his boney corpse.

Buzzard wraiths (3): Init +1; Atk peck +3 melee (2d4); AC 14; HD 3d6; hp 10, 13, 16; MV 30', fly 40'; Act 1d20; SP turn invisible, regeneration; SV Fort +2, Ref +4, Will +2; AL C.

The wraiths cannot be killed. When their hp reaches zero, they will dissolve into a cloud of dust, returning, fully regenerated, 1d4 turns later. During his brief repose, Friday will explain the nature of his assassination, begging the PCs to save the souls of his wife and son.

Area 2 – The Burning Tower: The bottom two-thirds of this skeletal, steel structure remains standing, forever aflame, surrounded by a twisted, burning wreck. Suspended by chains, Queen Saturday hangs amidst the heart of the inferno. She writhes 50' above the ground, capable of no communication beyond blood-curdling screams.

It is impossible to reach the queen without burning to death. Any PCs attempting to enter wreckage must roll on the following table:

Roll	Result
1	Minor burn, 1d3 damage.
2	Falling debris, DC 15 Ref save to avoid 1d4 damage.
3	Smoke inhalation, DC 20 Fort save or pass out for 1d3 rounds.

4	On fire, 1d3 damage every round until PC stops, drops, and rolls.
5	The ghost of an ancient tiger with a thin mustache and a French accent warns the characters of certain doom, then disappears.
6	A falling 10' I-beam pins the character, 2d6 damage.

Area 3 – The Factory of Fear: This decommissioned steamworks is now the citadel of the reclusive technomage, C.S. Pecially. He has the appearance of a mutated beaver, withered and frail, bound to a rusty wheelchair. In constant fear of the mad witch, he has created an army of spider-shaped, steam-powered sentinels.

Iron golems (4): Init +0; Atk mandibles +3 melee (1d4+2); AC 18; HD 2d8; hp 12, 14, 14, 16; MV 30', climb walls; Act 1d20; SP infravision 60'; unliving, invulnerable to sleep, charm, suffocation, fire, cold; SV Fort +6, Ref +0, Will N/A; AL N.

Once his guardians are destroyed, C.S. is helpless. The one-toothed mammal offers to repair the Trolley and help the party escape in exchange for sparing his life. He explains the need to recover the three missing gears to complete the task, but is unaware of their locations. He would rather die than leave the safety of his factory.

Area 4 – The Treehouse of Carnage: An enormous oak is the black heart of the kingdom. It can be seen from any other area on the map. Leaves no longer dare to sprout on its gnarled branches. As players near the south side, they will notice two side-by-side treehouses built some 50' above the ground. The rough bark of the tree makes it relatively easy to scale the trunk (DC 10).

The floor of house on the left is littered with splintered furniture, broken bones, and reeking bird guano. It contains nothing of value. The house on the right is relatively neat, containing simple household sundries of halfling proportions. Following gnawing sounds from behind a small bed reveals an enormous cat wearing a blood-stained, calico dress, rending the last remaining flesh from a human skeleton. The corpse is wearing a tattered postman's uniform; the contents of his mailbag are scattered about the floor. The cat will immediately pounce upon the intruding party. Within one round of the melee, a giant, rabid owl will swoop in through the window, joining the fray.



Dire cat: Init +5; Atk bite +6 melee (1d8+2) or claw +4 melee (1d6); AC 17; HD 3d6; hp 15; MV 40'; Act 1d20; SV Fort +4, Ref +8, Will +3; AL C.

Dire owl: Init +2; Atk bite +4 melee (1d6) or special; AC 17; HD 2d10; hp 17; MV 30', fly 80'; Act 1d20; SP as an alternative attack, the owl may attempt to grab an enemy, fly out the window, and drop his victim to the ground; SV Fort +0, Ref +4, Will +0; AL C.

As the judge desires, the letters on the floor may reveal the history of the regicide and fall of the kingdom, or they may reveal importance of the Trolley, and the finding of the gears, or even blueprints to repairing the Trolley themselves. In addition to a few baubles and sundries littered throughout the room and 1d6 calico dresses in the closet, the only item of value is a magic Talisman of Animal Speak (1000 gp).

Area 5 – The Carousel of Doom: Unapproachable from the west, a twisted 20' high field of razor-sharp thorns has overgrown the entire area. Players must traverse the south side of the Treehouse of Carnage and approach the Carousel from the east.

A stone carousel with ionic pillars madly spins atop a sheer, 30' wall. Without rope and grapple, scaling the wall has a DC of 20. Once upon the wall, characters must jump a 6' gap to reach the spinning platform. PCs attempting to reach the center entrance must make a DC 14 Fort save or succumb to a gut-wrenching motion sickness, reflected in -2 Stamina for 1d4 hours. Critical failure results in the characters losing their grip and flying off the platform to their death.

Once crossing the threshold of the center hub, the players enter a circular museum of grotesques. Lady Fairchilde sits upon a massive throne, a jeweled, golden crown (3000 gp) upon her head, and the Platinum Gear hanging from a chain around her neck. Leashed near her feet are two half-human mutants. One has a lifeless donkey's head crudely sewn on her body; the other has the enormous head of a dull-eyed elephant. Unflinchingly, she orders the attack.

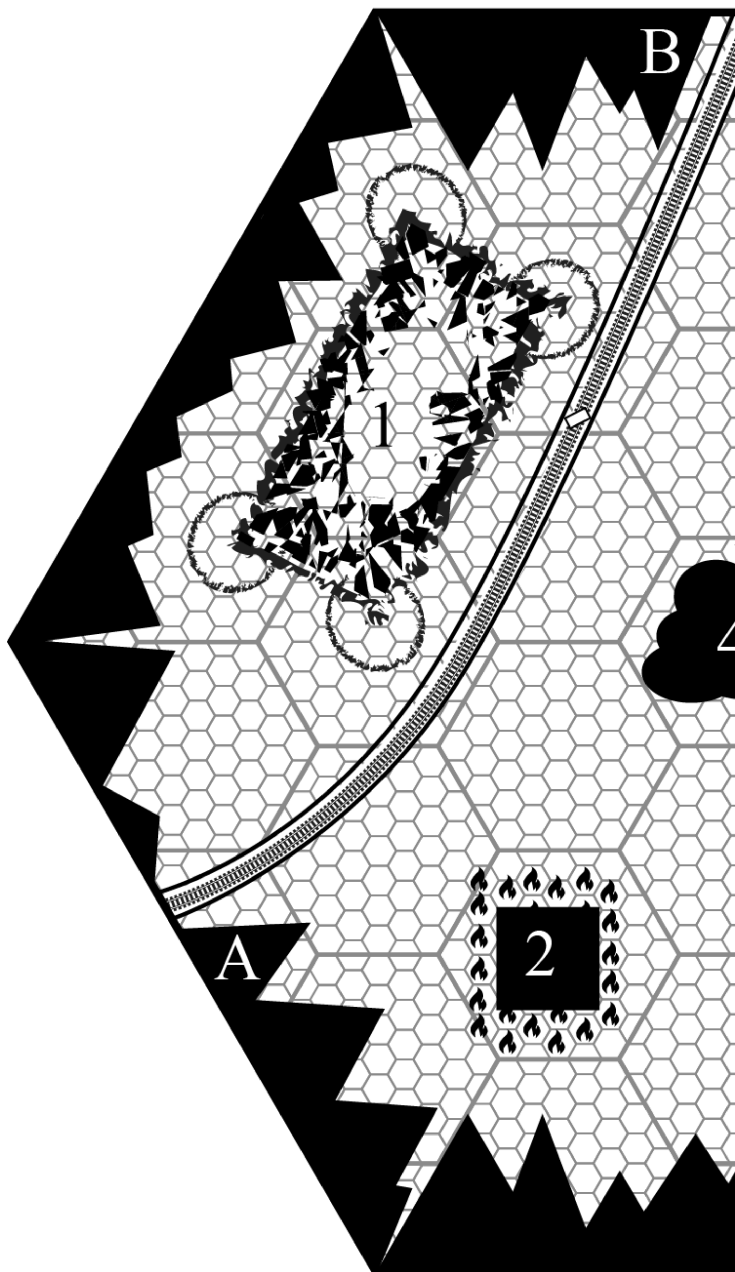
Lady Donkey: Init +4; Atk kick +4 melee (1d8, plus special); AC 15; HD 3d6; hp 13; MV 30'; Act 1d20; SP kick (DC 15 Fort save or stunned); SV Fort +2, Ref +4, Will +2; AL C.

Handyman Elephant: Init +0; Atk gore +4 melee (2d8, plus special); AC 16; HD 3d6+3; hp 18; MV 20'; Act 1d20; SP charge of 10' or more adds 1 dmg/foot; SV Fort +4, Ref +0, Will +2; AL C.

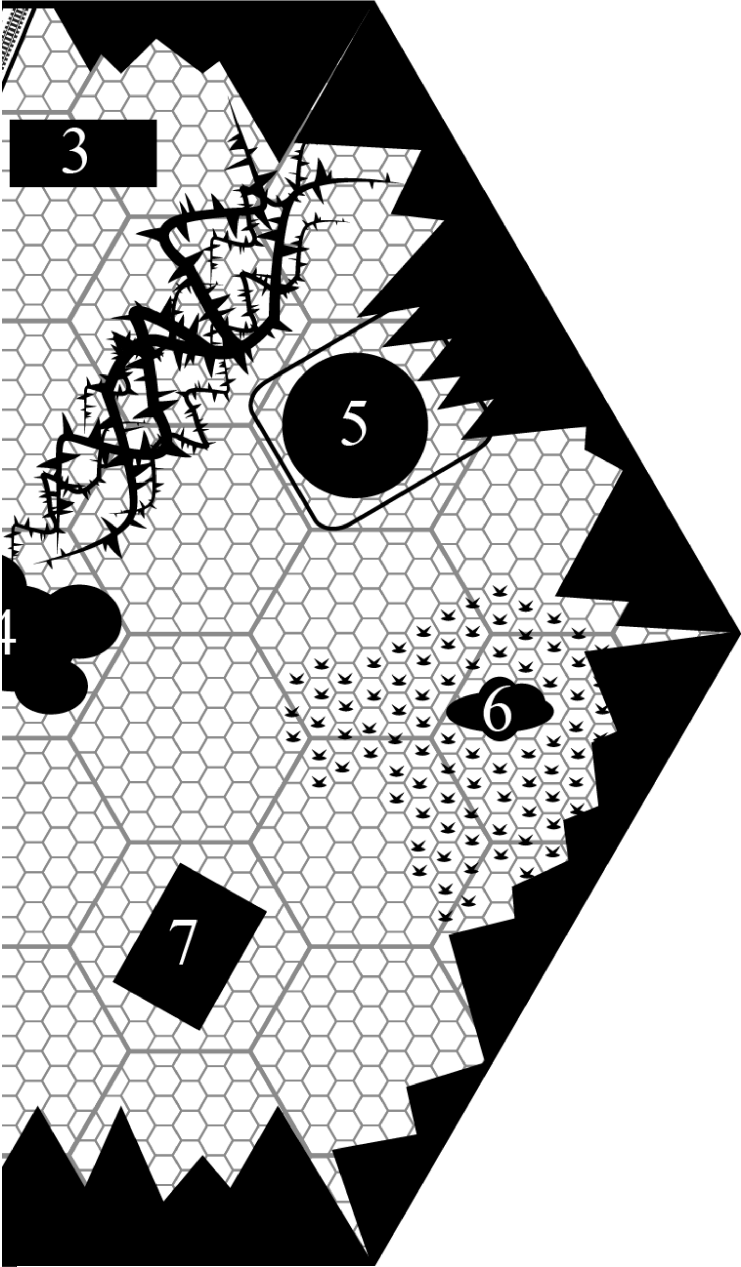
Lady Fairchilde: Init +3; Atk dagger -1 melee (1d4); AC 12; HD 3d12+4; hp 33; MV 30'; Act 1d20; SP spells (+5 spell check): *charm person, chill touch, ekim's mystical mask, levitate, mirror image, shatter, spider web, turn to stone*; SV Fort +1, Ref +2, Will +9; AL N.

If the witch dies, the carousel will spin out of control, bursting off its center bearing, and barrel on its end westward toward Area 1. Characters must succeed a DC 15 Ref save to hold on and avoid flying debris. The carousel will come to rest at the foot of the castle ruins. Surviving characters will see the smiling souls of the reunited royal family entering a brilliant portal in the sky.

The Ruins of



Make-believe



Cartography by SGT Dave

Area 6 – The Mound of the Platypus Cult: A flat-topped mound overlooks this miasmic swamp. Large rotting amphibians are impaled upon tall, wooden poles. Several pygmies dance around an imposing, obscenely carved, ten foot, stone platypus statue looming over the center of the mound. The pygmies have surgically attached elaborately carved wooden duck-billed masks to their faces. Wooden boards etched with strange sigils are tied to their backsides at the waist. They wave halfling-sized spears above their heads as part of their arcane ritual. They attack all unbelievers trespassing on this sacred ground.

Platypus cultists (10): Init +1; Atk half-spear +3 melee (1d6, plus poison); AC 14; HD 1d10; hp 4, 4, 6, 6, 6, 7, 7, 8, 8, 10; MV 30' or swim 30'; Act 1d20; SP poison, the enemy must succeed on a DC 14 Fort save or temporarily lose -1d3 Stamina; SV Fort +2, Ref +4, Will +2; AL L.

There are three large eggs at the altar before the statue. Eggs may be cracked open to reveal one of the following (roll 1d3): 1) severed tiger's paw, wearing a gold watch at the wrist. The watch is broken, but the gold band is worth 50 gp; 2) the Silver Gear needed to repair the trolley; 3) a marsupial face hugger.

Marsupial face hugger: Init +8 (always 1st); Atk grasp +6 melee (special); AC 17; HD 1d4; hp 1; MV 50'; Act 1d24; SP surprise; SV Fort +0, Ref +8, Will +2; AL C.

The hugger will attempt to attach itself to the face of the nearest living being. Once attached, the host body is paralyzed and unconscious for 1d3 rounds. After secretly laying its egg in the body of the host, the hugger will detach and die. The victim is now a lycanthrope – a wereplatypus! From now on, the character will transform for 2d6 hours upon failing any DC 15 Will save.

Wereplatypus: Init +2; Atk bite +3 melee (1d8+3 crushing); AC 17; HD 3d8; hp 21; MV 30', swim 50'; Act 1d20; SP aquatic, regeneration, half damage from non-magical or non-silver weapons; SV Fort +6, Ref +4, Will -2; AL C.

Regeneration: If the wereplatypus begins its turn with at least 1 hp, it regenerates 1d4 hp. If the wereplatypus is at 0 hp at the start of

the turn, it is instead incapacitated and appears dead for 1d4 rounds, after which it is restored to 1d4 hp, regains consciousness and may take its turn normally.

Silver vulnerability: Damage dealt to a wereplatypus by means of silver or magic weapons cannot be regenerated, but may be healed through rest or magical sources. If a wereplatypus is reduced to 0 hp by a silver or magic weapon, or takes any amount of damage from a silver weapon while already at 0 hp, it dies.

Area 7 – The Clock of Shattered Dreams: A tall, vine-covered clock tower is the home to a deranged, dire tiger. Upon investigation, players find a dimly lit sitting room. The flayed skin of Prince Tuesday is nailed above a large hearth, his distorted features moaning in agony. The opposite wall is entirely comprised of the complex inner-workings of the clock. Within the machinery is the Golden Gear needed to repair the Trolley. A massive pendulum swings between the clockworks and the rest of the room. A DC 15 Ref save is required to retrieve the gear, or suffer 1d10 slashing damage from the pendulum. Once the gear is removed, the tower will begin to shake itself apart. Characters have 4d4 rounds to escape before being trapped in the rubble. To make matters more difficult, a deranged dire tiger, with a golden, prosthetic paw (250 gp), pounces from the shadows for a surprise attack.

Deranged dire tiger: Init +6; Atk bite +6 melee (1d8) or claw +4 melee (1d6+2); AC 15; HD 3d8; hp 19; MV 30'; Act 1d20; SP surprise; SV Fort +2, Ref +6, Will +2; AL C.

The Forest of Nedra

By Marc Bruner

A shadow land of grey twilight, the Forest of Nedra exists between states of reality, filled with objects both half-formed and those seemingly etched into the fabric of creation itself. The forest does not have a permanent location, but instead slowly resolves throughout time in ancient groves as a spreading blight that acts as a gateway from the mortal world to the demesne of the chaos lords. Evil rumors of shades and fey magic carry into those lands the forest comes to border, and creatures captured and enthralled by its spreading gloom move and act with a dull, lifeless animation.

Within the forest, a ubiquitous mist fills the gaps between the stands of spruce, pines, and birch that spread unbroken for leagues, flattening sound and hindering exploration. Travelers who attempt to navigate the silent paths between trees are unwittingly drawn towards its depths. For each turn of travel there is a 50% chance that the direction of assumed travel actually takes parties that are seeking escape further into its interior.



Hooks

The forest can act as a bridge between planes, its roots deep within Pandemonium, but the branches connecting to other worlds are ever-shifting. Those entering the forest may be searching for a lost companion captured by its denizens, or perhaps they have been tasked by a liege-lord to halt the spread of the darkness growing on the outskirts of their fiefdom. Some may even wish to find pathways to other worlds that are rumored to exist inside. Once within, however, the only true exit from the forest lies through its center.

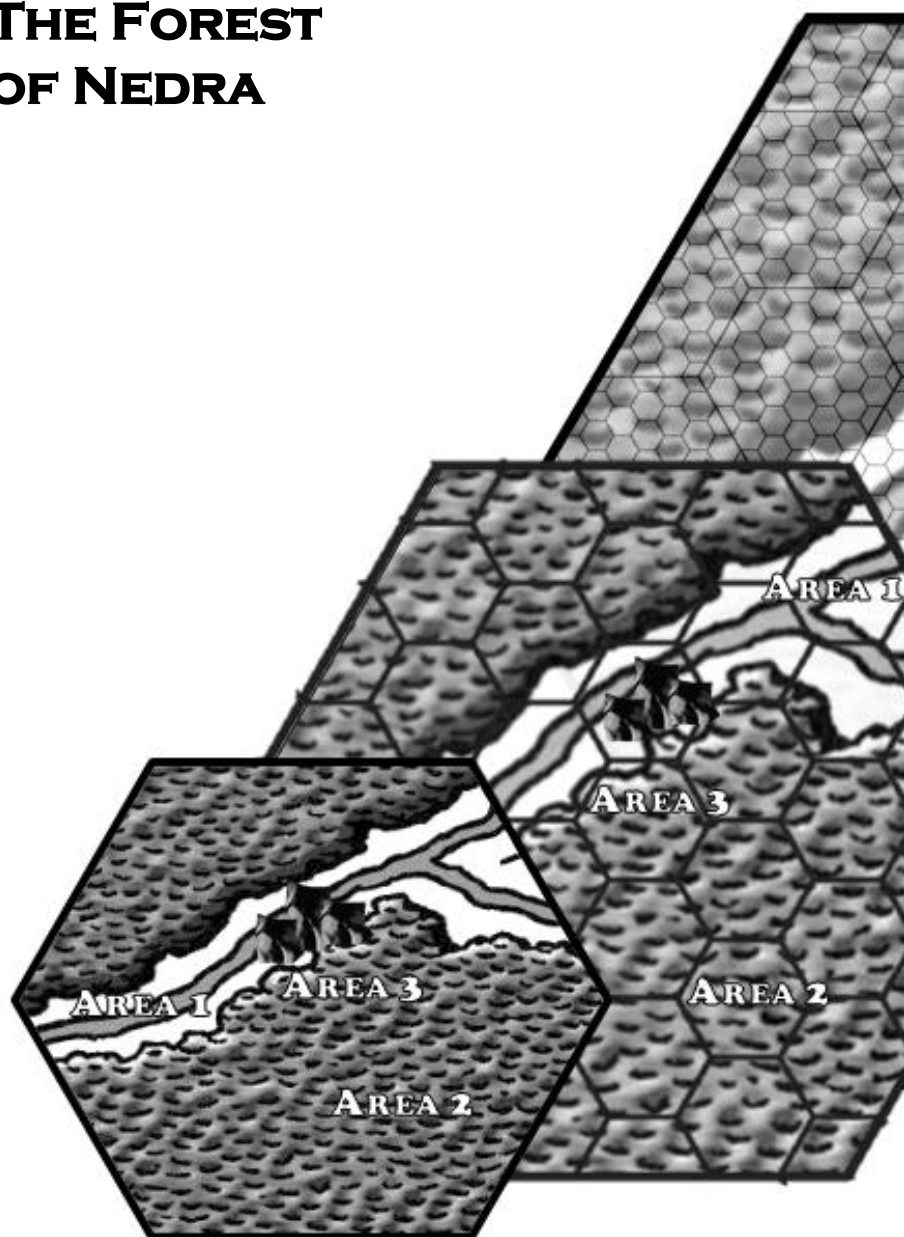
Encounter Areas

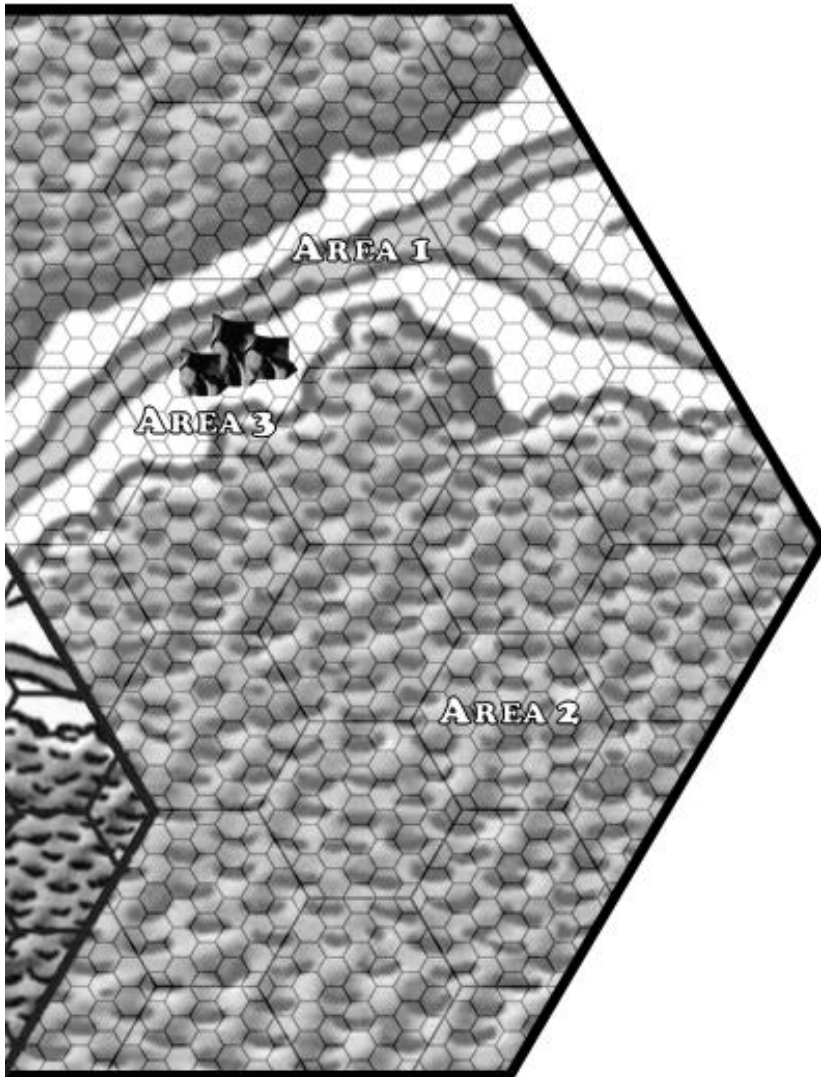
Area 1 – The Dark River: Bourns and rivulets of black, mirror-like water run throughout the forest, flowing outward like veins from a heart. The largest of these is the dark river, a slowly flowing stream that eventually becomes a tributary to the mighty rivers of phlogiston that course through Pandemonium. The river has no set location, but eventually crosses the path of all travelers who seek to pass through the forest.

The banks of the dark river are lined with a long, straw-colored grass that does not stir even in the heaviest of wind. Characters travelling through the banks find the tangle of roots and dry stems difficult to pass through, and only slowly become aware that their legs and ankles are being entangled by the grass. For each round that a character travels within the grass they must make a DC 5 Ref save. The difficulty increase by 5 for each additional round the character stands in one spot. Failure means that the character is trapped by the grass, which they only become aware of if they attempt to move. To break free, a character must make a Strength check against the cumulative DC of the entanglement, e.g. if a character was standing still for four rounds, they would need to make a DC 20 Strength check to free themselves. On the fifth round, the DC check would be 25.

Travelers whose skin comes in contact with the water or who drink from its depths must make a DC 15 Fort save or suffer from its strange effects, rolling a d7 modified by Luck:

THE FOREST OF NEDRA





Scale Based on Time Since Portal Opens:

- *Small Hex = 6 Miles/1 Week*
- *Medium Hex = 36 miles/1 Month*
- *Large Hex = 216 miles/1 Year*

Roll	Effects of the River
1 or less	A shadow grows within the PC. Over the next 1d4 weeks, the PC's alignment slowly shifts one step closer to chaotic (i.e. if lawful, the shift is to neutral, if neutral, the PC becomes chaotic). If the PC is already of chaotic alignment, they begin to feel a growing compulsion to return to the forest and seek its center, eventually abandoning all else to do so. The compulsion only ends with the death of the regent of the forest (see below).
2	A wave of forgetfulness overwhelms the PC, causing the loss of 1d3 XP.
3	The PC is overcome by a great weariness and unless physically prevented, seeks respite by laying down in the banks of grass next to the river.
4	The PC's mouth becomes parched and dry, and for the next 1d4 weeks she develops an unquenchable thirst no matter how much water he drinks.
5	The PC's perception of time alters, with its passage sometimes being swift and at others eddying in slow arcs. For the next 3d6 years, the PC ages at twice the normal rate; thereafter he ages at only half speed.
6	The PC is tainted by demon blood, gaining one of the following traits (roll 1d4): 1) <i>detect good</i> (+2 spell check), 2) infravision 60', 3) half damage from non-magical weapons, 4) half damage from fire, acid, cold, electricity, gas. Thereafter the PC is corrupted and cannot be healed or blessed by divine magic.
7 or more	The dark waters fill the PC's mind with an awareness of the vast branching forest and its connections between worlds, granting a brief glimpse the underlying order of the universe. The knowledge of one random first level spell is etched into his mind forever after.

Area 2 – The Glade: The party comes across a broad glade in the forest where a faerie ring of white mushrooms grows. Lying motionless in the center, seemingly asleep, is a young lady dressed in rich flowing garments, her face covered by a veil. Several chaos creatures dance around the ring chanting and singing in terrifyingly inhuman voices.

Chaos creatures (7): Init +1; Atk grasp +3 melee (1d4, plus special); AC 14; HD 3d6; MV 30'; Act 1d20; SP surprise, Personality drain, half damage from non-magical weapons and fire; SV Fort +2, Ref +4, Will +2; AL C.

Chaos creatures are shade-like beings that take on many forms and shapes, shifting from one to the next each round. If encountered elsewhere in the forest, the chaos creatures blend into the shifting shadows, always achieving surprise and gaining a +2 bonus on their first attack.

With a successful attack, a wave of fatigue spreads from the point of contact, weakening the resolve of the affected character. Chaotic PCs must make a DC 10 Will save or temporarily lose 1d3 Personality. For Neutral characters the save is DC 15. Lawful characters are automatically affected. Any character reduced to 0 Personality is enthralled and forever lost to the denizens of the forest.

The first character who enters the faerie ring finds himself inside a richly appointed palanquin, the veiled woman seated on a divan behind an enticing feast full of plates laden with a selection of choice viands, exotic fruits, and goblets filled with a dark amber wine. Wordlessly the woman invites the character to dine with her. The character feels a strong compulsion to rest and stay in the pleasing atmosphere. Those that drink the wine feel refreshed, and are healed of injury as per *lay on hands* cast by a chaotic cleric with a +6 spell check. Eating any of the food, however, places the character into a dreamless sleep from which they cannot be awakened for the next 1d6 days. If the veiled woman's offer of food and wine are refused, or if she is threatened, she lifts her veil to reveal a featureless face without eyes, nose, or mouth and attacks the PC.

To his companions, the PC entering the faerie ring seems to disappear along with the faerie ring itself, and any attempts to follow find only an empty glade.

The Veiled Woman: Init +1; Atk claw +1 melee (1d3) or special; AC 10; HD 8d6; hp 35; MV 30'; Act 1d20; SP immune to non-magical weapons, horror, spells as level 5 cleric (spell check +6); SV Fort +2, Ref +4, Will +6; AL C.

The veiled woman's blank visage is absolutely terrifying to behold. All who look upon it must make a DC 18 Will save or suffer -1d on all actions for the next 1d4 turns from debilitating terror.

Whether the PC drinks the wine or eats the food and falls into a magical sleep, and regardless of how much time seemed to have passed within the palanquin, the round after stepping into the ring, his companions find the PC lying in the middle of the glade in the place of the veiled woman, all vestiges of both her and the ring having disappeared. If the PC is slain by the veiled woman while inside the palanquin, they still awaken within the former ring, but all traces of the character's own visage have been erased.

Area 3 – The Dark Citadel: A dark citadel lies at the center of the forest in a stygian vale, its walls seemingly growing like outcroppings from the earth itself and capped by a number of windowless towers. The citadel is defended by the enthralled creatures of the forest and their shadowy demonic overseers, its forces strengthening as the dark adumbration spreads throughout the forest and into nearby lands. For each month the forest exists in a specific location, increase the number of defenders encountered by the party fivefold.

Enthralled (1d10 or more): Init -1; Atk axe +1 melee (1d6) or bow +3 missile fire (1d6); AC 12; HD 1d8; MV 25'; Act 1d20; SP un-dead traits; SV Fort +1, Ref +1, Will +0; AL C.

Overseer (type I demon, 1 or more): Init +0; Atk bite +4 melee (1d8); AC 15; HD 4d12; MV 30' or fly 30'; Act 1d20; SP wings, demon traits; SV Fort +4, Ref +4, Will +0; AL C.

The enthralled have flat eyes and grey faces drained of color. There is a 1 in 10 chance that if the PCs are native to the region next to the forest that they recognize an enthralled as a neighbor or resident of a town.

The keep's master is a beast-headed demon that acts as regent for the chaos lords. He resides within the inner keep at the portal between worlds that is the source of the spreading shadows.

Rhe'magrah, regent of the forest (type III demon): Init +4; Atk claw +10 melee (1d8+4) or gore +12 melee (1d12); AC 20; HD 8d12; hp 56; MV 40' or fly 40'; Act 2d20; SP *sleep* (+8 spell check), detect alignment, demon traits; SV Fort +8, Ref +10, Will +8; AL C.

Rhe'magrah is a tall, bat-winged demon with long tusks that curl from his jaw into sharp horns. He will attack lawful and neutral creatures without hesitation. He asks those of chaotic alignment and those with any trace of demon blood why they fight against the very powers that they serve and offers gifts to those that willingly join with the chaos lords. If the PCs somehow discover his true name and speak it aloud, he writhes in pain and suffers a -1d to attacks for 1d4 rounds.

If the regent is overthrown, the effects of the forest slowly fade from the surrounding lands as the link between the two worlds unravels. The forest will not reappear in the same plane again for the next 5d100 years.



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The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



PANDEMONIUM LOCATIONS, PART 2

VOLUME 3 OF EIGHT BOOKLETS

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The Quagmire of Endless Malice

A Pandemonium Hex for 5-6 PCs of Levels 3-5, by Steven Bean

From the above-or-away ingresses, the rivers of Pandemonium are birthed. Some sages number these rivers at one, some at four, and some at five, while still others say they are countless. They rage, converge, cross, stream, and split into innumerable tributaries only to converge again. They flow, forever, through the Chaos realm's black heart, until, as one, they fall in a great cascade. The frothy fury of this torrent soon rolls to expiration then ebbs and seeps, weeping, into the Quagmire.

Legend has it that the Quagmire was created when Ahriman, paternus of Azi Dahaka, was defeated by the forces of Law and sent tumbling down through Pandemonium until he cratered its low-or-furthest level. Other lore insists that it is the hunting grounds of Azi Vizapa, the Soul Glutton, Azi Dahaka's draconic, arch-demon sister. Other canons name the Quagmire as the country estate of Magog, to which they claim he retires when he can no longer stomach the subtle political intrigues of the Courts of Chaos and needs to hunt, torture or kill something.

The mad geography of Pandemonium means that adventurers may enter the realm of the Quagmire by any number of routes: falling over the falls of one of the rivers that flows through Pandemonium, sailing in from the Uhttāra Seas of Calignosis, or emerging from a dungeon crawl through a crevice on the Tumulus (see below).

The Quagmire is comprised of two main features. The first is a tract of shallow fens. Judges may use another Pandemonium hex with a swamp or marsh theme to populate encounters in the fens of the Quagmire, or should populate it with hazards that match its theme: enfeebling miasmas and diseases, hostile “swamp-appropriate” plant-life (strangle vines or demon mosses), marsh-dwelling creatures (demon leeches and swarms of dwarf hydras) lying in ambush in the shallow water or wandering squads of every manner of humanoid and demonoid soldier going to or coming from the Tumulus.

The fens themselves are not an especially large or important part of this region of Pandemonium. Instead, they surround the main feature of the Quagmire: The Tumulus. The Tumulus is the domed top of a many-leagues-large, rounded, grey granite skull sunk deep into the Quagmire. The Tumulus gently tips, heels, rocks and rolls from the constant action of the massive armies that wage the Nine-Thousand Year War, also known as the Endless Malice, atop it.

You find yourself on a low, vast, perse-grey dome of pocked granite, sitting like the crested crown of a planetoid sunken in the brackish mire. Arcing away from your vantage point across the dome to the near-horizon is the largest battle that you – or any other mortal – has ever seen. In some places, whole armies are locked in savage, bloody combat; in others, smaller units maneuver for advantage through feints, flanking and harassment. In some spots whole companies are encamped, tending to their wounded, to their kit, and to their camp followers.

Like elsewhere in Pandemonium, a constant wind sweeps over the features of the Quagmire. These winds are not especially fierce and their origin point is apparent: they are driven by the enormous waterfall that cascades into the region from other parts of Pandemonium.

The Endless Malice

There are many ways into the Quagmire, but only one route out – adventurers must gain access to an egress through force of arms in a military engagement in the endless war that rages on the Tumulus.

Humbled, your head bows, dropping your gaze. Below the edge of the demi-plane's surreal skyscape you spy a low ridgeline of broken land a furlong away in the direction left-of-center. The stretch contains a shallow box canyon, looking for all the world like a hollow eye socket. At the back end of the canyon is a glowing portal. The hue of the light confirms it as an egress to another region of this chaotic realm. But between you and the portal is a Phalanx of Pandemonium. Its soldiers are beyond obese, their rolls of bloodless fat serving as fleshy suits of armor. Their bulbous heads are shoehorned into undersized sallets. Awaiting your challenge, they squat tirelessly on stubby, elephantine legs while they sharpen their bill-hooks, oiling their whetstones with pus that oozes from recent wounds. Their sets

of six ebony, arachnoidal eyes look about the battlefield, issuing a silent challenge to any and all comers.

You hear someone clear his or her throat behind you. A soldier wearing an adjutant's insignia stands at sharp attention and barks out: "My Lord-Brigadiers, if you please - your regiment stands ready! They are eager for action, lords!"

This encounter offers an adventuring party the opportunity to command a military force. The enemy, one of the Phalanxes of Pandemonium – a 2000-strong regiment of demonic heavy infantry - occupies a nigh-unflankable defensive position. The most likely way win through is with the force of Ærethian soldiers granted to the PCs by a law of this realm of Pandemonium: *privilegia antiqua artis pugnae*, or "by right of past glories earned in battle."



The PCs get oriented to their command by Adjutant-Major Iraej Atgodd. Atgodd will explain, emphatically, that the rules of engagement in the Quagmire outlaw the attainment of military objectives sans combat (i.e., a force cannot sneak their way past the enemy, though it is within the rules for part of a force to use combat to distract their enemy while another part of the force attains the objective by stealth). PCs who ignore this rule of engagement lose 3d5 points of Luck and suffer the consequences of low Luck until they cease the actions that violate the rule of engagement. If the PCs leave the realm of the Quagmire out of compliance with this rule, this loss becomes permanent.

Atgodd will help the PCs' review their force - a regiment-sized unit made up of three separate companies of human soldiers:

- Archers in padded armor, each carrying a longbow and hand axe.
- Pikemen in breastplate and greaves, wearing a steel cap and armed with a pike or two-handed sword.
- Cavalry in chainmail, breastplate, shield, and full helm, carrying a lance and mace or longsword.

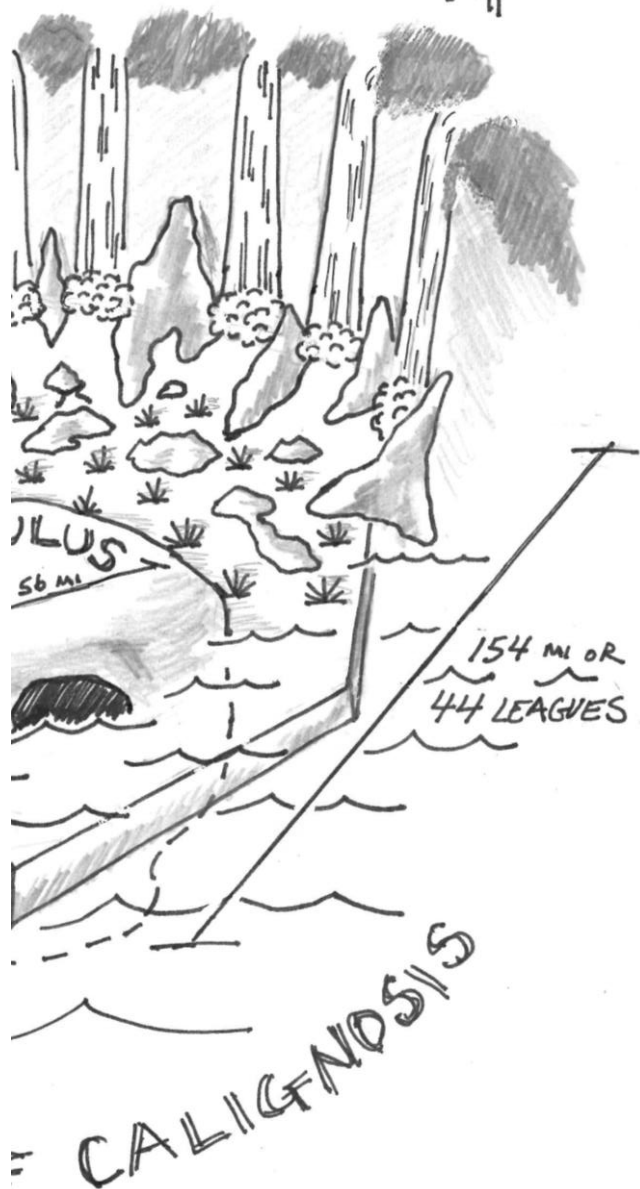
The battle is conducted using a new variation on mighty deeds called the "mighty maneuver" – a type of deed that can be performed by any PC in this specific encounter. For a company to go into battle it must be commanded by a PC. Commanders roll mighty maneuvers that determine both their force's success in battle and whether a PC suffers harm. Which PCs are chosen to command which unit and the way the party chooses to employ these forces in battle also influence the success of their mighty maneuvers. Spellcaster PCs can choose not to command, instead using their magics to try to tip the battle in favor of their side.

Enemy Force

Phalanx of Pandemonium: Init: special; Atk battle line +6 melee (3d8+3) or scab-winged rot-cherub +3 missile fire (1d8+1); AC 15; HD 36d30; hp 600; MV 15'; Act 6d20; SP rot-cherub missile-shield (if the battalion did not use its missile attack in the previous round it has AC 16 versus all ranged attacks and its Ref save is +0 versus any type of ranged attack); SV Fort +16, Ref -3, Will +12; AL C.



PANDEMONIUM



Cartography by Steven Bean

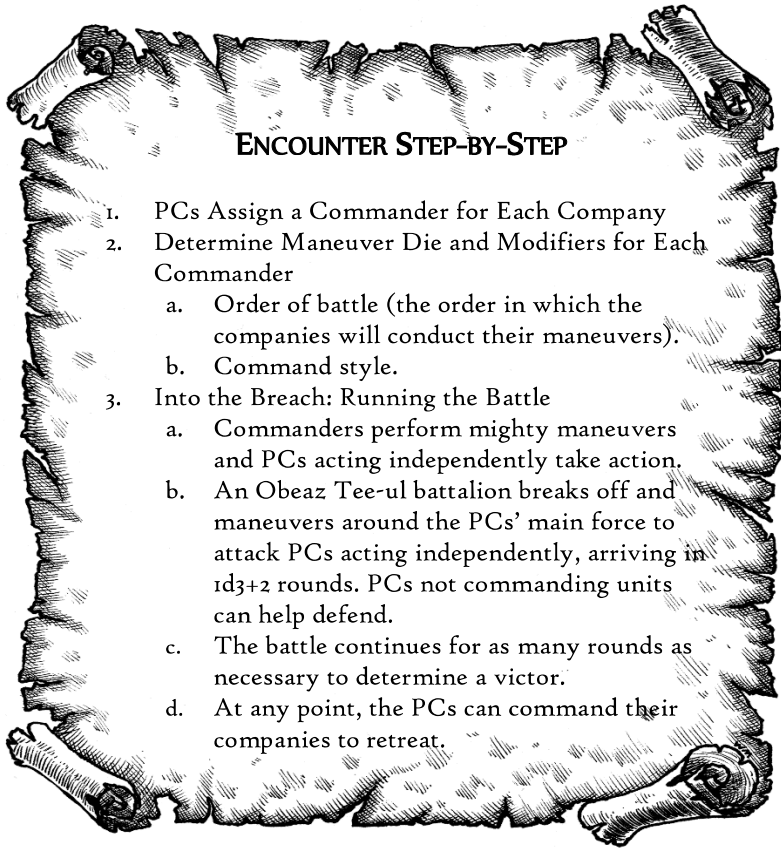
The phalanx is made up of a dozen battalions that can operate individually - independent of the main force - to sortie against PCs who are not commanders (and therefore also operating independent of their side's main force).

Obeaz Tee-ul battalion: Init: +0; Atk battle line +3 melee (3d4+3) or scab-winged rot-cherub +2 missile fire (1d4+1); AC 13; HD 24d3; hp 44; MV 15'; Act 3d16; SP rot-cherub missile-shield (if the battalion did not use its missile attack in the previous round it has AC 15 versus all ranged attacks and its Ref save is +1 versus any type of ranged attack); SV Fort +8, Ref -1, Will +6; AL C.

Mighty Maneuvers

Commanders direct the actions of their companies using a variant on mighty deeds called the mighty maneuver, consisting of a roll of their action die plus a maneuver die. As some classes are more suited to command in general, and to command of specific types of forces, the table below indicates the commander's maneuver die for each company by class.

Class	Commander Maneuver Die		
	Archers	Pikemen	Cavalry
Cleric	d5	d5	d5
Dwarf	d5	d6	d4
Elf	d6	d4	d5
Halfling	d5	d3	d3
Thief	d5	d3	d4
Warrior	d6	d6	d5
Wizard	d3	d3	d3



ENCOUNTER STEP-BY-STEP

1. PCs Assign a Commander for Each Company
2. Determine Maneuver Die and Modifiers for Each Commander
 - a. Order of battle (the order in which the companies will conduct their maneuvers).
 - b. Command style.
3. Into the Breach: Running the Battle
 - a. Commanders perform mighty maneuvers and PCs acting independently take action.
 - b. An Obeaz Tee-ul battalion breaks off and maneuvers around the PCs' main force to attack PCs acting independently, arriving in $1d3+2$ rounds. PCs not commanding units can help defend.
 - c. The battle continues for as many rounds as necessary to determine a victor.
 - d. At any point, the PCs can command their companies to retreat.

1. PCs Assign Commanders

One PC must take command of each company. To avoid command confusion, there CANNOT be multiple company commanders. If the PCs insist, impose a -1d penalty to the maneuver die on the two or more commanders of that company.

2. Determine Maneuver Die and Modifiers for each Commander

Order of battle: The PCs must decide the tactics they are going to employ in their attack. For the purposes of this encounter, this is simplified to determining the order in which the three different companies will attack. Based on some fundamental principles of late medieval battle tactics, the order in which the three types of forces

attack adjusts the maneuver die of all three company commanders along the dice chain as follows:

- Archers, then pikes, then knights: +2d
- Archers, then knights, then pikes: +1d
- Knights, then archers, then pikes: -1d
- Knights, then pikes, then archers: -2d
- Pikes, then archers, then knights: -1d
- Pikes, then knights, then archers: -2d

Command style: In Pandemonium, personal courage is valued above all and thus has the biggest effect on how command style modifies an individual commander's maneuver die. Each commander decides the style of command she will employ: leading from the front ("in the van"), staying in the middle of the troops to centralize command and control ("in the main"), or coordinating from the rear of the attack to get a better perspective on the overall course of the battle. In an actual battle, each of these styles has advantages and disadvantages. In this encounter, the troops fight harder and better the closer their commander is to the action, but the closer the commander is the more she risks injury or death:

Command Style	Maneuver Bonus	Commander Wound Save DC ^{1*}
Command in the van	+2d	DC 15
Command in the main	-	DC 12
Command from the rear	-1d	DC 8

^{1*} During consultation with *Spellburn* podcast co-host Julian Bernick, he sagely pointed out that several factors go into setting a DC for a save in an individual encounter, including the consequences of succeeding at and failing the save, the likely amount of Luck burn, and how much Luck, on average, party members have left by the time they are dealing with this particular encounter in the adventure and how close that encounter is to the adventure's climax (including being that climax). These saves are set fairly low for a few reasons: 1) I'm trying to average difficulty across a range of class levels, 2) PCs are likely to have to make this save more than once during the encounter, 3) even if they make the save they are likely to take significant damage, and 4) this is a stand-alone encounter that judges will presumably link with other encounters so it should not drain all the party's Luck resources. Judges should adjust these DCs in relation to the larger context in which the encounter is being used.

3. Into the Breach: Running the Battle

Like a regular DCC RPG combat, the battle focuses on a series of PC actions – in this case the actions are rolled using a combination of the commander's action die plus modified maneuver die. The difference with this battle is that the monster doesn't take a normal action against commanders and their forces. Instead, the results of the mighty maneuver roll determine the effects of the PC's military force on the monster and determine any harm done to PC commanders in each round:

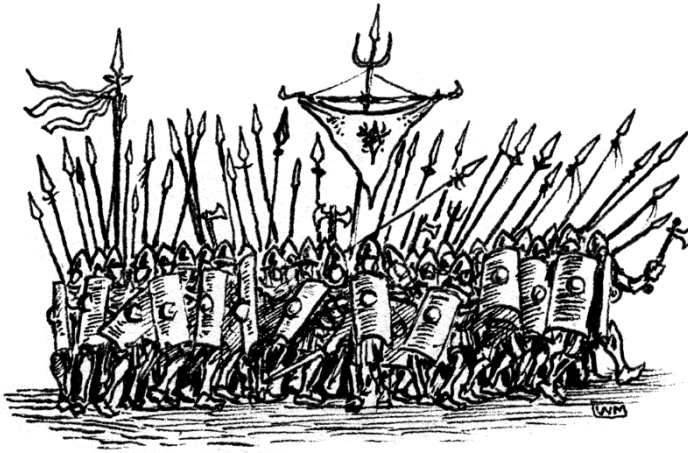
Mighty Maneuver Results Table

Roll	Result	Enemy Damage	Commander Wound	Wound Reduction
1	Routed!	4d20	4d8+4	-25%
2	Defeated!	6d20	3d8+3	-25%
3	Held.	9d20	2d8+2	-50%
4	Tactical success.	12d20	2d8+2	-66%
5	Determined thrust.	15d20	2d8-1	-75%
6	Decisive thrust.	12d20	2d8-1	-100%
7+	Devastating attack.	18d20	3d8-1	-75%

After each attack, commanders may make a Reflex save to reduce or negate the wound damage by the amount indicated, with the DC of the save based on the command style (see above). If a PC is killed in battle on the Tumulus, judges are encouraged to place this author's *Crawling through a Hell of One's Own Making* second-chance meta-encounter from the 2016 *Gongfarmer's Almanac* adjacent to the fens of the Quagmire as a way for the PCs to recover fallen comrades.

If a commander falls in battle during a combat round, her force can still fight on! Either another PC not currently commanding a force can take command, or the force can fight under the direction of its junior- or non-commissioned officers (sergeants and such). A commander-less unit fights with a d3 maneuver die.

Run Away!: A commander may order their force to retreat in any round. Withdrawing from the battle is a mighty maneuver and is



rolled normally on the table with the additional effect that the commander and his or her force disengages during the course of the round. The Phalanx of Pandemonium will NOT move from its position in front of the portal to pursue a force that has disengaged. The rest of the PC's regiment incurs a cumulative -1d penalty on mighty maneuver rolls with the loss of each company. Any company that re-engages in the battle after withdrawing incurs a -1d penalty on mighty maneuver rolls due to casualties from previous fighting.

PCs Who Are NOT Commanding a Force: Only three PCs will be commanding a company, leaving the other PCs to cast spells, defend those spellcasters, or defend, stabilize, and heal wounded comrades. These freelance PCs interact with monsters using the normal DCC RPG rules for combat: rolling initiative, suffering attacks as described in the monster stat block, etc.

"Good luck Lord-Brigadiers! I have complete confidence that your tactical genius and inspiring leadership will win you through to your objective. If not, there are far, far worse places than the Tumulus to spend your days! Here, the vulgarities of mortal life – scratching out a meager harvest from the soil, rutting greasily in the vague hope of procreating, and haggling cattily over an extra coin or two – all fall away, subsumed beneath the luminescent, eternal glory of battle!"



Optional Rules

Pre-Battle Activities for Giving Non-Warrior Classes a Bigger Role in the Encounter

The original design for this encounter included three pre-battle maneuvers that PCs could use to gain an extra edge over their enemy before attacking:

- Inspiration of the PC's own force through delivery of a rousing "Crispian's Day"-type speech,
- Scouting to gain advantage from tactical intelligence, and
- Sabotage to weaken the enemy.

Because the basic mechanics of the encounter are slightly atypical for the game and of above-average complexity, these pre-battle maneuvers have been included as optional add-ons for the ambitious judge.

"And 'adventurers' in Aereeth will think themselves accurs'd that they were not here...": At the start of the attack, one PC may attempt to inspire the entire force to greater feats of arms through a rousing pre-battle speech. The player controlling the PC attempting this

should role-play the speech then attempt a DC 13 Personality check, with a +0 to +2 role-playing bonus may be awarded at the discretion of the judge. If the roll is successful, every commander increases her maneuver die +1d. On a modified roll of 20+, the bonus increases to a +2d.

Scouting and Sabotage

Thieves and halflings are given a bit of a back seat in this encounter. This might be fine if the encounter is linked to other encounters in an adventure arc that gives them other chances to shine. However, if a judge wants to give PC thieves and halflings a bigger role in the outcome of the party's battle on the Tumulus, scouting and sabotage versions of the mighty maneuver are a natural fit for their talents.

The PCs may execute one scouting mission and one sabotage mission before the battle, the results of which adjust the maneuver die of the remaining commanders. Each mission must be commanded by a PC whose mighty maneuver die is modified according to the table below. Other PCs may accompany the mission, but the maneuver die is modified by the PC on the mission with the lowest modifier, even if that PC is not the commander ("Quiet, wizard, you doddering fool – your clumsiness will give us all away!").

PC spellcasters may cast pre-mission spells to benefit the infiltration party, e.g., invisibility. Judges should adjust the commander's maneuver die appropriately based on the effects of the spell and should remove any bonuses awarded mid-mission when she determines that the spell's duration has elapsed.

Pre-Battle Scouting and Sabotage Maneuver Die Modifiers by Class

Class	Scouting	Sabotage
Cleric	-3d	-2d
Dwarf	-2d	-1d
Elf	-1d	-2d
Halfling	-	-
Thief	-	-
Warrior	-2d	-2d
Wizard	-3d	-3d

PCs on missions conducted simultaneously roll mighty maneuvers normally. On a mission conducted after another mission has already begun, the commander incurs a -1d penalty on maneuver rolls (even if the mission launched first is successful, its effects will put the enemy's pickets and main body of troops on higher alert).

Instead of consulting an opponent's AC, a scouting or sabotage mission commander rolls mighty maneuvers against a fixed DC of 15. Saves against maneuver-inflicted damage are Willpower saves, representing the scouting or sabotage mission commander's ability to maintain discipline among his/her infiltration party. Strict discipline will maintain stealth, ensure that the infiltration party withdraws rather than getting drawn into fighting and withdraws using the best defensive posture – all of these are likely to spare a commander from wounds. Commander wound saves are made against DC 13.

Pre-Battle Mighty Maneuver Table

Roll	Result	Maneuver Die Adjustment	Commander Wounds	Wound Reduction
1	Discovered by enemy skirmishers.	-1d	1d8+1	-66%
2	Stopped at enemy pickets.	-1d	2d8	-66%
3	Shallow penetration of enemy pickets.	None	2d8+2	-50%
4	Deep penetration of enemy pickets.	+1d	2d8	-50%
5	Infiltration of enemy battle lines.	+1d	1d8+1	-75%
6	Deep infiltration of enemy battle lines.	+2d	1d8+1	-100%
7+	Disruption of enemy command center!	+3d	2d8+2	-75%

At a judge's discretion, on a low scouting or sabotage maneuver roll (e.g., 2 or less), she can opt to have the infiltration party face an Obeaz Tee-ul battalion run as a normal combat encounter. The PCs on the mission are accompanied by a skirmish squad (4-8 scout-soldiers) from the PCs' army.

Skirmish Squad: Init +2; Atk skirmishing +2 melee (2d6); AC 13; HD 5d10; hp 27; MV 30'; Act 2d20; SP halfling sneak and hide checks at +2; SV Fort +2, Ref +2, Will +1; AL L.

Regardless of whether they defeat the battalion or successfully withdraw from the combat, this ends that infiltration party's mission.

"No matter how ferocious the demon, a sliced hamstring will seriously 'cramp his style'." - Major Adjutant Iraej Atgodd paraphrasing Vlad Taltos, Hero of the Battle of Barritt's Tomb.





Swamp of the Oboline

By Richard Rush

The humid jungle swamps of the oboline are the dank and miserable home to Harikag, alleged to be a fecund avatar of the World-tree, and the two godlings Manateecuhtli and Quetzalcoautwalrus and their interminable, pointless conflict about which limp saplings growing in this forlorn place is actually Harikag. The oboline are a wretched and strange people that inhabit these swamps and are easily recognized by the silver coins that replace their mundane eyes.

Encounter Areas

Area 1 - Manateecuhtli's Harikag: A huge, bronze sea cow with a thrashing nest of glowing blue centipedes where its head would be, relentlessly thumps around the trunk of an enormous myrtle tree, muttering to itself. Those who approach it incautiously can expect giant blue centipedes to drop upon them from the branches above (starting with 1d8 of them, with a strong likelihood of escalation).

Area 2 - Quetzalcoautwalrus' Harikag: A great, multicolored walrus with an enormous feathered frill pulses with color as it floats, meditating beneath an enormous mangrove tree bedecked with

coconuts. It offers pointless, shallow aphorisms to any who approach it for its wisdom.

Area 3 - Village of the Oboline: The oboline, a wretched and strange people who have silver coins of an unknown minting for eyes, dwell in a small village of stilt huts in this relatively firm region of the swamp. They are hospitable to outsiders, willing to share their unappetizing food and meager shelter with strangers, but it is a mistake to sleep amongst them for more than three nights. On the third consecutive sunrise amongst their company, one wakes seeing through round, metallic eyes (there is no mechanical impact to this beyond making an already surely strange-looking adventurer even stranger looking). They are neither secretive nor especially forthcoming about this transformation.

Hooks

The siblings Quetzalcoautwalrus and Manateecuhtli have been arguing about which tree is Harikag, The Tree, for aeons. Though they won't attack each other, they're eager for any assistance in the destruction of the false tree of their rival. They are also sufficiently arrogant to consent to the submission of spellcasters via *patron bond* (see patron articles in GFA 2017 Vol. 5 for more details on these entities).

Beneath the boughs of the true Harikag is a site rich in phlogistic resonance, and would surely be a most superb site for summoning some seriously substantive sorcery. An ambitious wizard would only have to get past whichever of the sirenian siblings to make use of it...or find the true Harikag, if neither of the pseudo-divine bloats is actually right.

The silver eyes of the oboline are valued by savvy spellcasters as components in arcane mischief. Adventurers might be called on to protect these odd, but harmless people from those who would abuse them in the name of mystic wealth... or wish to harvest such themselves.

Random Encounters (d12)

Roll	Encounter
1	An avatar of Quetzalcoautwalrus serenely drifts through the mangrove leaves, contemplating an utterly pointless and insolvable question (along the lines of "Does it taste great? Or is it less filling?") and is intently interested in the perspectives of the party. It will demand their opinions and that they defend them interminably.
2	1d4 bronze legionnaires of Manateecuhlti stalk the muddy tracks of this land, angry and looking for a fight.
3	A giant centipede hides in the underbrush, waiting to ambush prey.
4	A foraging party of 2d6 oboline is passing through, checking their traps and looking for corpseberries.
5	A swampgas floater drifts across the band's path - a threat to any nearby pets or halflings.
6	Quicksand! The PC with the lowest Luck must make a DC 12 Ref save or be trapped in quicksand. They have 2d4 rounds to succeed at a DC 10+ (number of turns in the quicksand) Fort save or die.
7	Corpseberry bushes. these large berries smell transcendently awful, but any who eats a meal of them will gain 1d6 Luck that vanishes at the next sunrise (this may be done once a day).
8	The next time the band makes camp, a bouquet of 2d3 oblossums raid their supplies. Any PC on watch must succeed at a DC 15 Will save or every PC must make a Luck check minus the number of oblossums, with those failing losing 2d3 randomly determined items as the vile creatures scamper off with their ill-gotten loot. If the PC on watch succeeds at his save, the vermin are detected before they can begin rooting through unsecured equipment.
9	Awww! What's an adorable puppy like you doing in a nasty place like this? The party hears the whimpering of a wibbles coming from the underbrush; it clearly needs protection.
10	Roll 1d6 twice on this table and combine both results.
11-12	Nothing, except 1d4: (1) this infernal humidity; (2) that awful smell; (3) these dang mosquitoes; (4) what is making that noisome hooting sound?

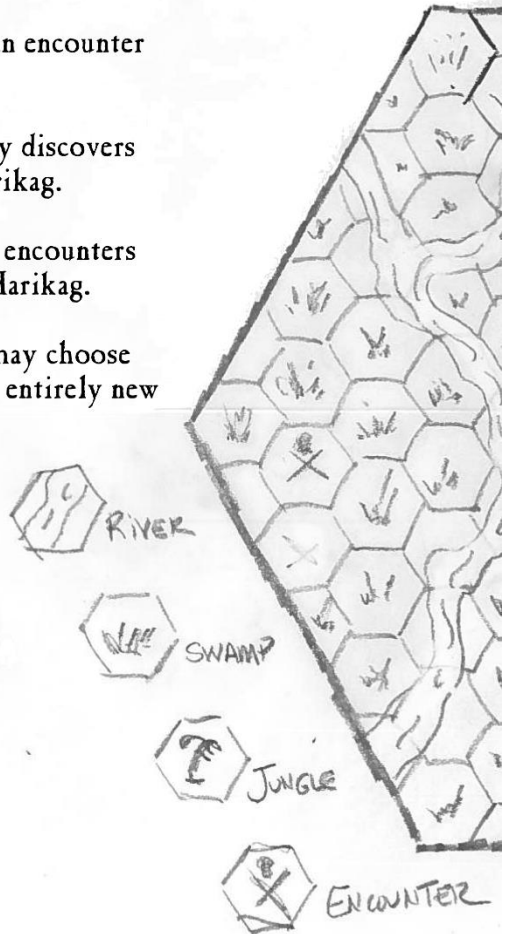
Swamp

Any time the party enters an encounter hex roll 1d7.

On a result of 1-3, the party discovers Manateecuhtli's Harikag.

On a roll of 4-6, the party encounters Quetzalcoautwalrus' Harikag.

On a roll of 7, the judge may choose between the two or insert an entirely new encounter.



of the Oboline



Cartography by Harley Stroh

Bestiary

Avatar of Manateecuhltli: Manateecuhltli is the progenitor of a host of large, blue, luminescent centipedes that shed from the wriggling swarm that is its dreadful face. As they drop from the writhing azure tangle that is its most horrid visage, many of them will wriggle to safety and begin secreting a hard, resinous armor and the mechanisms of the engines of war known as bronze legionnaires. These roughly dwarf-sized and shaped figures cast in ornate plate made of secretions that appears bronze can endure the harshest of environments and bludgeon and grapple the foes of their dark parent with their crude hands or by blasting them with heat rays from the gem located in the center of the head/cockpit.

The heads of the legionnaires are more vulnerable than the rest of the creature. Canny opponents target these and sorcerers prize the wriggling pilot centipede within. Consuming 'the dank centiweed' is known to produce hallucinogenic effects and, sometimes, psychic mutations.

Not all of the blue swarm go on to be legionnaires, however. Some of them eschew the safety and confines of a cockpit and in exchange are able to grow to enormous size. Unlike their smaller brethren, it is not recommended to put a giant blue centipede inside of you, not even a little bit.

When the Watery Warlord's wrath is truly raised, it will order its enormous, unfettered children to serve as warmounts to its Legionnaires.

Bronze legionnaire of Manateecuhltli: Init +2; Atk bludgeoning fists +4 melee (1d8) or heat ray +4 missile fire (2d6, range 20'); AC 18; HD 3d8; MV 30'; Act 1d20; SP weak point; SV Fort +4, Ref -2, Will 0; AL N or Mounted legionnaire of Manateecuhltli: Init +2; Atk heat ray +4 missile fire (2d6, range 20') and bite +6 melee (2d4 plus paralysis); AC 16; HD 5d6; MV 60'; Act 2d20; SP weak point; SV Fort +3, Ref +2, Will 0; AL N.

Any critical hit against a legionnaire get a +1d bonus to the results roll.

Giant blue centipede: Init +6; Atk bite +6 melee (2d4 plus paralysis); AC 14; HD 5d6; MV 60'; Act 1d20; SP paralysis; SV Fort -1, Ref +2, Will -1; AL N.

Anyone bit by a giant blue centipede must pass a DC 14 Fort save or be paralyzed for 3d5 minutes.

Avatar of Quetzalcoautwalrus: Init +4; Atk bite +10 melee (4d4) or hypnosis (special); AC 18; HD 5d8; hp 23; MV 15', fly 60'; Act 1d20; SP hypnosis; SV Fort +6, Ref +2, Will +6; AL N.

The Navelgazer Supreme ponders many things. Sometimes its ruminations require closer examination. At these times, it will project an avatar of its polychromatic massiveness to more closely inspect the subject of its interest. Instead of attacking, the avatar of Quetzalcoautwalrus may force every creature within 30' of it to make a DC 1 Will save or lose 1 action die for 1d4 rounds.

Oblossum: Init +4; Atk bite +2 melee (1d4+1 plus rabies); AC 12; HD 1d8; MV 25' or climb 25'; Act 1d20; SP disease (DC 10 Fort save or additional 1d6 damage every sunrise until cured); SV Fort +4, Ref +4, Will -2; AL C.

Oblossum (the "o" is silent) are vermin common to these swamps. Hairy, hissing, and hostile, these large rodent-like creatures closely resemble opossum covered with exquisite floral petals that are as beautiful as they are foul-smelling. Their dexterous hands are effective at untying knots, working latches and, given time, picking locks. A known menace to trashcans and unsupervised baggage, their petals can fetch a good price from the fashionable in large cities.

Swampgas floater: Init -2; Atk stinging tentacles +4 melee (2d4 plus poison); AC 12; HD 3d6; hp 9; Act (1d6+1) d20; SP explosive gas; SV Fort +0, Ref +0, Will +4; AL N.

These murky jellyfish fill themselves with swampgas and float through the swamp, feeding on small animals and being a hazard to birds. When struck by a flame (100% chance) or a metal or otherwise conductive weapon (5% chance), the floater will explode into ball of flame, doing 2d4 damage to anything nearby.

Wibbles: Init +3; Atk bite +2 melee (special); AC special; HD special; Act 1d20; SP Luck drain; SV Fort -2, Ref +4, Will +4; AL C.

A wibbles is a pathetic, adorable puppy that clearly doesn't belong here: only a heartless monster wouldn't want scoop up that ball of fluff and help get it to a safer place. It's well-behaved, and is ecstatic for the companionship.

Every sunrise, the wibbles will secretly eat a point of Luck from every member of the band it accompanies. If PC's secret Luck loss exceeds their Luck score, they become comatose. Do not communicate this to the players, instead, have the PC with the highest Personality make a DC 16 Will save or fail to see through the creature's glamour. If the PC succeeds, they (and any other band member warned) can perceive that that the wibbles is actually a vile, skinless pseudo-simian dog-creature sucking the breath from one of their sleeping companions and the players should be informed of their Luck loss. Slaying the wibbles will restore the stolen Luck (either all of it or a 75% chance per point, depending on the judge's disposition towards rolling lots of dice).

Every sunrise a wibbles accompanies the band, it grows stronger. The wibbles' bite damage is 1d3 with a +1d bonus per sunrise, its AC is equal to 11 + number of sunrises, and its HD is d6 for each sunrise. For example, the first week the wibbles has the following abilities:

Sunrises	Damage	AC	HD
1	1d4	12	1d6
2	1d5	13	2d6
3	1d6	14	3d6
4	1d67	15	4d6
5	1d8	16	5d6
6	1d10	17	6d6
7	1d12	18	7d6

The Burnished Court

By Danny Prescott

The Burnished Court is both an entity and a location, being the physical nexus of the inquisitive chaotic immortal known as the Meniscus. The exact origins of this ancient intelligence is not clear, however its nature is bound to mirrored surfaces, lenses, and refractive light. The core territory of the Burnished Court is a landscape made up of a dazzling riot of crystalline reflections, shimmering planes, and fractal architecture that can be near impossible to navigate, especially when the Meniscus wishes to interview interlopers.

Most information about the court is oft repeated rumor or conjecture. The Meniscus does not send out agents or embassies, its only external assets are small mirrors that it often gifts to travelers which are, in effect, extensions of its own sensory awareness. Aside from the mysterious aloofness of its denizens, another cause for gossip about this region are tales of legendary riches, including artifacts supposedly lost to the annals of history. This is to some extent true, as the Meniscus has the means to create copies of anything it has ever cataloged, ranging from projected recordings of the truth behind historic or mythic events to even the seeming restoration of dead individual or unique treasure.

The environment of the court gradually manifests in its border regions with the rest of Pandemonium, creating a transition into the true landscape ruled by the Meniscus. The Burnished Court is divided into three zones; the Mirror Marches on the periphery, the Crystalline Expanse which form the majority of the territory, and finally the heartland of the Burnished Citadel itself, an enclave surrounding the physical nexus of the Meniscus. All the regions are made up from reflective materials, making travel through the environs somewhat like trying to navigate through a vast hall of fractured mirrors.

The Mirror Marches

The first thing most travelers see when approaching the courts is a persistent distant glimmer on the horizon. As they travel nearer, the

RUMORS ABOUT THE BURNISHED COURT

ROLL RUMOR

- 1 *It is said a whole army marched from the Battle Realm of the Blood Patriarch to the court and all but one were lost. The single survivor lived long enough to utter the words "don't step into the light" before dissolving into shiny colored sand.*
- 2 *Everyone knows that there is a storehouse of legendary treasures in the court, kept where no-one can get to them.*
- 3 *To enter the court and have any dealings with its denizens is to earn the ever-lasting censure of Arak'Utu the Flensed Godship and its cult. The discarded skin of Arak'Utu is said to be one of the primal artifacts hoarded by the people of the mirrorlands.*
- 4 *Beware your reflection in the Burnished Court, they can steal your dreams and even your face if you stare at them too long.*
- 5 *There's nothing there but days of confusing glittery trees and hills and such. Everything else you have heard is false.*
- 6 *There is a wizard at the center of the court who, if you give him your sight from one eye, will grant you the ability to travel through mirrors as if they were doors.*

- ability to travel through mirrors as if they were doors.
 give him your sight from one eye, will grant you the
 e There is a wizard at the center of the court who, if you
 false.
 and hills and such. Everything else you have heard is
 2 There's nothing there but days of confusing glittery trees
 them too long.
 steal your dreams and even your face if you stare at
 4 Beware your reflection in the Burnished Court, they can
 of the people of the mirrorlands.

local terrain begins to take on a flat and angular cast, with vegetation beginning to resemble crystal formations and the ground underfoot becoming sand-blasted rock with a reflective sheen. Finally, the glimmer expands into a blinding line of reflected light, which as the final few miles are crossed resolves into foothills of what appears to be glass with outcroppings of fractal crystalline growths mimicking flora. Entering into this dazzling landscape means being confronted with splintered reflections thrown across thousands of faceted reflective planes, causing confusion and disorientation (-1d on all rolls involving seeing or spatial senses until a DC 12 Will save is passed, 1 attempt may be made per hour).

The Mirror Marches broadly follow topographic conventions, with flat plains, ravines, and forests comprised of delicate ice-like formations that branch from central trunks and seemingly formed of polished quartz. Difficulty in navigating the terrain (DC 10 Intelligence check or be lost) arises from the confusing reflective nature of the materials that make it up. If the Meniscus wishes it, however, any route taken will only lead deeper into the court (DC 25 Will save to oppose). If resisted, the frequency of hazards encountered increases.

The Crystalline Expanse

Eventually the Mirror Marches border gives way to the Crystalline Expanse, the terrain proper of the court. This vast multi-faceted maze of interlinked reflective geodes is bursting with fractal growths, shimmering geometric planes, and optical geology. Here gravitational forces shift, and travelers rapidly loses track of their route or native sense of up or down in the pristine chaotic riot of surfaces and recursive reflections. Think radiant Escher-trippy crystalline mirror-caverns that go in every direction for a really, really long way.

This region is difficult to navigate (DC 14 Intelligence check or be lost) and for every hour in the Crystalline Expanse every PC should make a DC 12 Will save. Failure results in the character losing 1d3 temporary points of Personality as they begin to become mesmerized by the abstract perfection of the expanse. Any PC who drops to 0 Personality will become catatonic until they are taken out of the region, and if left unattended they will be absorbed into the mirrors.

Any lost temporary Personality will be restored at a rate of 1 point per hour of rest once the character has left the Crystalline Expanse.

Hazards and Encounters

The judge should use their discretion as to how long ground in the Burnished Court takes to traverse. A navigation check every hour of travel time is suggested, with failure resulting in the party being lost or, if the Meniscus wills it, heading deeper in towards the heartland of the Court. In addition, the judge should roll a d12 on the hazard encounter table every hour based on the location of the PCs (Marches or Expanse), or simply pick an appropriate encounter for the party from the list below:

M	E	Encounter
1	1	The party encounters another traveler or non-native. Roll 1d6: (1-2) they/it is friendly; (3-4) hostile; (5-6) neutral. The judge is encouraged to improvise, such as by randomly opening the creatures/NPCs volume of this or a previous Gongfarmer's Almanac and going with the most bizarre option.
2-5	2	No hazard encountered.
6	3	The floor shatters, dropping the party into a glassy ravine (DC 12 Ref save or take 2d6 damage). Escaping from the ravine will take two DC 15 climb sheer surfaces or Agility checks due to the slippery nature of the walls.
7	-	The party becomes lost in a shifting forest of razor-sharp crystalline shard blooms. Backtracking will take two hours and a DC 12 Intelligence check per hour. Each hour the party is in the forest each PC must make a DC 11 Ref save or take 1d3 damage from lacerations caused by accidentally brushing against a shard bloom.
8	4	A misstep leads the advance guard of the party onto a highly polished escarpment which looks flat until they begin to walk across it. Anyone on the steeply angled sliding surface must make a DC 12 Ref save or lose their footing and begin to slide with increasing speed away from the rest of the party (moving 15' in round 1, 30' in round 2, 60' in round 3, etc.). The DC to recover control increases by 2 by each round until

		reaching 20, at which point the plummeting character has reached terminal velocity and will, unless saved by extraordinary means, crash into diamond hard rocks after 6 rounds taking 4d6 damage.
9	-	The party find themselves at the edge of a lake made up of a reflective mercury-like liquid. The substance is dense and highly toxic to biological life, smothering anything immersed within it in seconds (DC 15 Fort save or 1d10 crushing damage per round submerged). The lake does have a peculiar property, however, reflecting the most recent dreams of anyone who gazes at their reflection in it. The liquid can be bottled in suitably reinforced metal containers, but its density means that anything larger than a flask of it is too encumbering to be carried in a normal fashion.
10	5	The party are caught in a cloud burst of tiny slivers of glass falling like scalpel-sharp rain. The judge should call for a DC 10 Intelligence check to identify sources of cover in the immediate vicinity followed by a Ref save to allow characters to scramble to safety, the DC of which starts at 10 for the PC who scored the highest Intelligence check and increases by +1 for every PC thereafter in descending order of the results of the check. Failing the Ref save results in 1d3 damage for each point rolled below both of the Intelligence and Ref save DCs (e.g. a PC rolling 9 on the Intelligence check and a 10 against a DC 14 Ref save would take 5d3 damage).
11	6	Party encounters 1d4 focal servitors.
12	7	Party encounters a prismatic seneschal.
-	8	Party encounters a mirrorage which shows them the truth of a historical or even legendary event from the perspective of someone who was actually there. The judge is encouraged to improvise and could play on in-game world history, myths, or use the opportunity to impart information or hints about their reasons for being in Pandemonium.
-	9	The characters stumble onto the remains of a previous group of travelers who didn't make it out of the expanse. The desiccated remains are partly absorbed

		in tough crystalline growth. The judge should feel free to tantalize the characters with glimpses of exotic items or advanced weaponry encased forever within these translucent tombs.
-	10	Whilst it is possible to move (carefully) through the expanses' lack of consistent sense of gravity, it doesn't help stop vertigo. The PC with the lowest Luck is hit with a sudden attack of disequilibrium and must make a DC 14 Will save. Failure results in hurling themselves in a random direction thinking that is where 'down' currently is. Roll 1d6: (1) they throw themselves to the floor, bruising limbs but are otherwise unhurt; (2) they take out another PC. Whoever has the lower AC takes 1d4 damage; (3) the character runs headlong into a wall taking 1d4 damage; (4) the character runs into a spiky wall taking 1d6 damage; (5) the character throws themselves over a drop, falling 20' and taking 2d6 damage; (6) see hazard encounter result of 4.
-	11	The party encounters a sending - a projection of the Meniscus. It is likely this will be a non-threatening or attractive form chosen from the soul speculum, usually a female or child of whichever race is most populous amongst the party. Unable to speak, the sending will attempt to voicelessly lure the party deeper into the court, but in all other respects is tangibly real and intelligent. If attacked the sending will attempt to flee and there is a 50% chance 1d3 prismatic seneschals will arrive in 1d6+1 rounds to subdue the party.
-	12	The party discover the gates to the Burnished Citadel, located at the center of the expanse. Each gate is a gargantuan single mirror, crafted from a solid sheet of diamond. These perfect glittering doors silently glide open as soon as any PC can see their reflection in it, revealing the shining haze of the Meniscus' sanctorum beyond.

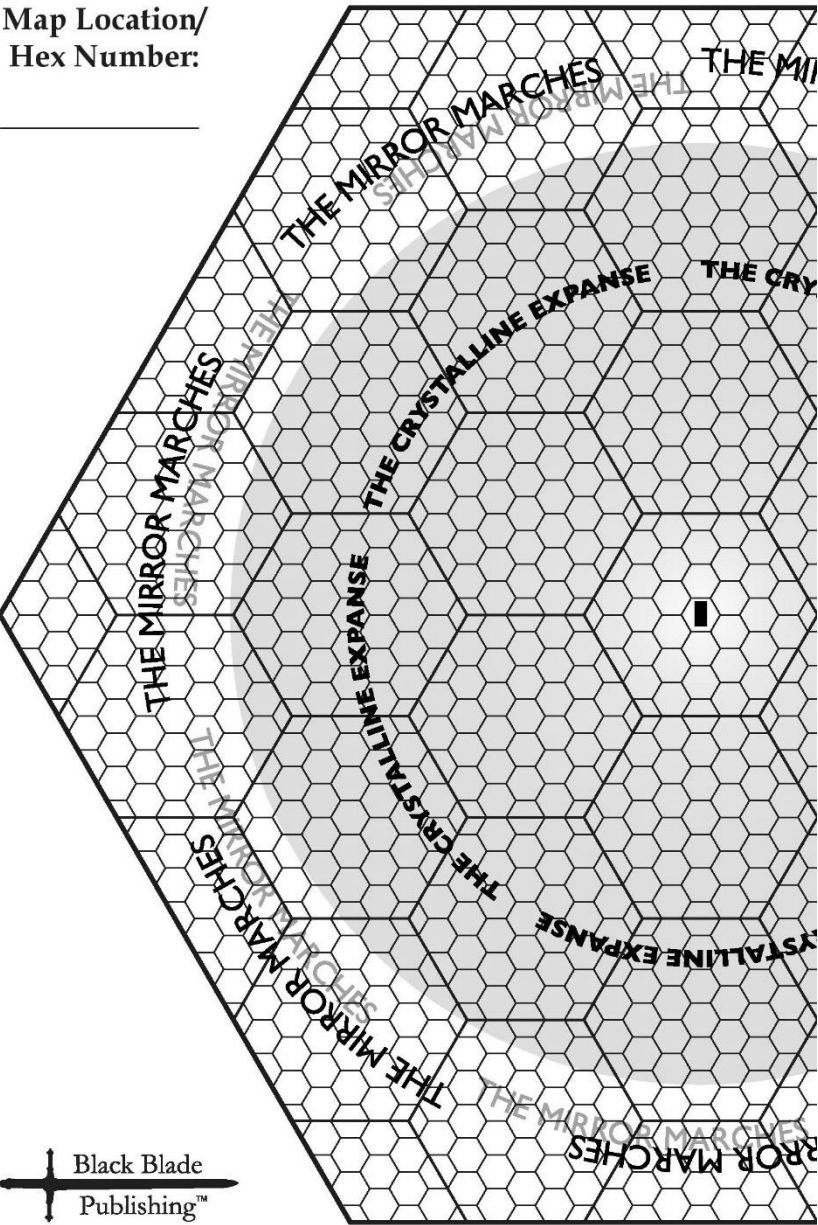
Focal servitor: Init +3; Atk focal beam +3 ranged (1d6, range 45', DC 10 Fort save or blinded for 1 round); AC 13; HD 3D8; MV fly 40'; Act 2d20; SP mirror shield 1/day (reflect one incoming attack, roll d12 to determine direction of ricochet); SV Fort +1, Ref +4, Will +6; AL C.

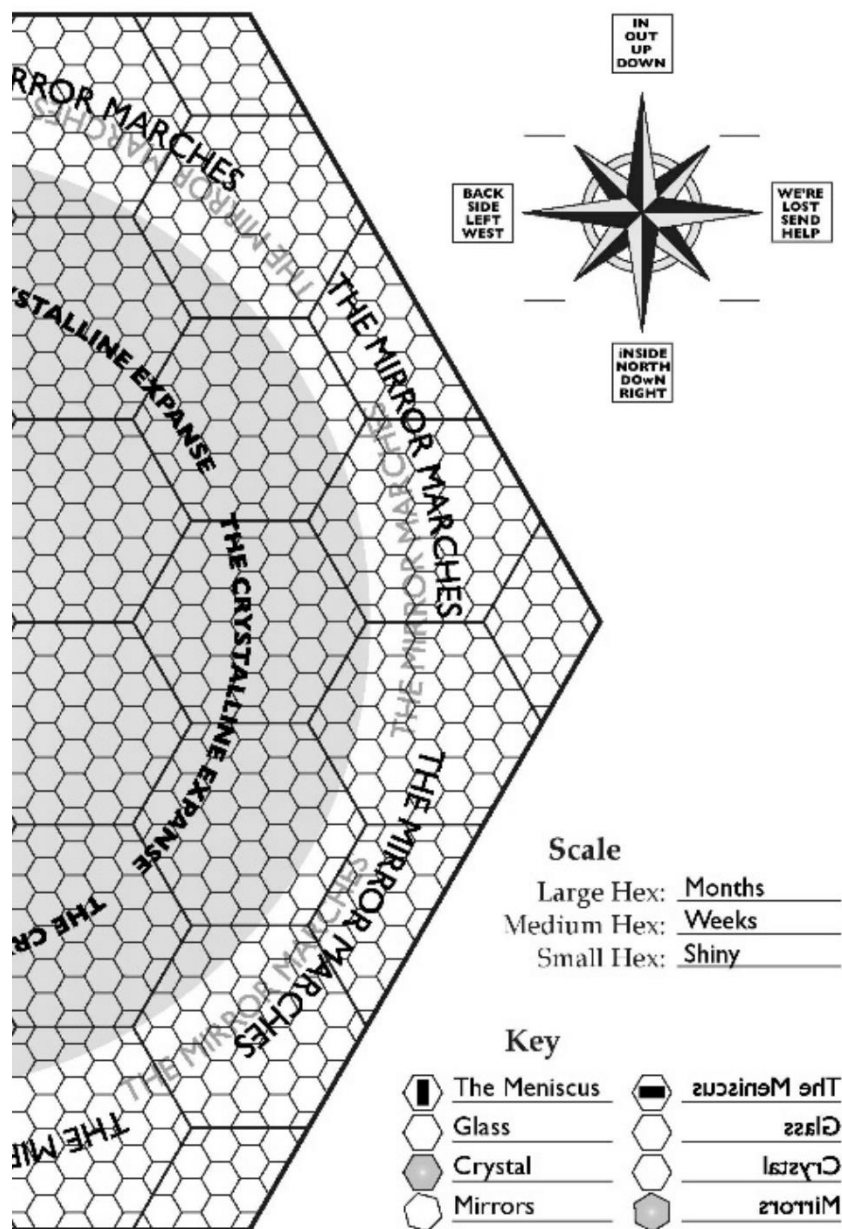
A focal servitor takes the form of a roughly 2' diameter spherical assembly of shifting lenses, glowing glass globes, and animated brass armatures. They fly in erratic paths, switching which facing is front frequently, and act as the eyes of the Meniscus throughout the Burnished Court. Servitors usually hold off and observe as the will of their master dictates, leading travelers around dangerous terrain and escorting them inward when the Meniscus wishes to grant an audience. They are also capable of mounting swarming attacks, searing opponents with blinding beams of focused light. If they are called to repel interlopers regarded as hostile to court they usually arrive in large numbers (3d4) around 1d6+2 rounds before prismatic seneschals begin to turn up. The broken remains of a destroyed focal servitor are of the highest possible workmanship. Enterprising scavengers can salvage 2d20 gp of rare materials from each body.

Prismatic seneschal: Init +6; Atk shardblade +6 melee (2d6+2) or shatterstorm +4 ranged (3d4, range 30' and area effect of 10'); AC 17; HD 4d12+6; MV 30' or fly 30'; Act 2d20; SP *color spray* (+6 to spell check), reflective portal 3/day (opens portal between two reflective surfaces no more than 100' apart, either allowing it to sidestep an incoming attack with a successful DC 13 Ref save or causing an opponent engaged in melee to fall through the portal, DC 14 Ref save to avoid); SV Fort +4, Ref +5, Will +8; AL C.

Prismatic seneschals are the immune system of the Burnished Court. They consist of shards of crystalline material orbiting a huge floating quartz-like geode within which emanate ripples of polychromatic light. Slower moving than focal servitors, they are however very tough and can attack by either slicing with their shard-appendages, directing area-effect bursts of razor-sharp slivers of glass, or by focusing their internal lights causing the same effect as the 1st level Wizard spell *color spray*. They are also able to open a short-range portal between any two reflective surfaces (including themselves), allowing them the chance to sidestep an incoming attack or trick an attacker to fall through as they swing to hit. While prismatic seneschals patrol alone, they will begin to arrive in force if the Meniscus perceives a disruptive threat within the court.

Map Location/
Hex Number:





Cartography by Michael Jones

The Burnished Citadel

At the center of the expanse lies the Burnished Citadel, home and corporeal manifestation of the extra-dimensional entity known in this reality as the Meniscus. The citadel is composed of random dances of intensely bright light that flash architectural forms as retina burns on the viewer's eyes. Initially moving through this dazzling ethereal environment is extremely discombobulating (-1d on all rolls for 1D6+3 minutes) but the sensation stabilizes quickly. There are many prismatic seneschals and focal servitors in the environs, some will escort at a discrete distance any non-aggressive travelers, but any hostile action will result in 1d6+1 prismatic seneschals arriving every 3 rounds to subdue (or destroy) any who disrupt the will of the Meniscus. The citadel ascends through series of polychromatic galleries, approaching a central spire towering above all from which the radiate 10,000 lambent shafts of refracted light that illuminate the Crystalline Expanse.

The spire is the demesne of the Meniscus and entry is at ground level through giant-sized portals. Once within, travelers find themselves at the bottom of a vast telescope (or microscope, depending on how you look at it) with ascending levels of titanic geared lenses reaching up through the otherwise empty space. These form the soul speculum, the device that allows the Meniscus to observe, catalog, and store anything that it or its mirror vassals see. Suspended above the top of the speculum is a vast scintillant lens, alive with crackling light, moving as it focuses its gaze across planar boundaries. This is physical manifestation of the Meniscus.

The Meniscus

The origins of this entity are not fully known. Some think it a particularly benign if voyeuristic outsider, others that it once was an enchanted mirror that achieved limited godhood. It is certain that some sliver of the consciousness known as the Meniscus witnessed mythic events, including the birth (and death) of the elder gods. Able - to a limited degree - to occupy any reflective surface, the entity watches, catalogs and revels in new forms and compositions. It is as fascinated by the play of light on a grain of dust as by the gouts of blood spurting from a slashed artery; any combination of sight, color, and even sound gives it pleasure. Whilst the Meniscus can and does

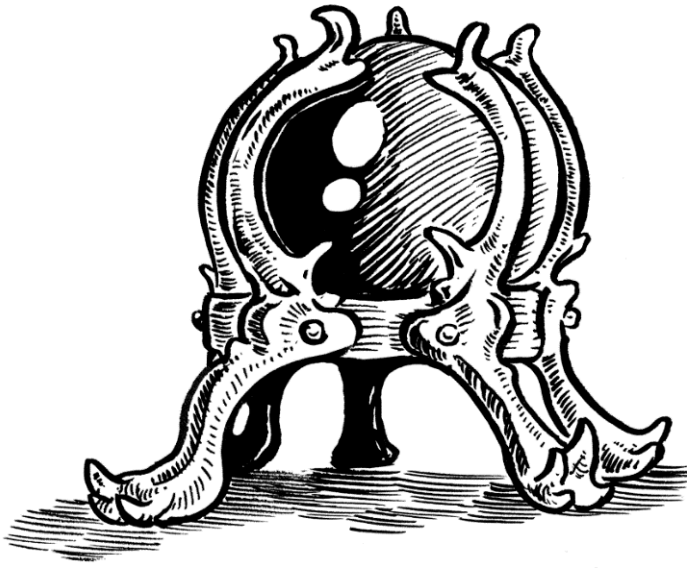
send tendrils of its awareness out to a constantly shifting scattering of naturally reflective planes (such as a still lake, ice sheets, etc.) it is through crafted reflective materials that it gains the greatest clarity. Above all it seeks new novelty through the exquisite mirrors it makes within itself, which, once taken out into the world, allow it to directly experience all that is captured in the reflection.

Once the Meniscus has experienced a sight or sound it stores it within the soul speculum. At will it can recreate anything stored within this boundless catalog, bringing forth a seemingly perfect mirror image facsimile of the original. These reflection-creations can either be projections, known as mirrorages, or can be tangible physical creations, capable of thinking and acting independent of the Meniscus. This ability to seemingly bring back to life a long dead hero or recreate an artifact of legend have given rise to the rumors of great treasure troves hidden within the Burnished Court.

The Meniscus craves new novelty experienced in the highest clarity possible, and the best way to enable this is to disperse its mirrors far and wide. This it does by luring travelers into the Burnished Court and enticing them to take a mirrored object back out with them. To sweeten this deal the Meniscus is willing to negotiate over access to the wonders it holds within its catalog, including spells, secrets, items, and even seeming reanimation of the dead. It does not sell its wares cheaply however, and may ask for specific scenarios to be staged for it to witness (judges should have some fun coming up with a suitably grim or ridiculous requests).

The Meniscus as a Patron

The Meniscus rarely acts or intervenes in the world outside its demesne, it is a spectator not an actor. It loathes stagnant order and as such is broadly aligned with chaos, not caring to overtly get involved in the affairs of mortals. As such it is not interested in the normal dynamics of patron bond, however, it will offer individuals it likes a variation of a bond which does not grant access to new spells. Instead, the bond has the potential to open a conduit to the Meniscus through a mirror or similar surface, or it may respond by extending a portion of its awareness through the mirror and grant a boon to the individual. Of course, the Meniscus may tire of the petty schemes of mortals and simply punish their lack of imagination.



A character entering into such an arrangement need not be a wizard or elf; any non-lawful character in direct contact with the Meniscus may appeal to instigate a relationship. Usually the price for such a relationship is the emplacement of a high quality reflective surface - such as a crystal lens or flawless mirror - in an interesting location that the Meniscus cannot currently access, often somewhere inherently hazardous to non-authorized personnel engaged in an impromptu glazing installation. The Meniscus will happily open a two-way mirror gate as near the target location as possible. Alternatively, the Meniscus may require the character to carry a highly-polished item with them on their journeys, such as a helmet, shield, or decorative breastplate, through which it will watch their adventures unfold. This item must be worn openly at all times and kept to a high degree of luster to retain the Meniscus' favor.

Invoking the Meniscus

Any character the Meniscus has bestowed its favor on may appeal to the entity for assistance. Calling the Meniscus automatically grants invoker a cumulative 1% chance of patron taint which resets once triggered. To attract the interest of the entity, the invoker must make an offering, inviting the Meniscus to witness a spectacle or dedicate a unique artifact to it. The quality and/or singularity of the offering acts as a modifier to the result. Judges should use their discretion as to how impressed the Meniscus is with the offering, it being drawn to uniqueness and novelty, or witnessing something it hasn't seen before. The judge can also rule that the offering simply isn't creative enough, warranting a further cumulative 1% increase on the chances of gaining patron taint. The following table provides a guideline to appropriate modifiers:

Offering	Modifier
Witness a hastily thrown together jumble of unlikely objects creating a unique scene (a dwarf dressed in a rainbow sarong balancing a brazier on his head whilst walking backwards through treacle).	+1
Dedicate a unique work of art that has taken 50+ hours to create.	+2
Witness a once-in-a-lifetime event (someone's birth, first kiss, or death).	+3
Dedicate a unique mirror, commissioned from the finest craftsmen who have spent over 200 hours in its creation, which hangs at the center of a place of great import or influence (such as a king's throne room or wizard's laboratory).	+4
Lavishly stage a truly spectacular or staggeringly horrifying public event, the likes of which have never been seen before, images from which will sear themselves into the memory of all who witnessed it.	+5

Invoking the Meniscus is different from the normal *invoke patron* spell and may be attempted by any character who has borne a mirror formed in the Burnished Citadel and who is in good standing. Attempting to secure the Meniscus' aid requires a roll of 1d20 + Personality modifier + offering modifier. No level modifier is included,

and an offering must always be made. Invoking the Meniscus may not be attempted more than once a day and each successive attempt within a week of the first suffers a cumulative -1 modifier. Invoking the Meniscus takes a full turn and the invoker must have a mirror or other reflective surface in which they can see their reflection.

Invoke the Meniscus check results:

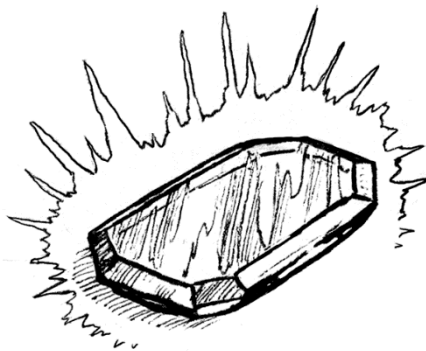
Roll	Result
1	Patron taint.
2-12	No effect.
13-15	The mirror used as the conduit allows the bearer to connect to any other mirror, effectively creating a point-to-point scrying link. This lasts for 1d3 turns or until dismissed and is obvious to anyone who looks in the mirror at the other end.
16-17	The mirror shows the bearer a notable event connected to the specific location they are in. It is up to the judge's discretion how this limited mirroring helps the character's aims or interests.
18-19	The mirror becomes a portal to a pocket dimension approximately 6' in height and 5' in width and depth, with enough air to hold up to four people for an hour (or one person for four hours). Access to the dimension is limited to the size of the frame of the portal, so a pocket mirror can only accommodate something that will fit through a 3" x 4" gap whilst a full sized mirror could easily allow a humanoid to step in. The portal lasts for 1d6+3 hours and will spit out anything left inside at the end of the effect.
20-21	For 1d3+1 turns the bearer's skin and equipment take on a strange translucent quality, acting as a reflective cloaking effect. If the character is stationary or moves slowly (half movement or less) there is a 75% chance that no one will be aware of their presence. If moving at normal speed or faster they can be seen, but opponents suffer -1d to rolls made against them (including attack or spell rolls). The effect cancels if the bearer is hit by an attack.

22-23	The mirror allows the bearer to connect to the soul speculum and see any event that the Meniscus has ever witnessed. This will be a true record, not the embellished legend or edited recorded history, and can provide insight into a great many dangerous truths. The judge is encouraged to use the opportunity to impart to the bearer with provocative knowledge, possibly likely to upset a substantial power in their game-world.
24-25	The Meniscus grants the bearer (and anyone the bearer wishes) access to a mirror portal. This allows instant travel between any two reflective surfaces. The bearer must have a clear idea of where it is they wish to arrive. The transition between the two locations is harmless, but environmental conditions at the terminus will instantly affect those that step out the other side. The mirror portal remains open for a return journey for 1d4+1 turns before closing.
26-27	The mirror used expands to form a floating invisible shield that reflects incoming attacks made against the bearer for 1d6+2 rounds. Any attacks, magical or otherwise, are automatically reflected back at those that made them. The judge may make a DC 12 Ref save for any opponent who is damaged by the rebound to see if they figure out what the hell just happened and sensibly decide to subsequently target a different PC (otherwise they keep trying until they make the roll).
28+	The Meniscus allows the bearer to draw upon the soul speculum and recreate, for a limited time, something that is stored there. For 1d8+1 rounds they may draw forth any item or individual from history. The judge has ultimate discretion as to how this plays out. The creation is real in every sense and has the memories, knowledge and abilities of the original or, if an artifact, is an exact replica down to powers and/or utilities. That is not to say that the creation is in any way inherently positively disposed towards the bearer, it is just as likely to turn out to be a hindrance as a boon.

Patron Taint: The Meniscus

Roll	Result
1	The character begins to take on the voyeuristic traits of the Meniscus, seeking novelty in ever increasing escalation of spectacle. At first they become compelled to stop and witness everyday acts and events. The player must make a DC 10 Will save or be at a -1d penalty to initiative rolls due to being distracted. If rolled again their constant glassy-eyed remoteness incurs a -1 Personality penalty. If rolled a third time the character becomes compelled to orchestrate unique compositions of events to satisfy their need for new experiences, often involving gruesome detail (if the player isn't going along with this the judge should force a DC14 Will save to avoid imposing on the character acts of extreme cruelty conducted in the name of art).
2	The character becomes fascinated with mirrors. At first this is merely a lingering glance in any passing reflective surface (DC 10 Will save or spend one round gazing in the mirror). If rolled again the character becomes compelled to spend every available spare coin (beyond living costs and essential equipment) buying mirrors and carefully arranging them. If rolled a third time any action which threatens or breaks a mirror is likely to send the character into a frenzy (DC 15 Will save to resist, failure results in attacking the would-be mirror smasher for as many rounds as the save was failed by).
3	The character's skin begins to take on a glassy, translucent quality. Each time this result is rolled there is a -1 Personality penalty as the inner organs of the individual become more visible. By the time it has been rolled three times the skin is entirely transparent.
4	The character becomes afraid of mirrors. At first this is represented by a compulsive need to avoid leaving a mirror uncovered (DC 13 Will save to resist). If rolled again they have a strong urge to smash any mirror they come across (DC 14 Will save to resist). If rolled a third time simply being in the presence of a mirror is enough to drive them into a fugue state (DC 14 Will save or be incapacitated for 1d3 rounds). Any mirror that the

	character owns as a connection to the Meniscus is exempt from these effects.
5	The character's reflection begins to take on a life of its own. This mirror twin is the exact opposite of the PC in alignment, morals and values, and over time will attempt to increase its control over the original personality. When first rolled the effect is subtle, the character no longer sees his true reflection but instead a mirror twin (the judge is encouraged to role play the twin as suggesting alternate courses of action, etc.), which other than being unnerving has no immediate effect. When rolled a second time the mirror twin may attempt to wrest control of the character for 1d3 rounds at moments of high stress (DC 13 Will save to resist). If rolled a third time the Will save increases to DC 15 and length of possession increases to 1d3 turns.
6	The character is blessed (or cursed) with a reflexive ability to manifest the effects of the spell <i>mirror image</i> . This is completely outside the control of the character, and with every increasing level of taint the triggers become ever more invasive. When first rolled the effect only occurs if the character is violently surprised (e.g. if ambushed). If rolled again the effect manifests when the character is emotionally surprised or shocked (judge's discretion). If rolled a third time the effect occurs even if the character is mildly surprised, such as by an unexpected sneeze or by a cat suddenly jumping on their lap. The spell effects occurs as if a result of 17 had been rolled on the spell check.



The Ichor Pits

By Nick Serluco

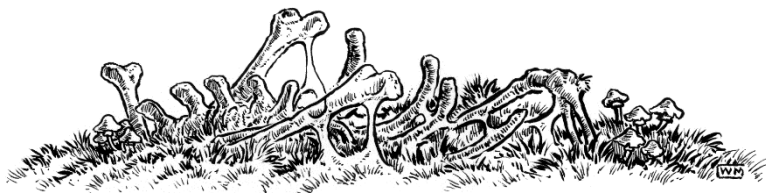
The steaming Ichor Pits are sunken into a crater that provides a fleeting shelter from Pandemonium's maddening winds. Though many climb down into the 15-mile wide pockmark in Cocytus' rocky surface in search of solace, few find it. The crater's floor is vast and scarred, providing little significant cover for those who seek it, save for the noxious steam belched forth from the inky, churning ichor that seeps up from the ground in large pockets.

The Ichor Pits are inhabited by servants of Ostorax the Gravehand. These twisted creatures torment those who Ostorax once sponsored — mortals who traded him their souls in return for untold arcane power — and raise from the pits demons who are drawn to their suffering. Should they avoid the roving demons, anyone who wanders too deeply into the crater will likely meet the same torturous fate unless they are pledged to the Gravehand's service.

The crater's tall lip keeps characters safe from the maddening effects of the wind, but the suffering near the pits is palpable. Characters suffer -1 to Will saves while they explore the Ichor Pits.

Hooks

The Ichor Pits are a natural shelter from the wind's effects, so many creatures are drawn here unaware of the dangers. Characters may stumble upon the crater while seeking shelter, or they may notice some of Pandemonium's "walking corpses" shambling towards the pits as if answering a call. Well-informed characters may have heard legends of a paladin and his famed hammer who smashed his way through Pandemonium intent on slaying Ostorax, never to return.



Encounter Areas

Characters can travel through 1 hex per hour if they do not stop. For each hour that passes, roll 1d6. On a result of 1 or 2, roll 1d4+1d6 on the random encounter table below.

Roll	Encounter
2	Ixitos (see area 3 below), plus 1d3 ichor fiends.
3	One of the PCs finds a tarnished set of prayer beads. A lawful or neutral cleric who takes the time to clean and use them can get +1 to requests for divine aid.
4	1d6 ichor fiends, plus 1d3 crater cultists.
5	1d6 ichor fiends.
6	2d4 enraged corpses.
7	Ichor eruption nearby (see area 1).
8	Gore crow swarm.
9	One of the PCs spots a scrap of parchment caught in a small wind eddy. It appears to be torn from a prayer book and bears the incantation to cast <i>protection from evil</i> .
10	1d3 escaped wizards.



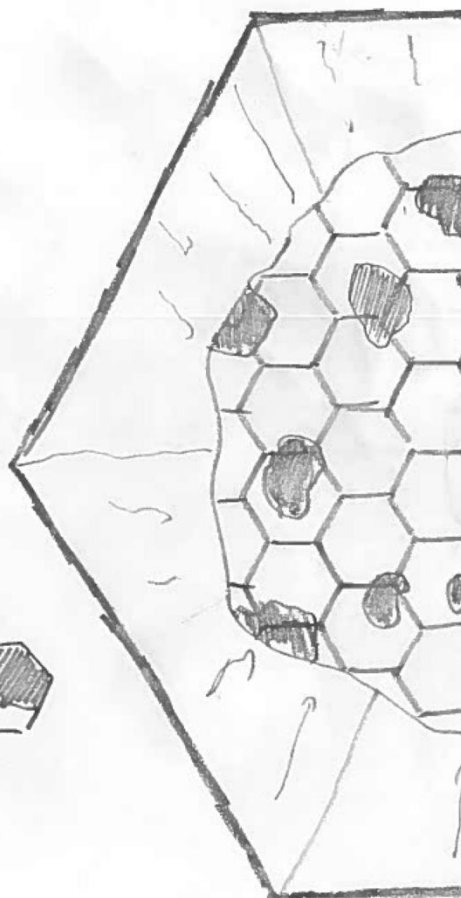
Crater cultist: Init -1; Atk cudgel +1 melee (1d4) or charm or harmful spell; AC 11; HD 1d8; MV 30'; Act 1d20; SP charm 1/day, harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL C.

Crater cultists are responsible for the capture and torture of prisoners to attract demons for the ritualist to bind. They wear leather frocks, often stained the rusty color of blood, and black hoods to obscure their corruption.

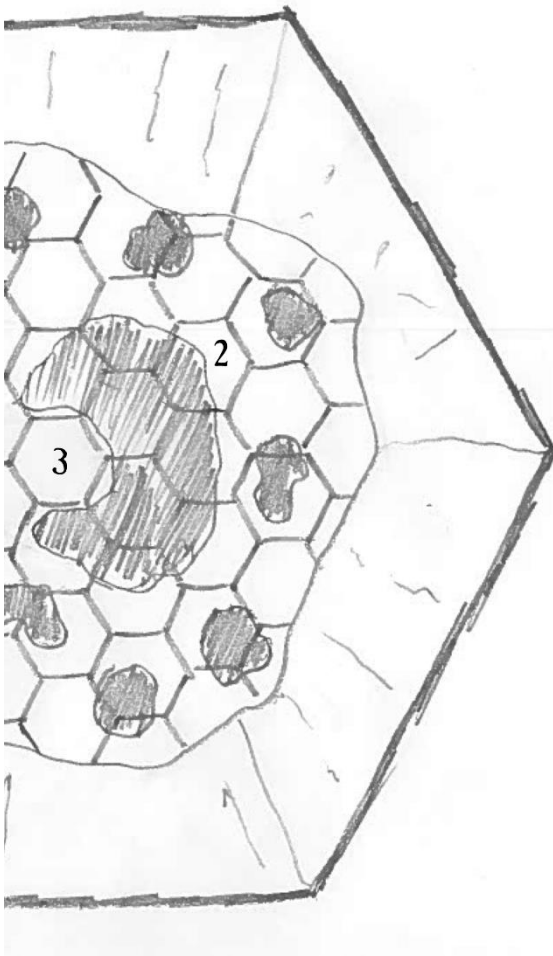
Cultists can use a simple charm once that turns any humanoid friendly to their cause for 1d4 hours (DC 11 Will save to resist). They can also cast minor harmful spells, which typically manifest as tendrils of shadow and causes 1d6+1 damage at a range of 50' (DC 11 Will save for half damage).

The Ic

Pits
Area 1



hor Pits



Cartography by Harley Stroh

Enraged corpse: Init +2; Atk unarmed +1 melee (1d6+2); AC 13; HD 2d8; MV 40'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL N.

When walking corpses find their way into the crater and are affected by its foul ichor, they shrug off whatever vestiges of humanity they still carried and fall completely into an enraged madness. Roving in packs, they will charge and living thing they encounter on sight.

Enraged corpses would seem lethargic were it not for their ability to take off sprinting in the blink of an eye. They breathe heavily, as if always out of breath, and their red eyes are constantly sweeping their environs.

Gore crow swarm: Init +4; Atk swarming peck +1 melee (1d3 plus disease); AC 10; HD 2d8; MV fly 40'; Act special; SP peck all targets within 20' x 20' space, half damage from non-area attacks, disease (see below); SV Fort +0, Ref +10; Will -2; AL L.

Gore crows are easily identified by the dried blood and bits of flesh that adorn their crusty, black feathers. Hundreds of individual crows form this swarm, occupying a space of about 20' x 20'. Likely driven mad by the winds, gore crows dive down from great heights to feast on Pandemonium's walking corpses or any others that are unprepared for their aerial ambush. Any character caught in the swarm is attacked. Because the swarm is composed of many individual Crows, it takes half damage from normal weapons and any spell or effect that normally has an individual target.

Unless they are from a chaotic plane, there is a chance characters could be driven mad by the gruesome birds. Any character wounded by the gore crow swarm must make a DC 12 Will save or suffer from amnesia for 1d4 days. Victims who survive the gore crows have been known to wander Pandemonium, adrift and confused.

Ichor fiend: Init +1; Atk bite +2 melee (1d4) or charge +4 melee (1d4); AC 11; HD 3d6; MV teleport 30'; Act 1d20; SP infravision, teleportation; SV Fort +1, Reflex +3, Will +0; AL C.

Ichor fiends are minor demons that are drawn into existence by the suffering caused near the Ichor Pits. They emerge as amorphous, translucent charcoal shadows from the pitch-dark pools to devour

the mortal souls sacrificed to them, becoming monstrous, slaving versions of the poor creatures they consume.

Ichor fiends are misshapen humanoids bearing long, thick arms that nearly drag along the ground and rotting skin that sloughs off with each of the fiend's twitchy movements. Their bodies are covered with fine hairs that allow them to detect movement by sensing disturbances in the air and their ability to teleport short distances means they rarely lose sight of their prey.

Area 1 – The Ichor Pits: The Ichor Pits have no set location but are scattered across the entire crater, seeping up from some deeper level of Pandemonium. These pitch-dark hollows churn slowly as if disturbed by unseen beings below the surface, with bubbles of noxious gasses occasionally reaching the surface and belching forth a column of steam.

Characters who come into contact with the ichor due to an eruption nearby or some other means must make a DC 15 Fort save or suffer from its corrupting effects, rolling 1d4 modified by Luck on the table below.

Roll	Effects of the Ichor
1 or less	The ichor leaves a stain on the PC's soul. If the PC is reduced to 0 hp while in the crater, they become possessed by an ichor fiend unless revived before bleeding out.
2	The PC feels nauseous as the corrosive ichor fundamentally changes them, causing minor corruption; roll on DCC RPG table 5-3.
3	The PC is marked by the ichor, enraging any walking corpses they encounter and attracting ichor fiends within the current hex (while marked, random encounters occur on a result of 1-3).
4+	The ichor awakens the PC to chaos around them, allowing a PC of any class to cast <i>detect evil</i> (+2 check) while exploring the crater.

Area 2 – The Ritual Altar: The party encounters a platform built on the shores of a massive ichor pit. The platform is constructed of white marble flecked with grey and is obviously kept clean by the

cultists who tend to this place. From the crater floor, a shallow ramp leads up to a wide area opposite the pit, where cultists stand near an altar removing ritual instruments from an iron-banded chest. Three prisoners kneel in manacles affixed with chains to rings planted in the marble. Beyond the chains, a man in a crimson robe stands chanting before a short series of steps leading down from the altar platform into the congealed pit. Beneath the platform on either side of the ramp built right into the marble structure are eight small cells where five more wild-eyed prisoners are kept while awaiting an unthinkable fate.

In 1d4 rounds the crater ritualist will complete the ritual and summon three ichor fiends, consuming the prisoners, unless stopped. A group of crater cultists will fight to the death to defend the ritualist, but will attempt to flee if he is slain.

Crater ritualist: Init +0; Atk mace +3 melee (1d4+1) or sling +3 missile fire (1d4) or harmful spell (see below); AC 13; HD 3d8; hp 18; MV 30'; Act 1d20; SP heal 2/day, harmful spell 3/day, turn 3/day; SV Fort +2, Ref +1, Will +4; AL C.

Ritualists are Ostorax's chosen in Pandemonium and are tasked with spreading his doctrine of domination. They are almost always accompanied by cultists and engaged in raising armies of ichor fiends or recruiting greater demons.

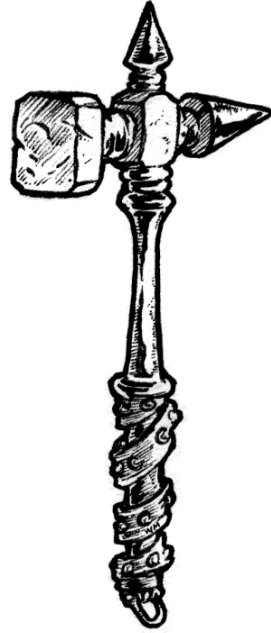
Twice a day, a ritualist can heal 1d4 hit points from any follower by laying on hands. Ritualists can cast three harmful spells per day, each of which causes 1d8+2 damage at a range of 100' (DC 13 Will save for half damage). Finally, a ritualist can turn away his foes. This can be done three times per day, and the foes must make a DC 13 Will save or be held at bay, unable to approach within 20' of the ritualist. Such foes can still make ranged attacks.

Crater cultist (6): Init -1; Atk cudgel +1 melee (1d4) or charm (see below) or harmful spell (see below); AC 11; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP charm 1/day, harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL C.

Ichor fiend (3): Init +1; Atk bite +2 melee (1d4) or charge +4 melee (1d4); AC 11; HD 3d6; hp 12 each; MV teleport 30'; Act 1d20; SP infravision, teleportation; SV Fort +1, Reflex +3, Will +0; AL C.

The Iron-Banded Chest

The chest contains tools of torture of various use as determined by the judge. A DC 12 Intelligence check will reveal the chest's false bottom, which contains three potions of healing (heals 1d6 hp), a pouch of rare spell components, and the paladin Godfre's lawful warhammer. Creatures with demonic traits struck by Godfre's warhammer take full damage instead of the normal half damage from non-magical weapons.



Area 3 – The Dais: At the very center of the crater lies a stone dais, its smooth surface pitted by its exposure to the ichor that bubbles and spits from nearby pools. The dais is dominated by a greatsword that has been thrust into the stone. The flayed body of a man hangs from the blade, his arms thrown over the hilt and bound behind him as misshapen cultists wearing leather frocks carve off pieces of his flesh and toss them into the ichor around the dais.

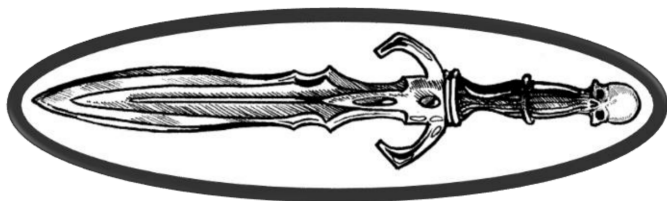
The grotesque figure coughs up blood, struggling to breathe and seemingly numb to his countless weeping wounds. This is the paladin, Godfre, defeated and bound by Ostorax. If the PCs come near, the cultists attempt to flee but will return in 1d4 turns with reinforcements (1xitos, plus 1d3 ichor fiends, or 1d6 ichor fiends if 1xitos has already been slain).

lxitos (type II demon): Init +0; Atk bite +4 melee (1d8) or sting +4 melee (1d4 plus poison); AC 13; HD 3d12; hp 26; MV 30'; Act 1d20; SP infravision, darkness (+4 check), terrifying roar, poison, demonic traits; SV Fort +4, Ref +2, Will +0; AL C.

Ixitos looms eight feet tall and has the body of a bear, wicked barbs extending from beneath its coat, and the long, threatening arms of a mantis. Its black fur is singed and torn out in places, granting sight to the sickly yellow chitinous plating below. Ixitos is the general of Ostorax's demonic army and leads hordes of ichor fiends to raid other planes, returning to the ichor pits only when its ranks are exhausted.

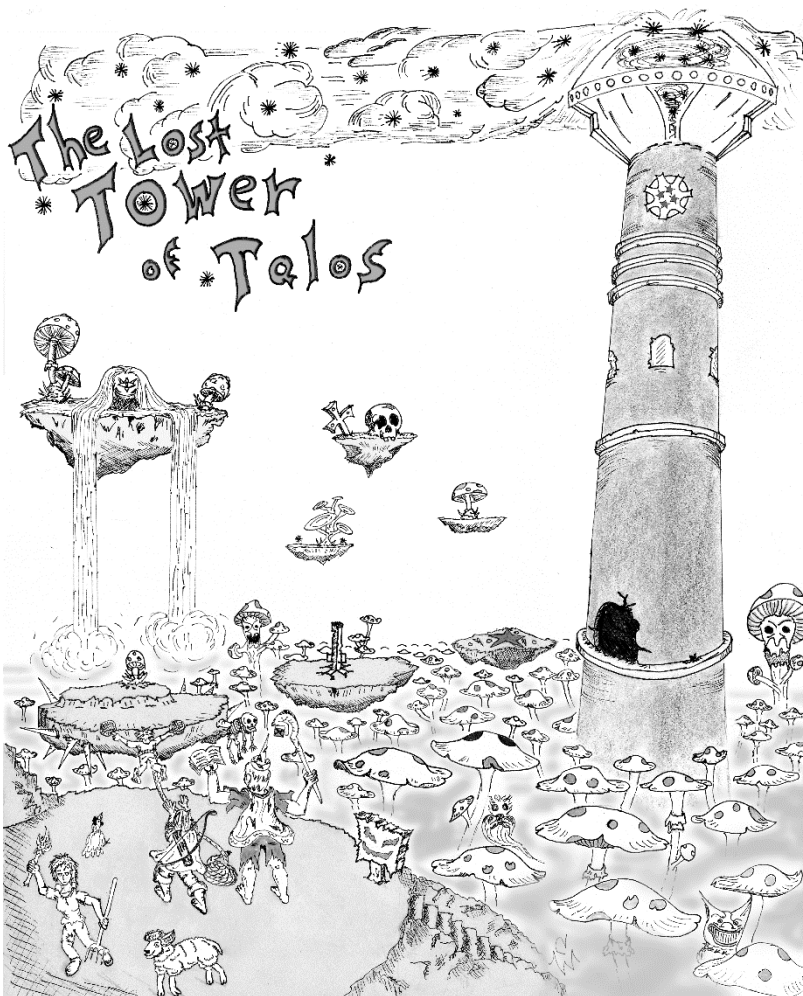
Ixitos takes half damage from non-magical weapons and fire. In melee, it gnashes at targets with its vice-like jaws or attempts to slam them with its massive arms covered with poisonous barbs. Any creature wounded by the barbs must make a DC 12 Fort save or lose 1d4 Agility. Likewise, any creature who hears Ixitos' terrifying roar must make a DC 12 Will save or suffer a -1 penalty to all rolls until Ixitos is slain or safety is found.

VALORSBANE



The blade, buried two feet into the dais, is Valorsbane, forged by Ostorax and used to strike down Godfre. It can only be pulled from the stone by a PC with Ostorax as their patron, or else by divine aid. Valorsbane is a chaotic weapon forged with the purposes of dominating others and defending against the incursion of Law. It grants the wielder the following abilities:

- +2 attack, +1 damage.
- *Warrior's bane: the blade has an unreasoning hatred towards warriors and urges its wielder to attack them at every opportunity. The wielder must pass an ego check to resist (opposed Intelligence check against the sword's 7 Intelligence)*
- *Detect traps within 40'.*
- *Weapon-breaker: on a critical hit, the opponent's weapon is destroyed.*



Art by Clayton Williams

The Lost Tower of Talos

By Hector Cruz

Within Pandemonium lies a realm manipulated by magic users for their own selfish devices. Eons ago, a band of wizards and clerics from the Bleak Cabal constructed a magical tower to worship their deity, Talos. This realm no longer has any worshippers but chaotic

magic, spirits, strange creatures, and echoing chants still emanate from the tower itself.

Natural light doesn't reach this realm. The dark sky is illuminated by thousands of small blue lights that flow like water. Shadows seemingly dance in every direction. The land surrounding the tower has transformed into a living graveyard for those who were sacrificed for Talos and those who worshipped him. A thick mist hovers 30' above the ground, while chaotic spirits roam below it. As a result of decay and dark magic, a forest of tree-size mushrooms has grown surrounding the tower, the gigantic caps preventing most of the mist from rising any higher.

Hooks

This realm can be placed anywhere since the entrance and exit exist in separate cave entrances or portals. Rumors can be given about the ancient treasure found within the tower, or alternatively, a powerful cleric or wizard may send the party on a quest to try and find a way to free the spirits of fallen comrades from the mist.

Encounter Areas

Area 1 - The Path of Chaos: When players first emerge from the portal entrance, they find themselves on the ledge of a cave overlooking a landscape of gigantic, glowing mushroom caps surrounded by mist far below. Strange voices speaking in an ancient tongue echoes throughout the land and blue lights roll and wave across the sky above them like an electric sea. In the middle of this landscape stands a tall, black tower emerging from the mist. An opening at the top allows the PCs to see through to the other side. A swirling spiral of stars spins slowly in the middle of the opening.

A floating rock platform is within jumping distance of the ledge. The players can see two other floating platforms behind it leading towards the entrance at the top of the tower. This is not the only way to the tower (see area descriptions below), but it's the most direct and possibly the most dangerous. The Bleak Cabal constructed this magical path to test the faith of those who claim Talos as their deity. Those who passed were awarded with membership to the faction and a profane amount of riches.

As the first character jumps on the closest rock platform, spikes emerge from it. The PC must make a DC 15 Ref save to dodge them, otherwise they take 1d8 damage and become impaled, requiring a DC 10 Fort save to remove themselves from the spike. If three or more people are on the platform at the same time, it starts to tilt and the spikes retract. The PCs have one round to jump off to avoid falling. Any character who falls from any platform must make a DC 18 Luck check to land on a mushroom cap, otherwise they bounce off or fall between the caps and take 7d6 falling damage. The platform levels itself again once the PCs are no longer on it.

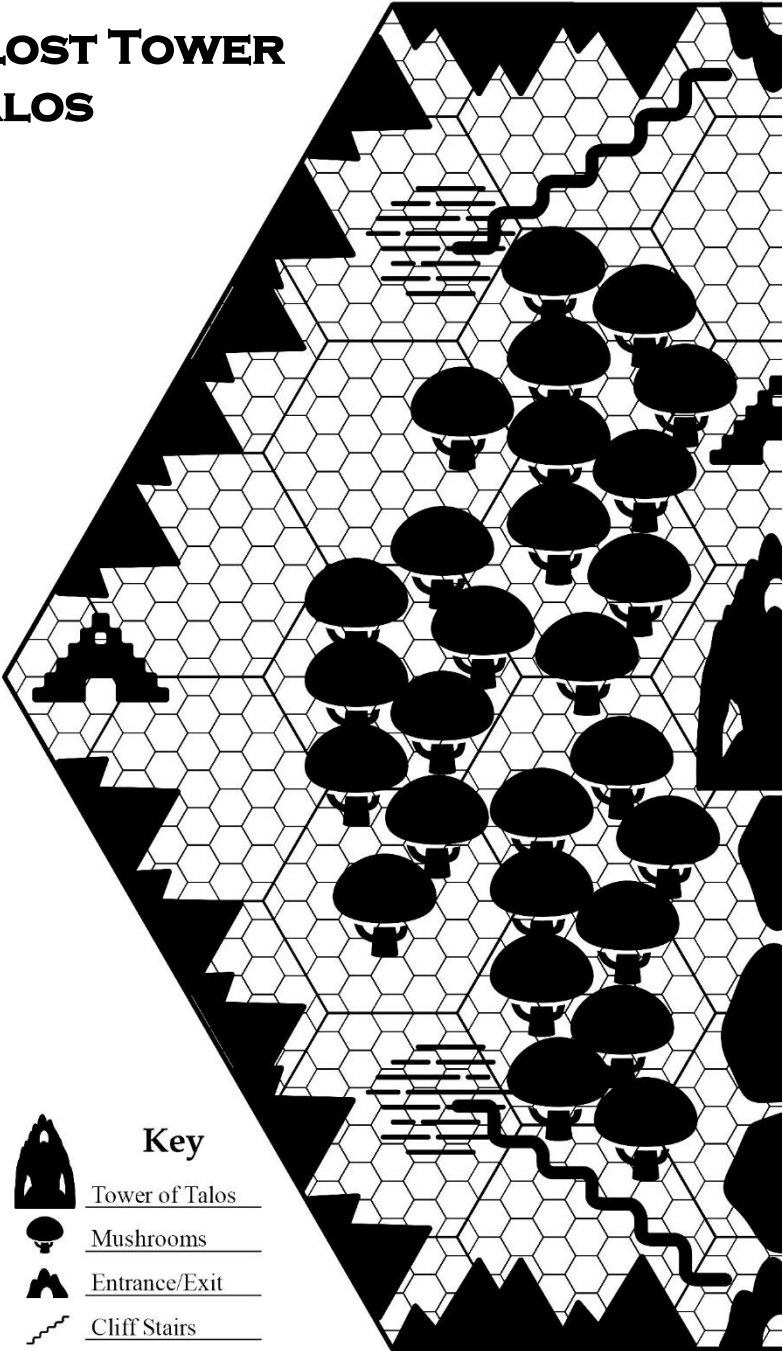
The second rock platform has a pillar in the middle with handles. The first character to jump on feels the platform start to rapidly spin. If the PCs grab the handles within 1 round of jumping on, they are safe. Anyone who jumps on or off the platform after it starts spinning must make a DC 15 Ref save to make it successfully. Anyone who doesn't grab the handles while the platform spins must make a DC 15 Strength check per round to hang on or fall off. The platform spins for 1d3+1 rounds before halting.

The third rock platform has a large pentagram drawn in the middle. Drawn figures with eye patches and staffs of lightning outline the pentagram. As soon as the first character jumps onto the platform, the pentagram glows and a creature appears from the swirling star portal in the tower. This is a sentry and the last part of the test.

The sentry is headless with four arms, talons, and a large beak that bursts out of its chest. It glides towards the PCs on large bat wings and carries a twisted staff in one hand. The sentry will attack any non-chaotic PCs, attempting to grapple and throw them off the platform. One round after it arrives, it will summon sentient lightning from the staff it holds. The sentient lightning will attack all PCs until defeated.

PCs may jump to the tower opening from the last platform. The top level of the tower is a room with two openings located on the north and south sides. A gate is located on the east wall inside the room leading to the third floor that can be opened with a DC 20 pick locks check.

THE LOST TOWER OF TALOS



Key
Tower of Talos



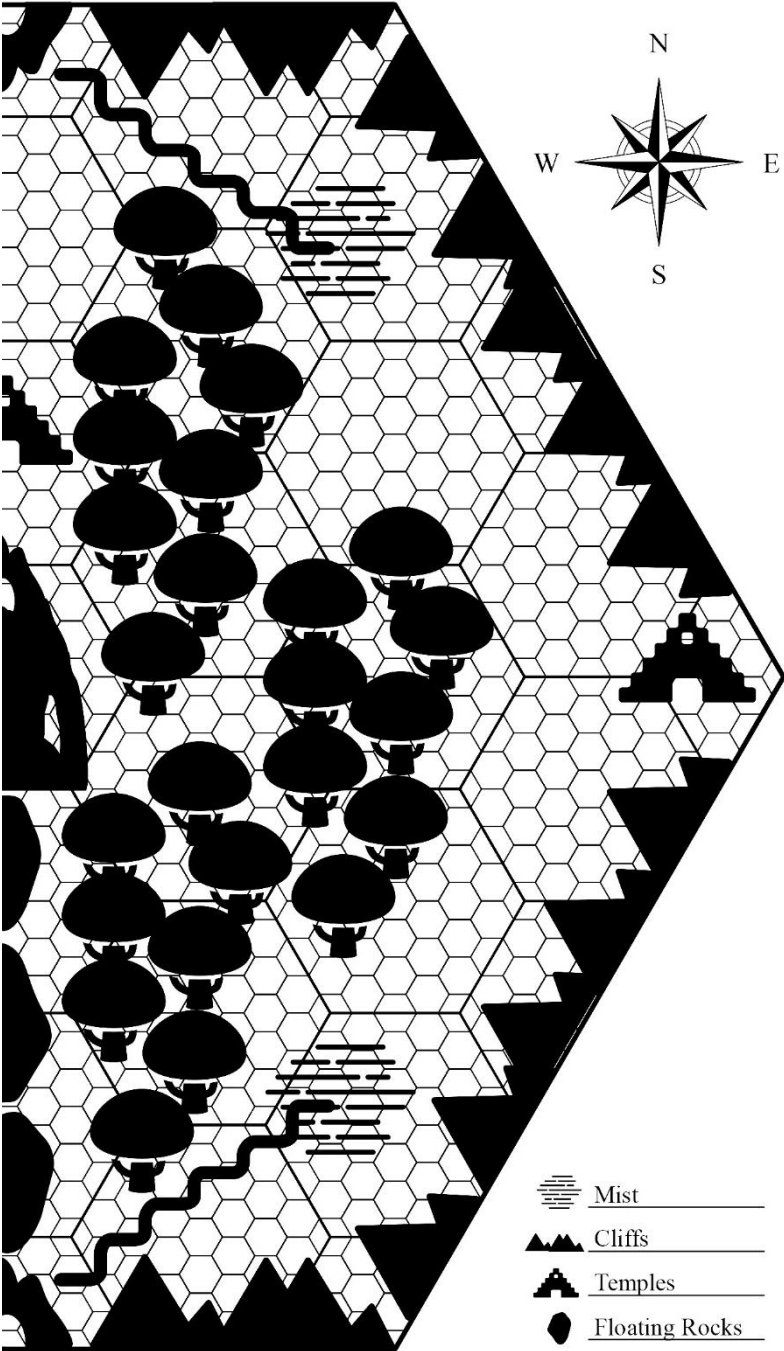
Mushrooms



Entrance/Exit



Cliff Stairs



Cartography by Hector Cruz

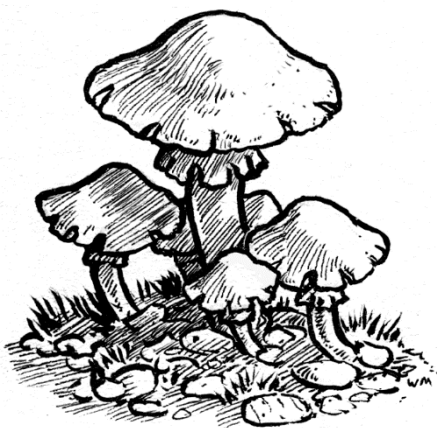
Tower sentry devil: Init +1; Atk bite +4 melee (1d8) or grapple +4 melee (if successful, target must make an opposed Strength roll or be thrown from platform); AC 15; HD 3d12; hp 30; MV 40' or fly 40'; Act 1d20; SP staff of sentient lightning (summon sentient lightning once per day for 1d10 rounds), demon traits; SV Fort +4, Ref +4, Will +0; AL C.

The tower sentry will attack any lawful or neutral PC. It will not attack any chaotic aligned PCs unless it is attacked first. Even then, it will first ask why they are attacking a fellow agent of chaos and try to persuade them to attack their fellow non-chaotic party members instead. In return for killing their comrades or at least knocking them off the platform, they will automatically pass the final test (they will not have to fight the summoned sentient lightning and the east wall gate will open to the riches in the tower).

If the summoned lightning is defeated without provoking the sentry, the devil will exclaim "you are worthy of Talos," and re-enter the swirling star portal and disappear. The east wall gate will open, leading down to the treasure room in the tower. If the devil is provoked, it will attack and try to throw the aggressive PCs off the tower or platforms at any cost.

Sentient lightning: Init +8; Atk shock tendrils +1 ranged (1d8 plus special, range 30'); AC 14; HD 5d6; hp 25; MV 30'; Act 1d20; SP immune to non-magical weapons, vulnerable to cold spells or water; SV Fort +6, Ref +10, Will +6; AL C.

Sentient lightning has no shape - it is an ever moving flow of lightning arcs. The summoned creature attacks with lightning tendrils that can reach 30'. If the target happens to be wearing any metal armor, they take an additional 1d6 shock damage. Sentient lightning is vulnerable to cold and water, taking 50% more damage from those type of attacks.



Area 2 - The Mushroom

Caps: From the ledge where PCs first see the floating platforms, there are two skinny sets of stairs set in the cliff face that lead down either side towards the mushroom caps below. PCs attempting the stairs must succeed on a DC 10 Strength check to prevent falling from the winds that blow along the cliff face. Anyone who fails must make a DC 10 Luck check to

land on a cap, otherwise they take 3d6 falling damage from the plummet to the ground below.

Once the PC's reach the giant caps, they notice that the stairs keep going down, but the thick mist blocks any view of the bottom. The players can see an entrance to a broken section of the tower by looking across the forest of mushrooms. The caps are easy to jump on from the stairs. The judge may have the PCs roll a d20 periodically when jumping from cap to cap to make sure there are no fumbles. Players who fall to the ground below from a fumble take 3d6 falling damage. Any players that fall off a floating rock platform from area 1 onto a mushroom cap can also see the stairs on the cliff face and the broken wall entrance to the tower from this level as well.

The gigantic mushroom caps glow like neon in the blueish hue of light from the sky. They are bright orange with lime green circles, peaking above a sea of mist. As the PCs walk across the caps, the surface feels spongy and they almost seem to bounce with every step. The vibrations of their steps alert the creatures that live on the underside of the caps. Created through experimentation and dark magic, the creatures inhabiting the mushrooms are humanoid mollusks that feed off of fungus, and are more than happy to feed off of human flesh. The amount of these creatures on mushrooms and the frequency of PCs encountering them is up to the judge's discretion. The element of surprise should be a factor when they attack.

Humanoid mollusks (1d4 or more per encounter): Init -4; Atk short sword +3 melee (1d6) or slime spit +3 ranged (special, range 20'); AC 18; HD 3d6; hp 12; MV 10'; Act 1d20; SP surprise 50% of the time; SV Fort +6, Ref -6, Will-2; AL C.

The humanoid mollusks are horrific mutations of snail and human that are slow, but deadly. Their skin is either pink or bright purple covered with a hard shell of green armor. They have six arms, long eye stalks, no legs, and mostly carry weapons found from those who have fallen from the rock platforms long ago. They also have a deadly slime they can spit from 20' away; roll 1d4 on the table below to determine the effect:

Roll	Effects of Slime Spit
1	Acidic. The player takes 1d4 acid damage immediately and takes 1d4 the next round.
2	Sticky. The player is stuck in place and cannot move until she makes a DC 20 Strength check.
3	Poisonous. The character succumbs to a neurological poison. She must succeed on a DC 14 Fort save or fall to the mushroom cap surface twitching for 1d8 rounds.
4	Hallucinogenic. The character sees strange visions. She is mentally incapacitated for 1d4 rounds, unable to attack or focus on any other activity.

Once the PCs reach the tower, they see part of the wall has been damaged, exposing a hole in the side. They may jump from the mushroom cap to the opening, but there's a chance they may slip on loose bricks and fall to the ground below. Characters must succeed on a DC 12 Ref save to make it successfully with those who fail taking 3d6 falling damage. Once on the ground, there is a chance they will be attacked by spirits before finding the stone door entrance to the tower (see area 3 below).

Area 3 - The Living Graveyard: Beneath the mushroom caps and the thick mist lies a ghostly sanctuary for spirits that have been trapped here for millennia. As a result of being in a realm of chaotic magic, anyone who perishes beneath the mist does not die immediately -

they are transformed into spirits to roam the area in ghostly form. Unlike their living companions, spirits cannot travel above the mist. Dark magic bounds them here, eventually causing any creature transformed into a spirit to go mad. It is rumored that there are several old temples of Talos that contain a scroll of a ritual spell to dispel the mist and free the spirits trapped beneath it, though that is left to the judge to detail.

There are several ways the party can enter the living graveyard, including taking the stairs on the cliff face wall down past the mushroom caps, descending the tower to the bottom stone door entrance if they entered from the top level opening, or from the mushroom cap level opening. Of course, falling to their death is the quickest way to enter, though not the most ideal.

Once PCs enter the spirit sanctuary, they see large glowing mushroom stalks and a sea of bones, along with bodies half buried into the fertile ground. The air is cool and the smell of earth and decay is heavy. Wisps of light and floating apparitions can be seen moving in between the giant stalks. Other than that, it is quite dark since the blue lights from above doesn't reach past the mist.

The roaming spirits inside the graveyard will attack the PCs randomly without warning. The chaos magic is at its strongest down here, and time is warped and affects the living PCs below the mist. Their movement speed is slowed by half and all actions take 2 rounds. PCs transformed into spirits may help fight alongside their companions at normal speed, but they have a chance of attacking their friends (see below).

Roaming spirits (1d3 or more per encounter): Init +2; Atk special; AC 10; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, vulnerable to iron weapons; SV Fort +2, Ref +4, Will +6; AL C.

Roaming spirits are immune to non-magical weapons except those made of iron, and take 50% more damage from attacks from those weapons. Spirits have a different attack based on the table below:

Roll	Spirit Special Ability
1	Banshee scream. The ghost attacks with a bone chilling scream. Every living creature within 100' automatically takes 1d6 sonic damage and is potentially deaf for 1d4 hours (DC 14 Fort save).
2	Draining touch. Any creature touched by the ghost loses 1d4 points of physical abilities (Strength, Agility, or Stamina). The player chooses which points are lost. The ghost attacks at +6 melee.
3	Horrid appearance. Simply glimpsing the ghost causes 1d4 damage and potential fear (DC 12 Will save). Any affected creature runs away for 1d6 rounds; if cornered, it can only fight at a -4 attack penalty.
4	Paralyzing touch. Any creature touched by the ghost is paralyzed for 1d8 rounds (DC 14 Fort save). The ghost attacks at +6 melee.

Roaming PC spirit: PCs transformed into spirits must pass a DC 6 Will save once per hour, or per encounter if they choose to fight alongside their companions after death. If they fail the save, they must make the next Will save at a cumulative -1d. If they reach d6 on the dice chain and fail the save, they are permanently transformed into roaming spirits whose minds are lost forever.

Area 4 - The Tower of Talos: There are four floors in the Tower of Talos. The bottom floor can be accessed from the living graveyard through a heavy stone door that can be opened with a DC 20 Strength check. There are pieces of old scrolls and broken potion vials on this floor, but nothing of considerable value. Ancient chanting seems to exude from the very walls itself, creating a deafening noise throughout this level. Living PCs must pass a DC 12 Will save or they will be petrified with fear and will not be able to move for 1d3 hours. Chaotic roaming spirits will be attracted to players in this state and will travel through the tower walls to reach them.

The second floor is a room with broken walls that can be reached from the mushroom caps in area 2. PCs that look north across the caps can see two sets of stairs that reach up to a cave opening similar to the one that they entered this realm from. They can exit the realm this way. There are maps of the realm in this room along with some statues dedicated to Talos.

The door to the third floor is locked. It can be picked with a successful DC 25 pick locks check (players descending the tower can easily unlock this door from the other side). This is the fabled treasure room of the tower. Numerous treasure chests are located in the room containing a total of 1d100 x 10 gp worth of coins. In addition, three golden robes hang on the wall worth 100 gp each that imbue magickal properties if worn (+2 to spell checks). Two eye patches with jewels embedded in them lie on a golden table (80 gp). If worn, they grant +1 Agility and +1 to attack rolls. Finally, a golden lamp lies on a pedestal in the middle of the room worth 130 gp. If anyone cleans or rubs the lamp, a demon appears and states it will grant the owner one wish, but only in exchange for their servitude to the demon's patron. This can be a random patron of the judge's choice or a patron written for Pandemonium. Naturally, the patron should call in a favor for the wish at an inopportune time in the near future.

The fourth floor of the tower contains the swirling spiral of stars that the sentry emerges from. If the players enter this area from the treasure room, they can easily unlock the gate. The players may use the path of chaos in backwards order to reach the entrance cave, but that does not stop the test from happening unless the summoned sentient lightning or devil sentry have already been defeated. If the players have performed a ritual of dispelling the mist before crossing the path of chaos, 1d100 spirits will rise up and distract both the sentry and the sentient lightning. The players may be tempted to exit this plane through the star portal, but it only brings them back to the cave entrance that first brought them into this realm. The cave entrance on the north side of the realm is the true exit, unless the judge deems otherwise.

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The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



PANDEMONIUM SETTING: DARK SEAS VOLUME 4 OF EIGHT BOOKLETS

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DARK SEAS

{A DCC RPG RIP OF SUNLESS SEA}

BY PAUL WOLFE



The Undersea. Far beneath a shattered world lies an underground ocean of unfathomable depths in perpetual night and crawling with ancient beasts. You are not heroes — you are sailors on a wine-dark sea, chasing the secrets of the past scribbled on ancient pages or scattered across a thousand fragments and running from the constant threat of madness. Captains of iron steamships cut across the Undersea armed with powerful carbide lamps, deck guns, and other weapons to ward off the night, as well as the creatures and pirates that lurk there. Beings of Stone, Salt, and Storm aid or hinder you, or laugh as your vessel sinks below the black waves. Out there somewhere — in the ports, ruins and wilds that cling to small rocky islands — are the formulae that could save humanity. Or doom them to lives of gibbering insanity.

OPTIONAL CHARACTER CREATION

Characters in a Dark Seas campaign look very similar to those in a standard DCC RPG game. They begin as o-level nobodies, either fed up with their nothing lives or pushed into adventure through political circumstance or the will of the Beings.

Instead of the standard DCC character creation, consider these options more in tune with the Undersea and its culture. Refer to *Appendix C: Creating Characters* for additional details.

1. **Roll ability scores** – no change, but see the sections on saving throws and replacing lucky rolls.
2. **Determine o-level occupation** – see the abbreviated occupation chart.
NOTE: unlike regular DCC RPG players can choose their race.
3. **Choose alignment** – characters are either aligned with one of the entities – Salt, Stone, or Storm – or they are aloof...i.e. neutral... though rarely for long.
4. **Purchase equipment** – a o-level character in Dark Seas starts with almost no possessions, and is generally penniless.
5. **Survive** – characters advance to 1st level when they attain 10 XP, but the only way to gain XP is to gather and disclose secrets – see the section on the secrets of the Dark Seas.
6. **Classes** – the standard DCC classes remain, though they have different names. Warriors and dwarves are called soldiers. Wizards and elves are known as obscure. Thieves and halflings are called brokers, while clerics, devotees to the Beings, are referred to as the mad.



Editor's Note: Dark Seas is a rich standalone environment for DCC RPG included in this year's Gongfarmer's Almanac that provides judges with an alternative, otherworldly, setting for their campaigns. Judges wishing to do so can also use the Dark Sea setting as a basis for campaigns that take place among the myriad worlds of Pandemonium. For example, as the players explore the Undersea, perhaps they encounter one of the Pandemonium hexes listed in the other volumes of this year's almanac, or possibly discover portals that take them to one of those other strange lands. It is left to the individual judge on how to best use the presented material, but see the Introduction to Pandemonium in volume I of this year's almanac for more ideas on other locations within Pandemonium that can be integrated as part of the Undersea.

BETRAYAL *at the* ADMIRALTY

Betrayal at the Admiralty is a o-level DCC RPG adventure set in the Dark Seas campaign environment. Characters begin play press-ganged into service, but quickly assume greater responsibility on the steamship *Queen's Sword*. Secrets lurk in every cranny of the ship and on every darkened rock that clings to uncertainty. Will the characters find out who threatens the Admiralty and Londonia's sovereignty?

BACKGROUND

The admiral of Londonia sits in her stone tower overlooking Bonny Bay and its sizable steamship works. To the "north" lies darkness and water, but also secrets. Her agents bring them to her on a daily basis. The Theocrat of Salt, ruler of the Reavers, launched a decisive strike against the Ratmen traders on Uluni Rock, cutting off coal to the Fate Archipelago — a Londonia ally. The Iron League, their forge fires burning like the forgotten sun of the surface world, build heavily armored dreadnaughts. Soon they will be seen in Bonny Bay. Soon.

But today, the admiral's eyes are turned inwards. There's a spy in the admiralty. Possibly here at headquarters — but likely among the Londonian vassal islands spread out several days sailing from Bonny Bay. She has drafted one of her most trusted brokers, Madame Thurgrim, to gather a crew and ruffle some feathers on the islands. Thurgrim, a steely captain of the Undersea, sends her press gangs into every teahouse, brothel and marketplace on the waterfront, turning out "sailors" green and seasoned.

BEGINNING

Three days out from Londonia on the Queen's Sword, you rest easy — the rumors of monster crabs, feral storms, and the dead that trail a ship's wake, remain just that. It is then that tragedy from within strikes! The bosun calls the crew to quarters. Feet pound the steel decks, as you rush to guns, the carbide guide lamp, engine room and other stations. More experienced crewman inform you that the bosun's tone means to assemble on the deck!

The carbide lamp mounted to the bridge only makes the darkness around the ship more oppressive. Your crewmates press in on the main deck, murmuring rumors and doom. Finally, the ranking crewman, bosun Franks, steps from the bridge and all eyes turn up in anticipation. The squat, walleyed halfman rubs at the ridges of bone that show along his jaw before spitting onto the deck.

"Attention!" he says, his voice booming in the perpetual night, echoing across the thankfully still water. "The captain was found in her quarters. Dead. The doctor, such as she is, has declared the captain poisoned."

A dismayed cry goes up from the assembled sailors, rising to a cacophony of fear, threats and theories.

"Quiet, the lot of you!" Franks shouts. "By law of the Dark Sea and the Londonian fleet, we are to elect a new captain and continue the mission set forth by the Admiralty. None of us is 'officer material,' but by the shivering Jack, I'll serve the one you choose. Only don't go choosing me. Old Salt I be," he spits again on the deck to ward off spirits, "But captaining material, I ain't neither."

NOTE: After his speech, the terror level of the ship rises to 5. See the terror section in the *Appendix*.

THE VOTE

There are thirty crewmembers on the ship, including bosun Franks and the PCs. The “doctor” he referred to was just a crewperson with some experience with bandages and wounds. Depending on the size of the o-level party, the characters likely outnumber the crew by a wide margin. Franks only votes to break a tie — in this case, PCs that are in the running may make a DC 12 Personality check to sway his vote.

To run the vote, have the players decided amongst themselves who will be a candidate. The rest of the crew puts forward their own. Judges may decide to add a little intrigue — perhaps one of the crew is a spy from the Iron League (marked with a hidden tattoo of the anchor and grain motif of that nation), but otherwise, the vote should go in a routine fashion.

Until the characters level up, there is no benefit to being a captain — other than the selected PC can direct the ship. All o-level characters still count toward the minimum/maximum crew for the ship.

NOTE: Each station of the ship also has a maximum and minimum crew requirement. At the minimum crew level, the ship is at -1d for that particular function (or moves at half speed, if the engine room is minimally staffed). At less than the minimum, that station cannot operate effectively. Additionally, with only o-level characters and crew aboard, all ship’s action dice are penalized -1d. See the *Steamship* section in the appendix for more information.

***Queen’s Sword*, aging Undersea steamship:** Init +0; Atk deck gun +0 ranged (2d6H); AC 14; HD 4d12H; hp 32H; MV 2 hexes (cruise), 4 hexes (attack); Act 1d20; SP homing bat; SV Stone +1, Storm +0, Salt +0. Cargo: max 40/current 24 (food 17, fuel 7); crew: max 30/min 8 (bridge: max 3/min 1, deck: gun max 10/min 3, engines: max 10/min 3, deck duty: max 7/min 1).

Though older and a bit rusty, the *Queen’s Sword* is a fine steamship. All cargo is measured in abstract units, including food and fuel. The *Queen’s Sword* can carry 40 units of cargo.

As the ship navigates, the captain and crew can send out a homing bat — a bat specifically trained to seek out nearby islands or other features. The bat

flies out to a 2 hex radius of the ship, returning at the beginning of the next day with a report — essentially a heading and general location of the feature discovered.

INVESTIGATING THE MURDER

Characters may wish to investigate the murder of their captain. The captain's quarters have been secured, and bosun Franks claims that none have entered since the discovery, save him and the doctor. Within her cabin, aside from personal effects, are two pistols, a saber, and a fine, slim stiletto (+1 to attack, 1d3+1 damage) along with a number of clues:

NOTE: Fragments are divided between the PCs. Ten fragments make up a secret, and secrets are used to gain XP. See the *Secrets of the Dark Seas* section in the appendix for information on using secrets.

- ♦ **Body (1d3+3 fragments)** – bloody froth on the captain's lips. Breath smells like sherry. Glass of it spilled on her uniform. Checking the body reveals several pin pricks in the back of her neck (DC 10 Intelligence check if looking under her hair). This is a red herring – one of her metal hairpins has a burr in it and has pricked her neck. No other wounds or evidence can be found upon her body.
- ♦ **Jeweled hairpins (3) (1d5+5 fragments)** – no poison apparent, but the burr on one can be detected (DC 10 Intelligence check if examined). The red-bejeweled pin has minute writing on the pin (DC 10 Luck check to detect). The writing is a cypher for the coded letter (see below).
- ♦ **Half a bottle of sherry, vintage 1881** – testing the sherry reveals it to be not poisoned. Likewise, the glass seems fine.
- ♦ **Half-penned coded letter (1d10+5 fragments)** – the coded message is not completed, but if deciphered (DC 25 Intelligence check; or DC 9 with the cypher) it is addressed to an agent of the crown called Lace, who is currently somewhere on Sainy Rock. The portion of the letter completed simply alerts the agent to the impending arrival of the *Queen's Sword*.

♦ **Charts (1d8+3 fragments)** – the ship’s route is marked out on a chart, showing the days estimated, dangers expected and the ports to be visited. This is essentially all the characters know of the “mission” given to captain Thurgrim by the admiralty. A notation near a point labeled “the Waystation” may draw the character’s curiosity. Examination reveals it to be a minute drawing of a bird. Note that reality does not match the map. Other than Londonia and Stever’s Hold, the sea “changes” each time a new captain takes the helm (see the *Locations on the Charts* section and the player’s map).

♦ **Gloves** – a pair of new kid gloves lies within her writing desk. The inside of the gloves have been treated with an insidious contact poison (DC 15 Stone save or paralysis and death in 1d3 turns; on a successful save, lose 1d3 Stamina instead — cannot be healed naturally). The poison can be detected if smelled — botanist or similar can figure out that it’s derived from redcap, a poisonous mushroom that is used in distilled quantity to treat ague.

♦ **Sea trunk** – within the trunk are personal effects, including the captain’s rutter (1d4 fragments), personal letters (1d5+5 fragments), clothing and a locket and chain made of iron (orange rust covers it). Inside the locket are the dried petals of a flower (DC 10 Intelligence check to recognize the deep flower — a symbol of unrequited love; also used to treat black lion...syphilis). The back wall of the locket is carved with the initials MT. Finally, at the bottom of the trunk is a glove box and note: *For the success of your voyage and mission. Love MT.* Inside the box, under the silk bottom is the crafter’s mark for the gloves: Lakes Tannery and Silk. Those with knowledge of leather, paper, or trade can recognize that all three (box, note, and gloves) originated from the Sainy Rock markets where they produce spidergoat leather and a special paper produced from greencrap, massive woody mushrooms found on the island (see *Sainy Rock*). There is also a locked cash box with 1,300 gp, 2,000 sp, and three small rubies worth 300 gp each.



LOCATIONS ON THE CHARTS

There are four destinations laid out on the charts: Stever's Hold, Sainy Rock, the Waystation, and the Hyalite Temple of Stone. A strange squiggly black line, almost like foreign writing, splits the chart with Stever's Hold and Londonia on one side, and the other locations on the other. This is labeled the Murmuring Straits.

The chart, however, is inaccurate. Though Londonia and Stever's Hold seem to always remain in the same position, the Undersea "changes" each time a new captain takes the helm. Keep this in mind as the o-level characters begin to die. The current player's map shows the position of the islands when captain Thurgrim died. The judge's map shows them when the first o-level character takes the helm. How they change further is up to the judge, but the Undersea is a strange and fluid place. This is why secrets, such as rutters, port reports, charts, and stories are valued almost more than gold.

NOTE: Stever's Hold and the Waystation are always on the opposite side of the Murmuring Straits from each other.

THE DARK SEAS

Each day spent sailing, there is a chance for an encounter as described in the tables below. While using the ship's carbide guide lamp, there are two chances for an encounter per day as the light attracts creatures living in the darkness.

ROLL 2D4	ENCOUNTER	NOTES
2	Megathere	A giant sea monster attacks the ship! Roll 1d5: (1) dark fluke. A beast of Storm stalks the ship!; (2) giant crab. Crabs of the deep love to devour unwary sailors; (3) giant jellyfish. Hiding below the surface, giant jellyfish entangle the ship's engines and snatch its crew; (4) bat swarm. Descending from the utter darkness, swarms of sea bats feast on blood; (5) steelshark. A giant of the waters attacks!
3	Hazard	A navigable hazard delays progress. Roll 1d5: (1) falling stone; (2) engine fire; (3) unholy light; (4) the drowned; (5) grasping fronds.
4-6	No event	Smooth sailing.
7	Pirates	Roll 1d6: (1-4) steamship; (5) corvette; (6) frigate.
8	Odd occurrence	The Beings of Stone, Salt and Storm take notice. Roll 1d5: (1) recurring nightmare; (2) the slithering star; (3) the monolith; (4) the white bat; (5) lurking horror .

NOTE: Steamships and Megathere are so large that typical hand-held weapons do not affect them. Steamship deck guns, megathere attacks, and the like deal heavy damage (hit dice, hit points, and damage marked with an "H"). When dealt against an individual combatant, this damage is tripled. See the section on equipment for more information.

Pirate steamship: Init +0; Atk deck gun +0 ranged (1d6H); AC 14; HD 4d12H; MV 4 hexes (attack); Act 1d20; SV Stone +0, Storm +0, Salt +0; Fragments 1d5+5; Treasure: 1d3, roll 1d6: (1-2) 1d10x10 gold; (3-4) 1d10x10 food; (5-6) 1d10x10 coal.

Pirate corvette: Init +2; Atk deck gun +2 ranged (1d6+2H); AC 16; HD 6d12H; MV 4 hexes (attack); Act 1d20; SV Stone +1, Storm +2, Salt +2; Fragments 1d5+5; Treasure: 1d3, roll 1d6: (1-2) 1d10x10 gold; (3-4) 1d10x10 food; (5) 1d10x10 coal; (6) special.

Pirate frigate: Init +2; Atk deck gun +4 ranged (2d6H); AC 16; HD 8d12H; MV 6 hexes (attack); Act 1d20; SV Stone +2, Storm +3, Salt +3; Fragments 1d5+5; Treasure: 1d6, roll 1d6: (1-2) 1d10x20 gold; (3-4) 1d10x20 food; (5) 1d10x20 coal; (6) special.

Special treasure: roll 1d3 times on the items table (see Items in the Appendix). Each result has 1d4 cargo slots worth of the item.

Dark fluke: Init +2; Atk ridged spines +2 melee (1d4H) or ridged spines +0 ranged (1d4L, range 2 hexes); AC 12; HD 4d8H; MV 2 hexes (attack); Act 1d20; SP eye of fear (1/day, range 4 combat hexes, DC 14 Salt save or ship terror +1, 1d3 Personality damage); SV Stone +3, Storm +1, Salt +4; Fragments 2d10.

Dark flukes are a miasma of glowing green spines that meet in a wide, staring fish-like eye. Sailors that survive swear there's a diamond beneath that eye, but who would be brave enough to dig it out? Typically dark flukes stay submerged and trail a ship, feeding on the fear wafting off of the ship. They can use their eye of fear ability once per day.

Giant crab: Init +0; Atk giant claws +4 melee (1d6H); AC 16; HD 3d12H; MV 4 hexes (attack); Act 1d20; SP on a natural 20, snatch additional 1d3 crew from the deck; SV Stone +6, Storm +2, Salt +0; Fragments 1d10.

Giant crabs use their mighty claws to tear into a ship's hull-like paper. Occasionally, they snatch a few choice morsels off of the deck – which may satiate them for a time (DC 14 Salt save or the crab submerges with its meal).

Giant jellyfish: Init +2; Atk electric tendrils +4 melee (1d4H) or smash +4 melee (1d6H); AC 12; HD 5d12H; MV 2 or 6 hexes (attack); Act 1d20; SP electric tendrils (1d6 damage to all on the deck, DC 12 Storm save to avoid), submerge, sprint; SV Stone +0, Storm +4, Salt +2; Fragments 2d6.

Giant jellyfish use the sea as their defense, sliding up to a ship underwater (and making attack impossible). On a successful tendril attack, the ship must make a DC 12 Storm save or ship movement is reduced to half until the save is made. These attacks also electrify the ship, sending St. Cuthbeir's fire along the rails and decks. All creatures on the outside of the ship must make a DC 12 Storm save or suffer 1d6 damage. A giant jellyfish can sprint through the water 6 hexes, but then can only move at 2 hexes for the next 1d4+1 rounds. These sprints are usually to deliver a bash with its bony skull.

Bat swarm: Init +4; Atk bite +1 melee (1d4); AC 12; HD 6d8; MV 4 hexes (attack, fly); Act 1d20; SP swarm damage; SV Stone +1, Storm +3, Salt +1; Fragments 2d4.

Swarms of savage sea bats cannot damage the ship, but fly down and attack crewmembers. Everyone engaged in combat takes 1d4 damage per round until the swarm is dispersed. The ship's weapons are perfectly effective against the swarm, as are hand-held weapons.

Steelshark: Init +2; Atk steel head +3 melee (2d6H) or bite +3 melee (2d6H); AC 18; HD 3d12H; MV 3 hexes (attack); Act 1d20; SP steel head attack knocks crew from ship; SV Stone +7, Storm +4, Salt +3; Fragments 2d10.

Steelsharks are the brainchild of some arcanist who welded a steel "helmet" and armor onto a giant shark. When they slam into a ship, the ship must make a DC 13 Storm save or 1d3 crew fall overboard. Characters on deck must make a DC 10 Storm save or suffer the same fate. Thus distracted, the steelshark typically feeds on the castaways and ignores the ship in further rounds.

Falling stone: Rocks fall from the ceiling far above. Terror increases by 1. Storm save (DC 13) or the ship suffers 1d4H damage and 1d3 crew are lost.

Engine fire: Fire erupts from the engine room. Terror increases by 1. Stone save (DC 12) or lose 1d10 crew and stop for the day; any crew stationed in the engine room must make a Stone save (DC 12) or take 1d4 damage.

Unholy light: The carbide lamp sputters and sparks and its light turns a ghostly blue for the rest of the day. NOTE: this occurs even if the ship was “running dark”. Roll a second encounter. Ship consumes double fuel. Salt save (DC 12) or terror increases by 1.

The drowned: The glowing bodies of the drowned surround the ship and their unnatural energies cause the engine to flag and race. Terror increases by 1. Storm save (DC 15) or the ship moves at high speed for the rest of the day.

Grasping fronds: The ship runs into a patch of black, grasping seagrass. Roll a second encounter. Storm save (DC 18) or the ship is immobilized for the day (save 1/day). Ship uses 1 fuel each day an escape attempt is made.

Recurring nightmare: Each night your cries echo through the ship... the same dread repeatedly plagues you. Terror increases by 1 each day until resolved. **Captain:** confess your dream to a likely source (judge’s discretion) in port to gain 1d3 secrets and resolve.

The slithering star: The false stars far above dim, while one brightens and begins to move across the “sky”. Terror increases by 1. **Make a Sacrifice:** -1 food; Storm save (DC 15) and gain Storm’s favor. **Ignore:** Storm save (DC 12) or gain Storm’s curse.

The monolith: A monolith composed of cloud, glowing blue suddenly appears standing above the water. Terror increases by 1. **Make a Sacrifice:** -100 gold; Stone save (DC 15) to gain Stone’s favor. **Ignore:** Stone save (DC 12) or gain Stone’s curse.

The white bat: A white sea bat hovers over the deck, flitting this way and that. Terror increases by 1. **Feed the bat:** -1 food; Salt save (DC 15) to gain Salt’s favor. **Ignore:** terror increases by 1. **Kill the bat:** Salt save (DC 20) or gain Salt’s curse.

Lurking horror: Something huge and faintly glowing moves under the ship. Terror increases by 1. **Attempt to Catch:** Salt save (DC 20). **Success:** a strange catch (1d4 secrets), terror decreases by 1d3; **Failure:** lose 1d3 crew, terror increases by 1. **Ignore:** terror increases by 1.

Favor & Curse of the Beings of Salt, Storm, & Stone

When a favor or a curse of Salt, Storm or Stone is indicated, this affects the ship, the crew, officers, PCs, and any NPCs on the ship.

When a favor is gained, terror decreases by 1d3. In addition, the party is granted a pool of 15 points that may be spent like Luck for any check related to a given save. So for instance, if the PCs gain Storm's favor, the favor pool may be spent on any Storm save. This may also affect other rolls related to Storm at the judge's discretion. For example, if the PCs receive Storm's blessing and interact with a priest of Storm, they may spend pool points to affect Personality checks. If used with a priest of Stone, though, the tactic may backfire! When the pool of points runs out, the favor does too.

A curse from one of the Beings is doom. The terror score on the ship may never go below 5 while under a curse. All saves related to the cursing Being are penalized by -1d, including the ship, crew, officers, PCs, and NPCs present when the curse occurs. Interactions with agents or spirits of the Being are penalized -1d to all action rolls. The curse lasts until lifted, either by gaining the being's favor or through some penance or quest devised by the judge.

LOCATIONS ON THE UNDERSEA

The Undersea is a dangerous place, with only a few ports of refuge.

note: when dealing with NPCs, the “lead” character makes a Salt save at the indicated DC to make the contact friendly. Delivering the NPCs indicated wants bypasses the need for this check. PCs can divulge secrets to any named NPC made friendly. Some provide additional XP per secret divulged.

Stever’s Hold

Stever’s Hold is a ramshackle and poor trading village that barely subsists on passing ships. A collection of shanties and a rickety dock cling to a bare rock beach about half a mile long and a quarter mile wide. Most of the island comprises cliffs and slopes that sharply rise to the almost 1,200’ peak near the center, leaving most of its surface unnavigable and uninhabited.

On the northern side of the island, hidden within a sea cave, is the lair of the pirate called Shark and his crew. Without prior knowledge, the cave can be detected with a Luck check, if searching the island. Otherwise, if the party’s ship passes the cave, there’s a 1 in 4 chance they are detected and attacked by Shark and his pirates. See Shark’s Hideout below.

Docks: 1d3-1 ships. Stever’s Hold is a common stop before braving the Murmuring Straits.

Market: coal (x3 price, 2d20 units); foodstuffs (x3 price, 1d10 units); sailors (x3 price, 1d4+2), 1 in 10 chance of one officer, stranded here for whatever reason, roll 1d3: (1-2) engineer (+1d to Storm); (3) doctor (heals 1d6 damage/day); 1 in 10 chance of random goods (see the goods table, 1d3 goods, 1d10 units of each, x3 price). Selling goods: Salt check (DC 15) standard price +1d10%, otherwise -1d10%. For every 100 gp spent in the market, the party receives 1d3+3 fragments (max 20 total) from general rumors and stories.

Overseer’s hut: Blaine Worga is a young man, but bent of back. A bright purple wen covers the left side of his face obscuring his eye and affecting his speech (reaction DC 14 Salt save; wants: cherry bulb coffee, vudka).



HEXMAP OF THE
✱ **DARK SEAS** ✱

If made friendly, Blaine knows the following, roll 1d6: (1-4) standard rumor (1d3+2 fragments; 20 fragments total); (5) location of the Shark's hideout (1d3+1 fragments); (6) a letter to captain Thurgrim (50 gp; 1d5+5 fragments). In addition, Worga provides a port report (1 secret) if asked, though he charges 20 gp. Worga can be used to divulge secrets. His favorite method is sea stories, which nets the party x1.5 XP per secret divulged.

The letter that Worga may sell the party makes proclamations against the late captain Thurgrim, though a DC 12 Intelligence check by one familiar with official documents and the like reveals it to be a forgery (2d5+5 fragments). Further examination of the handwriting (DC 18) reveals it to likely be the same person that wrote the note found in the glove box (2d5+10 fragments) (see *Investigating the Body*).

To Whom It May Concern,

Captain Langania Thurgrim is declared by the Admiralty of the Crown to be an Enemy of the State. She was executed for her crimes and her very soul stands in Purgatory. Actions against agents that may or may not have been involved in her death will be viewed as High Treason by the Crown and Appropriate Action will be taken by the Admiralty for such transgressions.

Sincerely,

The Admiralty

Shark's hideout: Shark is a small-time pirate with three rickety steamships. He keeps them in a large cave on the back side of Stever's Hold. Overseer Worga sends a runner when a particularly fat ship is in port, and Shark sends two of his ships to attack. Lately Shark has been extorting Stever's Hold for choice cargo and outright shakedowns for gold, as pickings in the area have been thin (which is why Worga might divulge the location of the hideout to the party). If Worga has not disclosed Shark's hideout to the party, the pirates attack when the *Queen's Sword* leaves Stever's Hold.

Shark keeps 10 pirates (of 30 total) and himself in the cave at all times. If he is somehow captured, he reveals his arrangement with Worga. Otherwise, there's a 1 in 6 chance that Worga's messenger is still in the cave.

Within the cave are a number of chambers — most disused — though

his band keeps kip in several. A locked room behind Shark's quarters contains the pirate's booty: 350 gp, 20 units of foodstuffs (standard), 5 units of foodstuffs (fine) 1d10+4 units of random goods, and a chest containing a packet of logs (10d5+10 fragments; DC 15 Storm save — fixes one location on the map) and several crates: green stalk (1 unit; fine), red stalk (3 units; fine), ebony flowers (2 units; fine).

Pirates (30): Init +0; Atk clubs +0 melee (1d4) or jury-rigged pistol +1 ranged (1d6; range 50/100/150, 2 rounds to reload); AC 11; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP pistol damage explodes; SV Stone +0, Storm +0, Salt +0.

Shark: Init +1; Atk sabre +1 melee (2d4) or fine pistol +2 ranged (2d4+1; range 50/100/150, 2 rounds to reload); AC 14; HD 3d6; hp 12; MV 30'; Act 1d20; SP pistol damage explodes; SV Stone +0, Storm +0, Salt +0. Possessions: fine pistol (+1 attack/damage) with 10 shots, sabre, thick leathers (+4 AC), 250 gp, journal, charts and personal letters (1d10+10 fragments).

Pirate cruisers (3): Init +0; Atk deck gun -1 ranged (1d4H); AC 12; HD 2d12H; hp 9, 6, 7; MV 4 hexes (attack); Act 1d20; SV Stone -1, Storm +0, Salt +1; Treasure: 1d3, roll 1d6: (1) 1d10x10 gold; (2-3) 1d10 food; (4-5) 1d10 coal; (6) 1d3 units of random goods.

The Murmuring Straits

Composed of black stone polished by the constant grind of the sea, the Murmuring Straits stand as a barrier between Londonia's "southern" and "northern" vassal islands. Stone arches, columns, shoals, and jagged islands, some that disappear and reappear as the waves rise and fall, produce a navigation nightmare. Ships must move at ½ speed through straits and make a Storm save (DC 13) each day. A failure indicates the ship takes 1d10 damage and loses 1d3 crew that day. On a success, the ship takes 1d4 damage and loses 1 crewmember. Moving faster than half cruise speed raises the daily save to DC 20, and the ship suffers 2d8 damage and loses 2d4 crew on a failure.

Time and distance are hard to gauge in the twisting straits. Each day, the captain must make a Salt save (DC 15; may also use the ship's Salt bonus

if the carbide lamp is used) or fail to find a path through. It requires three successful Salt saves to pass through the straits.

The place is inhabited by the jagged, the pupae stage of gorach — giant water strider beetles found elsewhere on the Undersea. Each day spent in the straits there is a 2 in 5 chance that a group of 2d4 jagged have climbed out of their watery nests and are poised to leap upon the ship (snatching crewmembers and diving into the water). The jagged attack the crew, officers and PCs of the ship rather than the ship itself. No other encounters occur within the murmuring straits.

Jagged (2d4): Init +3; Atk claws +3 melee (1d4) or barbed tongue +3 ranged (1d6 plus seize, range 20'); AC 13; HD 1d6; MV 20' or swim 40' or leap 40'; Act 2d16; SP hide +5, seize (if struck, DC 14 Strength check or free bite each round for 1d4 damage); SV Stone +2, Storm +0, Salt +2.

In addition to the creatures, the curious nature of the stones and sea produce a sing-song murmuring just within the auditory range. The effect is maddening — Salt save DC 13 each day or terror rises on the ship by 1d3. Characters must make the save, as well, losing one point of Personality (cannot be naturally healed until leaving the Murmuring Straits) on a failure.

Successfully passing through the Murmuring Straits nets the party 2d10 fragments.

The Waystation

The Brothers Urich patched up a first generation steamship and moored it against a black stone column. Two beacons provide light and guidance to incoming ships. The Waystation is a meeting point for captains moving through the Murmuring Straits — either bolstering their crew for travel through the straits or recovering from recent passage.

NOTE: arriving at the Waystation reduces the ship's Terror by 1d6+1.

Docks: 1d3-1 other ships in dock.

The bridge: The Brothers Urich (Tomfool and Reichart) run the Waystation. They often meet with captains, especially those that spend

a lot in the markets and groghouse (reaction DC 15 Salt save; Tomfool wants: love, gold, secrets; Reichart wants: black vudka, pirate killers, a doctor). Anyone with a sufficiently high Personality may draw Tomfool's amorous attentions — he isn't picky about his partners. Other than drink, Reichart responds most favorably to stories of pirate killers. If a doctor (or sufficiently obvious mad) is in the meeting with him, he discloses that he has a wasting disease. He will pay up to 300 gp for each cargo unit of velstalk — the stalk of the velcap mushroom, though unless it's delivered within 45 days, Reichart is dead. Attempts to cure the disease prove futile. A result of 20 or higher on a *lay on hands* roll reveals it to be a curse (DC 33+ spell check to remove).

Either brother also knows the following, roll 1d6: (1-4) standard rumor (1d4+2 fragments; 20 max); (5) most efficient heading from the Waystation to Londonia (+1 secret; +1 to Storm and Salt saves in the Murmuring Straits); (6) secret hold within the Murmuring Straits (+2 secrets; +1d Salt save while in the straits, see the Brothers' Bolt Hold below). PCs can disclose secrets to the brothers. Though they'll take anything, Tomfool desires racy love stories (1.5 XP per secret) while Reichart loves exciting sea tales (1.5 XP per secret).

Market: coal (x1.5 price, 2d20+10); foodstuffs (x2 price, 1d20+2); 1d10 random goods (normal variable price); sailors (x.5 price, 1d5+2), 1 in 8 chance of an officer, roll 1d6: (1-2) cook (+1d to Stone saves); (3-5) navigator (+2 to Salt saves); (6) first mate (coal consumption 1/2); 1 in 6 chance of rumor per 50 gp spent (1d3 fragments; 10 max).

Shipworks: The shipworks here is primitive, but the rat-men engineers can repair 1d10 hit points (max 15) for 100 gp per hit point. Spending more than 300 gp nets the party 1d5+5 fragments (max 10).

The swap bunks: 1 gp/rest period (8 hours); 5 gp (24 hours – max 2 days) – up to 4 bunks at a time.

The groghouse: 10 gp/hour of drinking and food (up to 10 characters); 1 in 10 chance of rumor per hour (1d4+1 fragments, 15 max). 1 in 6 chance of a brawl per hour (use pirate stats, all damage is subdual).

Granite shrine: A priest of Stone, Bixbite, maintains a shrine to all three Beings and lives on the Waystation with the Brothers (reaction DC 18 Salt save; wants: proselytize, stormflower tea, living stone). Allowing Bixbite to proselytize for an hour provides the party with 1d5+5 fragments (10 max). This doubles if the priest is provided with stormflower tea (technically a sin for the Stone priest). Otherwise, Bixbite knows the following, roll 1d6: (1-4) standard rumor (1d3+1 fragments; 10 max); (5) captain Thurgrim's last lover (1 secret, Merric Trask); (6) a minor ritual of Stone (spell check 12, provides +4 AC and +1d all actions against beings of Storm for 1 turn, requires a sacrifice of 100 gp [gold or goods] to the sea for each use, 1 secret). If the party comes to Bixbite with living stone, he impresses upon the party that they must deliver it to the Hyalite Temple on Opal Rock.

The Brothers' Bolt Hold

In their younger days, the Brothers Urich were accomplished smugglers. To avoid the Londonian tax skiffs, they often moved their goods through the Murmuring Straits and established a hold within a sea cave there.

If the party has been made aware of the hold by one of the brothers, they must spend a day searching the area indicated on the map and make a Salt save (DC 18), in addition to other navigation saves related to the straits to find it. A standard steamship can fit within the cave, though it's a tight fit (Salt save DC 15). A failure of 5 or more indicates that the ship has slammed into an obsidian obstruction, dealing 1d10 damage to the ship. The crew must spend another day getting the ship into position, as the unsteady currents of the straits have dragged the ship off course. A failure within 5 points indicates the ship slammed into the edge of the cave (1d6 damage) but ends up inside and safely moored. Finding the hold and successfully docking nets the party 1d10+10 fragments.

Within is a series of dry, empty caves where the brothers once held up awaiting better sailing conditions and storing their booty for better markets. A secret door in the back of one of the caves leads to a stairway down deep into the heart of the obsidian column next to where the cave resides. Here lies a secret basement where the brothers' left a single chest

carved and inlaid with the golden symbol of Nesish, the Beauty (a spirit of Storm). A spell check (DC 12) or a broker's read languages skill can decipher the rune. The chest is locked with a complex lock (DC 18) and trapped (DC 13 to find/disable, poisonous gas, DC 15 or lose 2d4 Strength per round until dead) and worth 100gp. Within are seven bars composed of living stone and a scroll with *patron bond* (Nesish), *invoke patron* (Nesish), and *cull the herd* (patron spell of Nesish). This discovery nets the party 2d10+10 fragments.

Sainy Rock

Sainy Rock is a sprawling stone island that rises to Mount Sainy — said to nearly touch the false stars. The island holds a variety of features, many beyond the scope of this adventure. The town of Thuber, the shrine of Storm's Gaze, along with a few locations are detailed below.

Thuber Bay

The bay in which the town of Thuber rests is clogged with black sea grass that glows greenish-blue in the light of a carbide lamp, requiring a guide to make it through the winding and treacherous path. Captains can chance passage without a guide, but it requires four successful Salt saves (DC 15) to reach Thuber's docks. On a failure, the ship is held fast and the seagrass begins to digest the metal of the ship's hull (2d4 damage per hour; ship Stone save DC 15 for half damage). Each hour, the captain may attempt to free the ship by burning 1 unit of coal and making a Storm save (DC 15). While the ship is held by the sea grass, the terror level rises by 1 per hour.

Several small tugs, slips, and other small vessels float near the entrance to the bay, signaling ships with their carbide lamps advertising guide rates. A guide can be hired with 2d100+50 gp (gold or goods). With a guide, the PCs ship arrives unharmed at the docks within an hour.

Thuber

Thuber is a sizeable town on a cliff overlooking a sheltered, but rocky bay. Docks: There are 1d5+3 other captains in the harbor, as well as Thuber's small navy (2 frigates, 4 corvettes, 10 steamships, and innumerable smaller vessels). The harbormaster's men exact a toll of 50 gp for docking and another 10 gp per person who enters the town. Inspectors accompany the men and confiscate any contraband, though they can be bribed (Reaction DC 15 Salt save; wants: intoxicants, gold, artifacts of salt).

Markets: coal (x3 price, 2d100+50); foodstuffs (x0.5 price, 2d100+50); 3d100 units of random goods (any, normal variable price); 1 in 6 chance of 1d6+1 mercenary marines with breastplates and spears (DC 9 Personality check; 5 gp each to hire); rumors are gathered per 50 gp spent in the market (1d3 fragments up to 30 total).

Lakes tannery and silk: Orlo Vain, a prim young dwarf, runs this establishment, specializing in leather and silk goods harvested from the concern's spidergoat ranches located outside of town. The finest leather goods may be obtained here — gloves, hats, boots, etc. For every 300 gp spent on goods, the PC gains a +1 to Personality checks (up to +3) while wearing the items purchased.

Orlo is a discreet vendor, rarely sharing information about his customers, though he can be persuaded (reaction DC 16 Salt save; wants: love stories, gold, demon's orchid). If a PC succeeds in sharing secrets in the form of a love story, Orlo is immediately made friendly, though up to 300 gp in coin or demon's orchid achieves the same result. Once done, he may reveal the following, roll 1d6: (1-4) general rumors (1d3+1 fragments; 10 max); (5) ritual requirements for Mother Luchea (see *Storm's Gaze* temple; 1d5+5 fragments); (6) the desires of the Harbormaster (1d4+4 fragments). If specifically requesting information about the gloves found in captain Thurgrim's cabin, he reveals that a cloaked figure purchased the gloves, refused to speak, and paid three times their value for the privilege (1d4+2 fragments) (see *NPCs or... So, What's the Mystery?*).

Quiescent teahouse: 18 gp/hour of drinking and food (up to 10 characters, 1d6+2 fragments per hour, 20 max). Each hour spent in the

teahouse, characters may make a Salt save (DC 15) to heal 1 point of Personality damage. 1 in 6 chance per day of encountering an NPC.

Sanctuary (inn): 4 gp/rest period (8 hours); 6 gp (24 hours); Accommodation includes food. 5 gp/hour of drinking and food; (1d3 fragments/hour; 6 max). 1 in 6 chance per day of encountering an NPC.

Sailors guild: Sailors (x2 price, 3d10+10), 1 in 4 chance of 1d3+1 officers, roll 1d6: (1) cook (+1d terror saves); (3) navigator (fix one location on the map if captain dies); (4) doctor (-1 crew lost per incident); (5) engineer (cruise/attack speed +1, burns extra half a fuel per day/encounter if used); (6) first mate (+2 to Storm saves); 1 in 10 chance per day of encountering an NPC.

Harbormaster Unctilious Pergeron runs both the harbor and the town. He is an irascible and suspicious old Salt that values his time and has little regard for foolishness. Once a tax collector for Londonia, he was many times thwarted by the Urich brothers and hates them with an abiding passion. He knows they kept a secret kip in the Murmuring Straits and becomes most pliable if provided with its location (reaction DC 20 Salt save; wants: intelligence on Londonia, location of the brother's bolt hold, secrets about the Waystation).

Pergeron controls access to the shipyards in Thuber. The party must complete some significant task for him before he'll allow them to shop there. Current desires:

- ✦ Bring back a scout from the Shale Shore, and be discreet about it. The rat-men are up to something and I must know what it is!
- ✦ Within the Greencap Forest it is rumored that a grove of true elm grows. It's true! A living fossil from the days above. I require a map to the grove. Bring back a sapling or two for confirmation, but do not, under any circumstances, harm any of the other trees.
- ✦ Within a thorn-choked canyon on the slopes of Mount Sainy lies the Cave of Salt — a shrine to one of Salt's spirits from ancient times, when only explorers plied these waters before we all had to flee here. One of these explorers, Jane Pim, disappeared seeking the shrine. I believe she found it! Bring back evidence and a map to the shrine.

Pergeron can provide the following information, if made friendly, and if specifically asked:

- ♦ Merric Trask is an agent of Thuber. He plies the seas in the Faint Heart, a peerless corvette. He docks in Thuber regularly, running cargo and passengers from somewhere far to the east (1d5+5 fragments).
- ♦ Lace, the agent of Londonia, is kept under careful observation. She typically is found in the Quiescent Teahouse, though she often travels to the Shale Shore in her secret dealings with the rat-men (1d10+10 fragments).
- ♦ A split between factions of Salt occurred a few months ago. Sister Marquet and Mother Ptarmine, both leaders within the cult here on Sainy Rock, argued and their adherents came to blows in the market. Both fled Thuber's justice. It's believed that Marquet found an artifact of Storm that threw her beliefs into disarray – something that Ptarmine called heresy. Marquet is believed to have retired with her few believers to the Greencap Forest, in Sainy Rock's interior. Ptarmine similarly disappeared, but none know where she went (3d10 fragments).

Pergeron accepts divulged secrets. He most values tales of terror (1.5 XP per secret divulged). He also purchases port reports: Waystation (100 gp), Stever's Hold (10 gp), Londonia (250 gp), Opal Rock (50 gp), Others (1d30+5 gp).

Shipyards (requires a writ from the harbormaster): Repair (50 gp/hit point; 1 day per hit point + 1d3 days); installation of components (200 gp; 1d4+1 days); deckgun, fine (x1.3; 1d3); carbide lamp, fine (x1.5; 1d6); torpedo nets (x1; 1d3-1); torpedo tube (x2; 1d3); torpedos (x1; 1d16 available); purchases used ship components for 10% of listed value.

Storm's Gaze

An open stone platform halfway down the cliff from Thuber houses the local temple of Storm. Luchea Madonarar, the high priestess, resides here with twenty odd priestesses dedicated to Rombard, the Sky Fire — a spirit of Storm (reaction DC 14 Salt save, -1d for obvious devotees of Stone; wants: living stone, captives, a rousing Storm tale, gold). Luchea is suspicious and greedy, but can be swayed with a rousing story where some spirit of Storm triumphs over hapless devotees of Stone. She wants living stone to perform a special ritual she's devised to summon servants of Rombard to do her bidding, though she also requires a few humanoid sacrifices to complete the spell. If made friendly, she offers lodging in the temple caverns for 2gp/day (maximum 4 days) including food and drink. In addition, her and her priestess may reveal the following (Personality DC 10 each day), roll 1d6: (1-4) standard rumor (1d3+1 fragments; 10 max); (5) Merric Trask's next stop in Thuber (1d4+4 fragments; 1d3+1 weeks); (6) the true identity of the Londonian agent, Lace (Mara Thurgrim, heir to captain Thurgrim's sizable fortune; 1d3+1 secrets).

Interaction with the lay priestesses of the temple may allow the PCs to recruit one, Latana Whitecloud. She is disillusioned by Mother Luchea's hardline policies and wishes to travel the Undersea to find other opinions. She can be recruited as a chaplain (a ship's officer) or as a henchwoman to one of the PCs (reaction DC 15 Salt save; wants: 150 gold, equal share of treasure; level 1 mad).

Greencap Forest

Greencap Forest clusters along the lower slopes of Mount Sainy and is named for the tall, woody greencap mushrooms that are prized as a substitute for wood, pulp, and other such products. Harvesting greencap is Thuber's chief industry — one that faces competition from the ratmen of Shale Shore. Becoming a greencap cutter is dangerous business, though — the forest crawls with funnel worms, tigerants, and the nearly invisible blue geckos. Redcap patches, sometimes miles wide, claim many a wanderer in the forest with their hallucinogenic and soporific spores. Finally, a few clans of painted men, savages that once inhabited many of the islands of the Undersea, call the Greencap Forest home.

Other secrets: sister Avela Marquet, a priestess of Salt, and a handful of her followers have come to the Greencap to set up a commune where they can explore connections to a spirit they call Anger — a being said to be most favored of Salt. Rumors persist that a grove of True Elm grows within the Greencap Forest. Should they be found, secrets regarding the fall from the surface and paths to return might be found.

Mount Sainy

The mountain rises thousands of feet above the rest of Sainy Rock and the surrounding dark sea. Faint traces of glowstone can be seen from miles away seemingly tracing the outline of the mountain. Its slopes, draws, and canyons are choked with thorny brush, and within it roam giant rock ferrets, thorn lizards, and the great hunting phoracus — a man-sized flightless bird and apex predator.

Secrets: rumored to be hidden in one of Mount Sainy's thorn-choked canyons, the Cave of Salt holds a shrine to an obscure Salt spirit. The remains of the ancient explorer Jane Pim is said to lie somewhere near the shrine.

The Shale Shore

The rat-men of Shale Shore have built a village on the tidal flats where they are said to offer ship repairs, exotica, and coal...lots of coal — their only trade with Thuber. In the hills above Shale Shore, the rat-men dig deep into the earth to extract the energy that drives what's left of civilization. Some say that the rat-men are also building an army underground and when completed, will sweep across the Undersea in an orgy of destruction and conquest.

The Ebon Plateau

On the northern reaches of Sainy Rock stands the miles wide and long Ebon Plateau. Said to be the home of salt demons — creatures that spend most of their lives beneath the Undersea, only to emerge for mating rituals that last for years — the plateau is also rumored to be the place

where lies the Shattered Temple, dedicated to the Great Warrior, an ancient god from man's time on the surface.

Other secrets: mother Lena Ptarmic, a high priestess of Salt is said to have commissioned an expedition to the plateau in order to locate the Shattered Temple. Why? None can say.

Opal Rock

Days from any other island and dangerously close to the Murmuring Straits, Opal Rock has long been an outpost of those dedicated to Stone. The island itself is composed of black stone embedded with raw opals that gleam, seemingly with their own fell light. Hyalite Temple, a cathedral dedicated to the Being of Stone, stands as ominous as a cadaver.

Galen Druthers, an ancient elven priest, oversees the temple along with innumerable children of various origins. Druthers is a tall, cadaverous creature, his left arm missing at the elbow and replaced with an opalescent stone forearm and hand (reaction N/A; wants: adult conversation, food supplies, current news). Anyone spending an hour with Druthers, typically at tea, discussing current news, or any topic of interest, find him pleasant and, frankly, starved for interaction. Anyone delivering living stone to Hyalite Temple gain a constant ally (see *The Brothers' Bolt Hold*). Characters wishing to share secrets with him must do it in the form of current news (2 XP per current news shared).

Though he's lived in this remote place since before memory, Druthers knows the following:

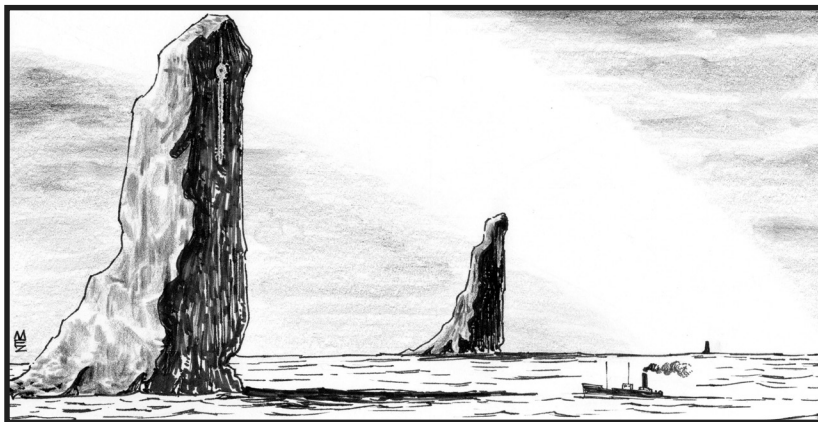
- ♦ Merric Trask recently confessed his continued love of captain Thurgrim. He sat with Druthers for an evening at tea, weeping for the way that they parted (1d10+10 fragments).
- ♦ The harbormaster on Sainy Rock is preparing for war. He's building a navy and recruiting rat-men soldiers to first take the Waystation, and then Londonia, itself! (1 secret; strategic information: Thuber).

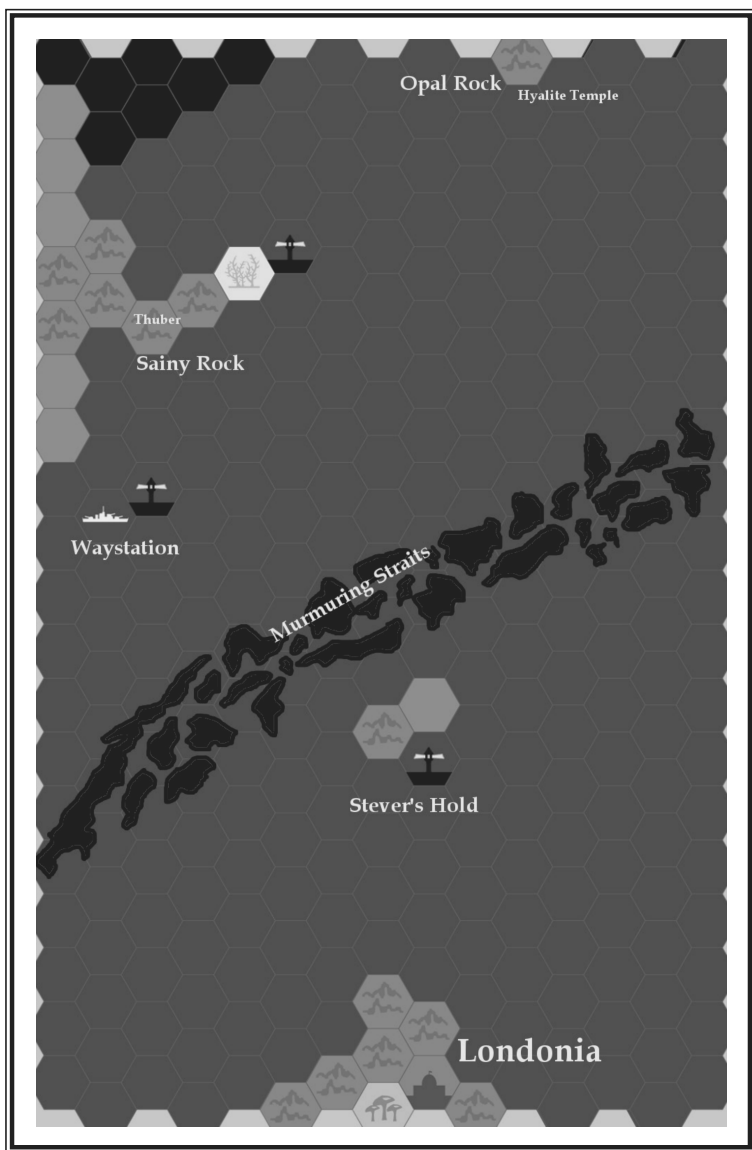
If living stone in any quantity is delivered to Hyalite Temple, the priest grants the party safe refuge any time they need it, a full coal bin and as much foodstuffs as they can carry (each time they request it), along with

1,500 gp (one time). Otherwise, Druthers offers neither lodgings nor units of food or fuel – those not resident at the temple must sleep on their ships.

The children raised here are orphans collected from across the Undersea, and each leaves Opal Rock upon reaching adulthood. There is a 1 in 10 chance per month that 1d3 of the resident children reaches adulthood and wishes to travel. They can be recruited as sailors or o-level hirelings (reaction DC 13 Salt save; wants: adventure, food and lodging).

NOTE: attempting to harvest opals from Opal Rock immediately brings the Curse of Stone (no save).





PLAYERS' MAP OF THE
 ✱ **DARK SEAS** ✱

APPENDIX M:

NPCS OR... SO, WHAT'S THE MYSTERY?

The mystery is that there's no set mystery. The judge has the con as far as who killed captain Thurgrim and who's the spy that's feeding Londonia false information. Is the Thuber Harbormaster building a navy to attack Londonia? Is he working with the Iron League? Are the rat-men of Sainy Rock selling inferior coal to the humans, while keeping the best coal for themselves, all in a plot to take over the Undersea?

Or is the Admiralty of Londonia consumed by paranoia? Motives, plots and players are up to the judge. Roll on the NPC and motive table to determine who killed the captain and who's spying against Londonia. And for continuing plots and motives, roll 1d14 three times and combine — then you can sprinkle clues however you wish.

ROLL	CRIME	NPC	MOTIVE
1	Assassination	Blain Worga	Greed
2	Espionage	The Admiralty	Fame
3	Murder	Lace	Revenge
4	Theft	Unctilious Pergeron	Will of the Beings
5	Sabotage	Merric Trask	Personal Power
6	Sedition	Sister Avela Marquet	Love
7	Treason	Galen Druthers	Protection of Life/Liberty
8	Anarchy	Mother Luchea Madonarar	Political Idealism
9	Corruption	Mother Lena Ptarmin	Protecting a Secret
10	Piracy	Orlo Vain	Pure Unadulterated Hate
11	Smuggling	Brother Bixbite	Personal Vendetta
12	Extortion	Tomfool Urich	Madness
13	Kidnapping	Reichart Urich	Jealousy
14	Robbery	Shark the Pirate Chief	Political Maneuvering

APPENDIX C:

CREATING CHARACTERS

Character creation for the Dark Seas campaign is generally the same as any DCC RPG game. The player starts with four o-level characters, that, after gaining 10 XP can level up to a character class. There are additional rules to add a Dark Seas flavor to the character and its experience in the Undersea.

o-Level Characters

Characters in Dark Seas gain the following:

- ♦ 1d4 hit points, modified by Stamina.
- ♦ A secret — this is a special secret, rolled on the secret table.
- ♦ A contact.

At o-level, characters begin with a background occupation, but have neither trade goods, nor weapons. They begin play press-ganged into the service of an Undersea captain at the behest of the Londonia Admiralty, striking out on some mission for the Crown. If necessity dictates, characters can scrounge knives, belaying pins, wrenches, and the like on any ship to defend themselves (1d4 damage max) or loot the bodies of their foes for additional weapons and equipment. They could trade their secret for a weapon or other equipment, as well.

NOTE: players choose their character's race.

ROLL	1d4	BACKGROUND
1		Street Urchin
2		Poet
3		Veteran
4		Priest
5		Natural Philosopher
6		Nurse
7		Night Mail Carrier
8		Pipefitter
9		Coal miner
10		Alchemist
11		Investigator
12		Boiler Mechanic
13		Officer
14		Mushroom Farmer

Replacing Lucky Rolls

Characters make two lucky rolls in Dark Seas using a d14 — one for a contact and one for a secret.

Contacts

Contacts are NPCs located somewhere in the Undersea. Once found, they provide certain benefits, such as a market for contraband, further contacts with other factions, and the like — essentially roleplaying opportunities. The character's Luck modifier applies to all interactions with the contact. If a contact joins the PC as a henchman, the PC gains the bonus listed (unaffected by Luck score/bonus). The bonus remains even if the contact dies or leaves the character's service. Contacts will not join a PC until she has reached 1st level. Should the character die, the contact could be inherited by another character, though not the bonus.

ROLL ID14	CONTACT	JOIN BONUS
1	Burly protector	AC +1
2	Sly scout	Awareness +1
3	Simpering sycophant	Personality +1
4	Fierce beadle	Salt +1
5	Self-important political hack	Initiative +1
6	Aging scholar	Intelligence +1
7	Creepy puppeteer	Hit points +1d4
8	Disgruntled pimp	Stone +1
9	Laconic guard dog	Stamina +1
10	Weepy novelist	Terror checks +1
11	Rattled survivor	Luck +1
12	Fanatical defender	Storm +1
13	Ne'er-do-well sibling	Hide/sneak +1
14	Flatulent domestic servant	Strength +1

Initial Secrets

A secret is just that — something that the character knows that drives them to seek out more dangerous knowledge. The secret gained by a o-level character is special. Like secrets found while exploring, the character must divulge it in order to gain an experience point. In addition, divulging the secret grants the character an additional boon, as described on the table below. When o-level characters die, their unused secrets may be passed on to other characters, though the inheriting character gains no additional benefit. Other than an alternate method for character advancement, secrets may be used to advance stories, divulged for advantage or coin, or hoarded and used to fuel powerful magicks (see *Secrets of the Dark Seas*).

ROLL	SECRET	BENEFIT
1	Map fragment	One location is fixed on the map.
2	Arcane journal	Gain one randomly selected 1st level spell.
3	Political pamphlet	Gain a second contact.
4	Memory of a distant shore	One random port is known to the character. +2 to checks while in this port.
5	Recurring nightmare	Terror saves +2.
6	Disturbing relic	All saves vs spells +2.
7	Strategic plan	Gain +2 to all ship actions.
8	Horrifying story	Character knows the location of a great treasure.
9	Pedantic guidebook	Gain +2 to one skill or ability (judge's discretion).
10	Last will and testament	Gain 1d100 gp.
11	Questionable deed & title	Character has lodging in a random port for free.
12	Damning legacy	Gain +2 to all saves vs poison and disease.
13	Racy novel	Gain +2 to Personality checks and Salt saves.
14	Dangerous manifesto	Gain +2 to all checks with shady NPCs.

Saving Throws

The Beings of Stone, Salt and Storm control everyone's fate, whether the PCs accept them or not. Skill, health, and luck are reflected in different sets of saving throws: Stone, Salt and Storm.

- ♦ **Stone (Fortitude)** – Stalwart physical characteristics allow sailors of the Undersea to resist disease, poisons, deprivation and other physical ailments. In addition to bonuses gained due to character classes, a character gains a bonus equal to their Stamina or Strength bonus (whichever is higher).
- ♦ **Salt (Will)** – Iron mental fortitude provides characters with the ability to survive the intense pressure of unending darkness and waters that hide lurking things. Salt is modified by a character's Intelligence or Personality modifier, whichever is higher.
- ♦ **Storm (Reflex)** – The rage of the Undersea strikes without warning. Quickness and luck aid a character in avoiding the attention of these entities, and in dodging other hazards the dark sea throws at them. The Storm save is modified by either Agility or Luck (whichever is higher).
- ♦ **Terror** – The Undersea is a place of darkness, isolation, and unfathomable depths that eat on its inhabitants' minds, bodies, and spirits. Certain situations require characters to make a terror save – which may be affected by Stone, Salt or Storm. On a failure (generally), the terror has overcome the character, usually draining Personality. Healing, rest, triumphs, and achieving certain goals erase the effects of terror – but still it lurks out there in the darkness and depths (see the *Terror* section under appendix S below).

Secrets of the Dark Sea

In a Dark Seas game, secrets are the equivalent of experience points, but also more. Characters gather fragments — notes, half-understood dreams, stories by a dying fire, knowledge from fighting a great beast and the like — which when collected, form a secret. It takes 10 fragments to form a secret. Characters gain fragments (and sometimes secrets) through exploration and interaction with the world. This could include combat, but more often, fragments are gained by discovering new islands, examining artifacts, speaking with sailors, officers, contacts, and other NPCs. Generally the characters in the party must split the fragments obtained, though at the judge's discretion, the discoverer may gain more.

Fragments, when compiled into a secret, take a specific form — typically physical objects, such as journals, rutters, charts, reports, artwork, or the like. Some NPCs prefer certain types of secrets which may grant PCs more than 1 XP per secret divulged. Additionally, certain secrets, when divulged to the wrong person, may get the PC in trouble — for instance, divulging intelligence on Londonia to the Iron League could get the PC hunted as a spy by the Londonian Admiralty. Additionally, in some cases, secrets divulged may earn the PC gold, favor, goods, or other benefits, as described in an NPC's entry.

Judges can roll a d14 on the chart on the following page, or choose the form of secret that assembled fragments take, depending on the PCs actions to obtain them.

ROLL	SECRET	NOTES
1	Port report	Basic report of the comings and goings, markets, and other mundane information. Applies to a specific, visited port. Some NPCs provide port reports for certain actions.
2	Strategic information/ intelligence	Specific report on a given place, person, faction, or other military significant subject. Applies to a specific subject. Some NPCs provide intelligence for certain actions.
3	Memory of distant shores	Memory is hazy, but for those stuck in a port, they love a good remembrance of the places visited faraway.
4	Charts and rutters	Though never completely accurate, captains hunger for knowledge about the Undersea, its beasts, and sanctuaries.
5	Haunting tale	A harrowing story of ghosts, beasts, and the uncertainty of the Undersea.
6	Love story	Sometimes, even in this hell, love finds a way.
7	Recent news	The scuttlebutt of ports and ships. Isolation drives a hunger for what's going on in the dark world.
8	Rousing sea tale	The life of an Undersea sailor is one of high adventure. Or at least, that's what the folks in port want to believe.
9	Memoir	A personal account of adventure, enlightenment, or sheer boredom. The port folk eat this up.
10	Memento	Crafted from the emotion of an event, interaction with a person or other being, mementos are carved, painted, forged trinkets that spark the imagination.
11	Trophy	The bone from a boneless whale, leather from a carnivorous porpoise, a missing ear, a scar... some trophy from a great fight to tell a tale over.
12	Uncertain treatments	Sailors on the Undersea find odd processes and cures – and everyone hungers for relief.
13	A move in the great game	The nation-states of the Undersea are locked in a dangerous game. Those on the sidelines often trade their knowledge of the latest moves...or speculation in the next.
14	Puzzling enigmas	Not all secrets have a revelation. Sometimes it's enough to try and puzzle it out with friends.

To divulge secrets to an NPC, the character makes a Personality check modified by the character's Salt bonus (DC 14). On a failure, the character gains 1 XP per secret divulged, but the NPC is generally unimpressed with the character (must re-engage the NPC for future interactions). On a success, the character gains 1 XP per secret divulged and the NPC grants a one-time boon (as per the judge — could be gold, ship's supplies, information, etc.). If a natural 20 is rolled, the character gains 1.5 XP per secret divulged and the NPC becomes a trusted ally. This may include some form of sponsorship, regular correspondence or other long-lasting benefit, at the judge's discretion.

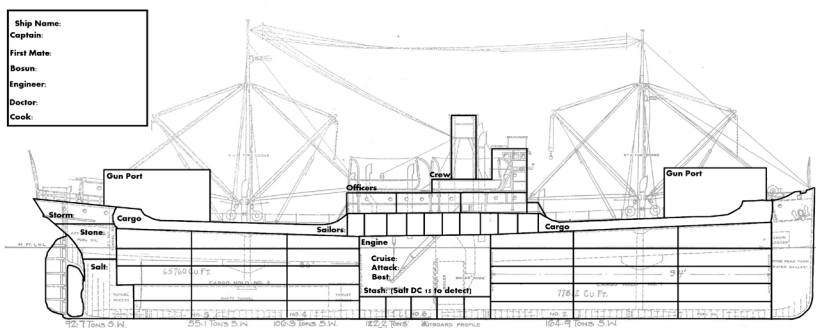
NOTE: some NPCs grant more than 1 XP for specific types of secrets. For instance, the Admiralty of Londonia may grant 2 XP for strategic information on the Iron League.

Secrets may also be used to fuel spells — including arcane or idol magic. When used in this way, each secret provides +1 to spell checks. When a spellcaster uses secrets to fuel a spell, however, they must make a Salt save (DC 10 + Secrets used + Spell Level). On a failure, the caster gains no experience from the action. On a success, 1 XP is gained for every 2 secrets spent. Judges may rule that the caster gains more or less depending on the situation.

Character Classes

The classes in a Dark Seas campaign are unchanged from those of a standard DCC RPG game. Wizards and elves (called the obscure) make deals with otherworldly entities in order to break reality in specific ways. Warriors and dwarves (called soldiers) charge the lines of the enemy, breaking their will and bodies. Thieves and halflings (called brokers) skulk and deal, avoiding direct confrontation in order to snatch secrets from those who would keep them. Finally clerics (called the mad) serve the very entities that all revere and fear.

At the judge's discretion, certain character classes may perform special abilities while aboard ship. For instance, a soldier may fire the deck gun with a deed die or the mad may perform spells to calm the crew's terror.



APPENDIX S:

STEAMSHIPS

More than a rusty conveyance, steamships are also characters in their own right within a Dark Seas campaign. Though o-level characters start out as simple crew — often attempting to survive their first mission to uncover secrets for someone more powerful than they — upon gaining 1st level, the party receives its own steamship.

NOTE: o-level characters suffer a -1d to all ship action dice. This includes saves, gunnery, and the like. Once characters reaches 1st level, they are proficient in the operation of the ship. An officer NPC manning a station removes the penalty.

Steamships have the following statistics:

- ♦ **Armor Class** — representing the plating and armor of the hardy steamship. Only heavy weapons can damage a steamship. All other attacks bounce off.
- ♦ **Hit Dice** — each steamship rolls its hit dice (d12) to generate hit points. When hit points are depleted, the ship is destroyed. Each time the ship loses hit points, it also loses 1d3 crew in one of its stations.
- ♦ **Movement** — ships have two types of move: cruise and attack. Cruise movement is measured in 50 mile hexes. Combat movement is measured in 50' hexes. Note that ship's also have a facing — which determines firing arcs for weapons.

- ♦ **Crew** – all steamships require a crew to run its various systems (see below for details).
- ♦ **Stone** – this value is used to modify skill checks and saving throws related to the physical composition and hardness of the ship. Instances such as fire, explosions, collisions and the like use this bonus.
- ♦ **Storm** – the steamship barks fire and death upon its enemies while it churns through the dark waters of the Undersea. This value is used to modify skill checks and saving throws related to the weapons and engine (maneuverability and speed). The bonus is applied directly to attack rolls and damage with ship's weapons.
- ♦ **Salt** – plying the Undersea requires awareness and spiritual fortitude. Salt modifies skills and saving throws related to spotting, listening, and the ability to resist terror of the crew.

Steamships may be modified at any shipyard to increase its statistics, add additional weapons, armor, and the like, in addition to repairing damage.

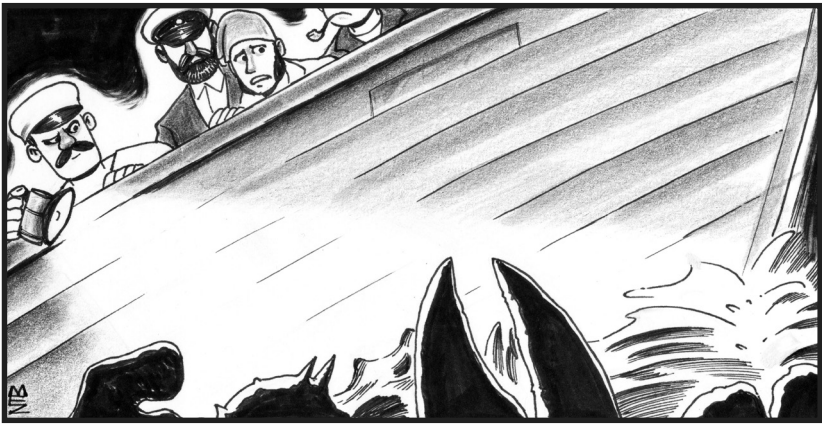
Crew

Crew are essential to the operation of the ship, and each of the ship's systems have a maximum and minimum crew value, as well as a maximum crew value for the whole ship. At minimum crew, a ship's system suffers -1d to all checks. For instance, if a ship's deck gun requires a minimum of 3 crew, it suffers a -1d to attacks when 3 crewmembers man this station. Additionally, a minimum crew in the engine room reduces the ship's speed (cruise and attack) to half. If a station does not have minimum crew, that system is disabled. Each time the steamship takes hit point damage, the ship also loses 1d3 crew in one of the stations.

Officers are crewmembers, but do not count toward the minimum/maximum to operate the ship. Most ships can have up to three officers. Typical officers, such as engineers and doctors, provide a +1d bonus to the respective steamship attribute — Stone, Storm or Salt. Others provide bonuses to other aspects, such as terror, armor class, or the like. When the ship falls below the minimum crew level, an officer is killed each time the ship takes further damage. Officers and crew never leave the ship.

Example Crew Types and Cost

CREW	ROLE	BASE PRICE
Sailor	General ship crew used to man stations.	20
Engineer	+1d to Storm saves.	200
Engineer	Cruise/attack speed +1; burns extra half a fuel per day/encounter if used.	250
Doctor	Heals 1d6 damage/day.	200
Doctor	-1 crew lost per incident.	300
Cook	+1d to Stone saves.	200
Cook	+1d terror saves.	150
Navigator	+2 to Salt saves.	300
Navigator	Fix one location on the map if captain dies.	400
First mate	Coal consumption 1/2.	350
First mate	+2 to Storm saves.	300

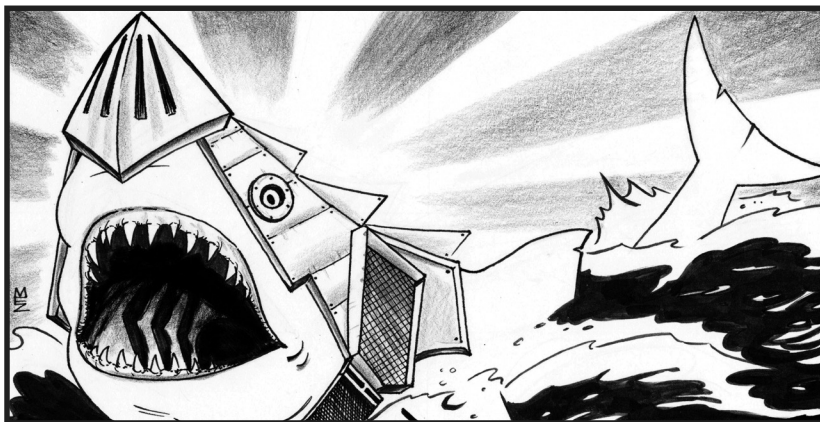


Steamship Terror

Terror is not just a character mechanic. On a steamship, this represents the terror of the crew. Many things may raise the Terror level on a steamship — running from a fight, shortages of fuel or food, encounters with entities of Stone, Salt, and Storm (though some of these may *reduce* terror). Terror runs from 0 - 10, with causes and effects broken down as below.

TERROR LEVEL	STATE OF CREW	EFFECT
1	Serene	Consume 1 supplies/day.
2	Wary	Consume 2 supplies/day.
3	Wary	As above.
4	Nervous	As above; ship Storm saves at -1d.
5	Nervous	As above; ship Stone saves at -1d.
6	Fearful	As above; ship Salt saves at -1d.
7	Fearful	As above; ship speed halved.
8	Haunted	As above; crewman lost each day.
9	Haunted	As above; officer lost each day.
10	Crazed	The crew mutinies.

TERROR CHANGE	CONDITION
reset to 5	Within 1 hex of Londonia.
-1	Landing in a safe port; each day spent in port.
-1	Casting blessing on the ship with a result of 20+.
-1	Defeating an enemy at sea.
-1	Fed fancy rations.
-1	Given grog/vudka/spirits.
1	Run from an enemy at sea.
+1/hex	Running without a carbide lamp.
+1	Any damage/crew loss taken during battle.
+1	Each day spent in the Murmuring Straits.
+1	Each day spent immobile at sea.
variable	Each "weird" event.



Resources and Movement

When a ship is at sea, running at normal speed and using its carbide lamp, it uses 1 unit of coal per hex. Ships can run without their carbide lamp — when doing so, the ship only consumes $\frac{1}{2}$ a coal unit per hex, but there are terror effects on the crew. Each time a ship engages in combat, it uses an additional unit of coal.

A ship can run at high speed, either when cruising or attacking. In such cases, it consumes 2 units of coal (per day for cruise speed, per combat encounter for attack speed), and travels $1\frac{1}{2}$ its normal speed. Doing so is dangerous, however. Each day that a ship travels at high cruise speed, or each round that it travels at high attack speed, the ship must make a Storm save (DC 10+1 per day/round). On a failure, the ship's engines overheat, and the ship cannot move. When cruising, this lasts for an entire day. When in a combat encounter, the ship is immobilized each round until the save is made, however the ship can make no further progress that day when the combat encounter is over.

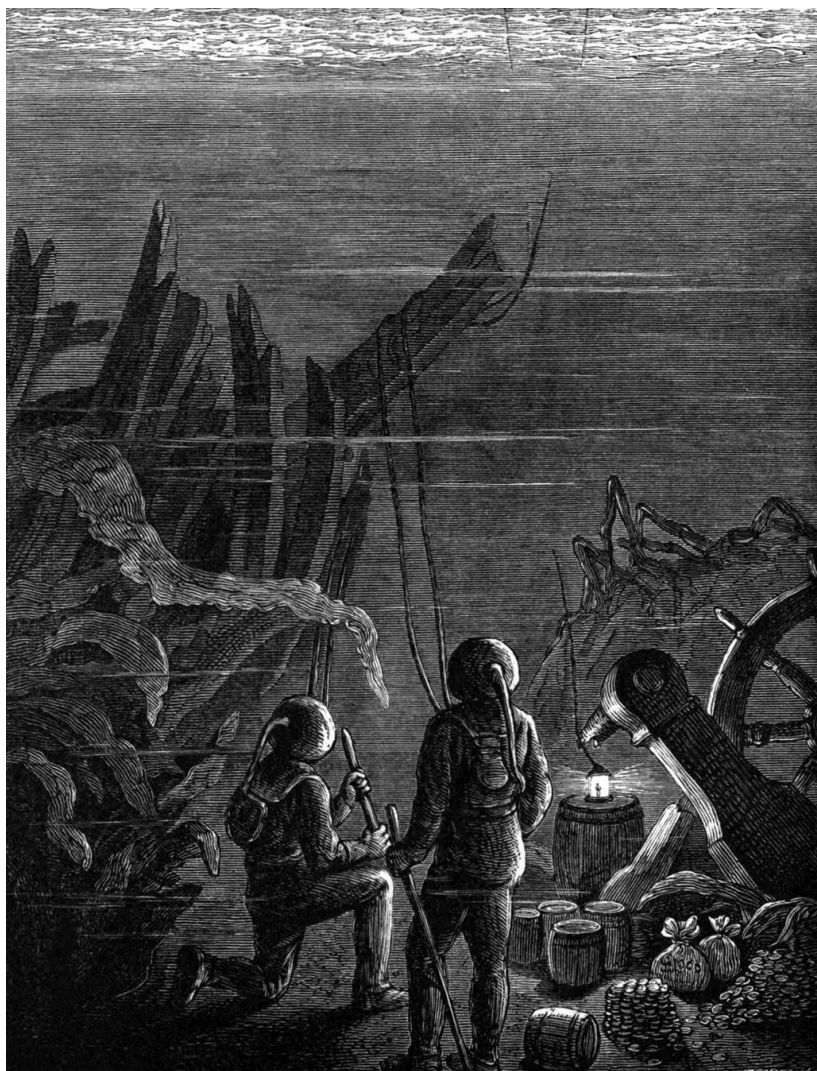
A ship's crew (including the PCs) consume 1 unit of food each day, under normal conditions.

NOTE: Ship terror levels can affect food consumption.

APPENDIX W&E:

WEAPONS & EQUIPMENT

Dark Seas is set in a fantasy Victorian/Lovecraftian post-apocalyptic place where society has retreated underground to a vast, unfathomable sea. Equip accordingly.



ROLL	WEAPON	DAMAGE	RANGE	NOTES	BASE COST
1	Carbide lamp, common	2d6	50/100/300	Damage dice explode.	300
2	Carbide lamp, fine	2d6	25/50/100	Damage dice explode.	150
3	Deck gun, common	2d6H	100/250/500	Large damage; damage dice explode.	1,500
4	Deck gun, fine	N/A	250		800
5	Engine, common	3d6H	200/400/800	Heavy damage; damage dice explode.	3,000
6	Engine, fine	N/A	600	Initiative and attack +1.	1,600
7	Musket	1d6H	100/200/400	Heavy damage; damage dice explode.	1,000
8	Pistol	2d4H	200/350/600	Heavy damage; damage dice explode.	1,400
9	Rear gun, common	N/A	N/A	Requires torpedos.	1,800
10	Rear gun, fine	3d6H	300/500/1000	Seeking; heavy damage; damage dice explode; +1d4 crew killed on successful hit.	500
11	Rear gun, flensing	N/A	N/A	Deflect up to 50 points of torpedo damage; ablative.	1,100
12	Torpedo, common	N/A	4 hexes	Consumes 1 fuel.	3,000
13	Torpedo gun	N/a	6 hexes	Consumes 2 fuel.	6,000
14	Torpedo nets	2d4H	50/150/300	Only damages living targets; kills +1d4 crew per successful hit.	900

Weapon Damage

Firearm damage, including explosive damage from ship's guns and torpedoes, "explodes," meaning that if the highest result on a die is rolled, the die is rolled again and the totals are added to the previous roll(s).

Some targets such as ships, giant creatures, and the like, can only be damaged by heavy damage. If a character or other relatively normal-sized creature is struck by a weapon that deals heavy damage, the damage dice are trebled. Normal firearms may harm creatures that can only be injured by heavy damage — each 10 points of normal damage deals 1 point of damage to a giant sea creature. Ships and other vehicles may not be harmed by normal firearms.

Ship Weapons and Equipment

Ship weapons require 1 full round to reload each time they are fired with any number of crew above the minimum at the weapon station. With minimum crew, reload requires 1d4 rounds. Torpedo launchers require ammunition (torpedoes) in order to properly function — the launcher system and all ammunition carried takes up 4 cargo space units. Other weapons' ammunition are considered included in ship's supplies. A weapon that lacks a crew may not be reloaded.

Deck guns and rear guns have a firing arc — 180 degrees. Outside of this arc, targets may not be engaged. Torpedoes will home on their targets regardless of the arc fired from — though most torpedo launchers face front.

Goods and Cargo

Cargo is measured in cargo units, consisting of enough weight, bags, crates, etc to fill one cargo space on the ship. Prices of goods vary according to the port and the PC that's attempting to deal for them.

Goods Table

ROLL 2D5	TYPE
2	Contraband
3	Luxury goods
4	Medicinal goods
5	Commodity
6	Commodity
7	Commodity
8	Medicinal goods
9	Luxury goods
10	Arcane goods

Commodities

Everyday materials for building, food, and general convenience. Officers cost 10x the price of regular sailors.

ROLL 2D6	COMMODITY	USES	BASE PRICE
2	Alkaline grass cakes	Food base; commodity.	5
3	Blubber	Used for lamp oil.	10
4	Saltwood	Building commodity.	10
5	Greenstalk	Building, paper commodity.	10
6	Coal	Fuel the ship.	10
7	Food	Fuel the crew.	20
8	Vudka	Distilled spirit of seven petal.	10
9	Cherry bulb Coffee	Food commodity.	20
10	Greencap	Food commodity.	10
11	Icestalk	Food commodity.	10
12	Seven petal	Mild intoxicant; used to make vudka.	20

Luxury Goods Table

Luxury goods are rare and valued by those of the Undersea. Note that carrying more than one cargo unit of Abovegrass is considered contraband by most port authorities, due to its unstable arcane applications (see the *Arcane Goods and Contraband* sections below).

ROLL 2D5	LUXURY GOOD	USES	BASE PRICE
2	Furs	A luxury.	100
3	Ice	A luxury; must be delivered in 1d4+1 days or lost.	100
4	Wobble thrush feathers	Women's fashion.	50
5	Icecap	Luxury food.	30
6	Saint's grain	Luxury food; mild intoxicant.	50
7	Ebonwood	Luxury building/crafting material.	80
8	Stormflower	Heavy intoxicant; typically distilled with alcohol.	60
9	Ambergris	Perfumes; incense.	150
10	Abovegrass	Luxury food; also arcane applications.	150

Medicinal Goods Table

Medicinal goods are bulk items used to create potions, medicines and other tinctures. Creating these items requires knowledge, equipment, and at least 1 cargo unit of the substance — which when created grants the bonus listed.

ROLL 2D4	MEDICINAL GOOD	USES	BASE PRICE
2	Yellowcap	+1d to Stone saves.	200
3	Brightgrass	Reroll Storm save 1/day.	100
4	Ebony flowers	+2 to lay on hands.	50
5	Saint's grass	+2 to Salt saves.	50
6	Icecap	+2 to idol magic spell checks.	50
7	Ivory flowers	Relieves ongoing ailments (1d4 days).	100
8	Saint's flower	+1d to any save against disease.	200

Arcane Goods Table

These substances are used to create certain potions that boost arcane spell abilities. The raw substance has little effect on the user. All arcane goods are considered contraband (see *Contraband* below).

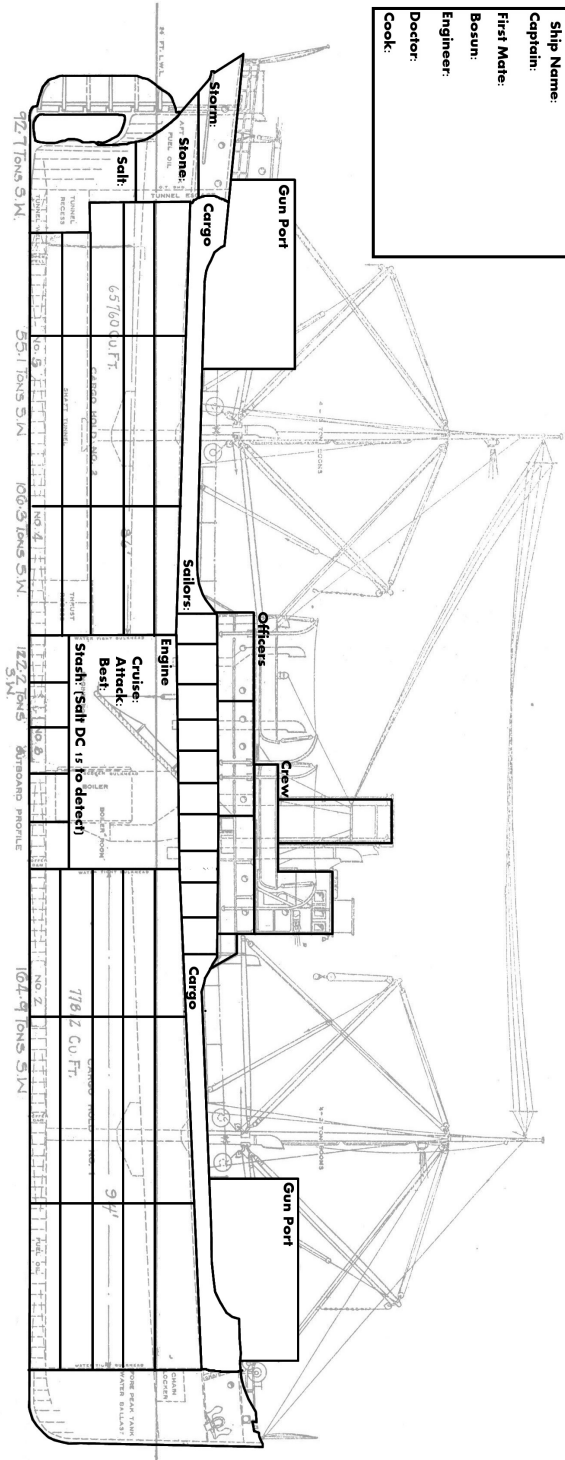
ROLL 2D3	ARCANE GOOD	USES	BASE PRICE
2	Abovegrass	+1d to spell checks.	150
3	Sight stone	+1d to scrying and far seeing spell checks.	100
4	Soulwood	+2 to spell checks.	100
5	Deepflower	+1d to mind-affecting spell checks.	100
6	Singing kelp	+2d to any spell check.	200

Contraband Table

Outlawed in most ports, contraband is likely to be seized and the ship's captain and crew jailed or fined for possessing it.

ROLL IDIO	CONTRABAND	USES	BASE PRICE
1	Singing kelp	Mild luxury intoxicant; arcane applications.	200
2	Abovegrass	Arcane applications.	150
3	Sight stone	Arcane applications.	100
4	Soulwood	Arcane applications.	100
5	Deepflower	Arcane applications.	100
6	Bright Salt	A mild luxury intoxicant.	100
7	Redcap	Mushroom cap (poison).	100
8	Velstalk	Highly addictive drug; typically dried and smoked.	100
9	Velcap	Highly addictive drug; typically dried and smoked.	150
10	Demon's orchid	Highly addictive drug; typically distilled with other compounds and injected.	200

Ship Name:
Captain:
First Mate:
Bosun:
Engineer:
Doctor:
Cook:



SAMPLE SHEET

✧ STEAMSHIP ✧

DARK
SEAS

Name:

AC

HP

mod

Strength

--	--

Agility

--	--

Stamina

--	--

Personality

--	--

Intelligence

--	--

Luck

--	--

NOTES

RACE

OCCUPATION

ALIGNMENT

SECRET

CONTACT

SPEED

	INIT		EXP	
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Saves

STONE

STORM

SALT

TERROR

WEAPONS

EQUIPMENT

DARK
SEAS

Name:

AC

HP

mod

Strength

--	--

Agility

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STORM

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SALT

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TERROR

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WEAPONS

EQUIPMENT

DARK
SEAS

Name: _____

AC

HP

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Strength

--	--

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--

STORM

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SALT

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TERROR

--

WEAPONS

EQUIPMENT

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MONSTERS AND PATRONS OF PANDEMONIUM

VOLUME 5 OF EIGHT BOOKLETS

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AGENTS OF EGRIS

by Aaron Robinson

These were once mortal men. After years of servitude in the Cult of Egris, they have become warped and disfigured creatures, often enhancing their own anatomy with the diabolical, bio-mechanical devices bestowed upon them by their overlord as favours. These augmentations often take the form of strange, bird-like appendages and limbs; tributes to the avian form of their tyrannical overlord.



Artwork by Aaron Robinson

The cultist live in large, hive-like structures built from trees, brambles and other foliage. Using the strange shears they carry, Agents of Egris fashion weird and impenetrable topiaries. These dense fortresses are embedded within dark woods and forests, their tortured and mutilated forms seemingly defying the laws of the physical world. The cruel and wicked architects then scour the surrounding lands for humans to enslave and incarcerate within their labyrinthine dwellings.

When they have enough captives, the Agents begin to create an enormous nest at the heart of their citadel. During a horrific ceremony, the demon 'Egris' is invoked, and appears as a huge, glowing, glabrous baby bird. As it shrieks to be fed, embryonic eyes rolling behind membranous skin, the prisoners are thrown one by one into the gaping maw of the giant nestling's mouth. As the bird feeds and squeals, foul demonic energy crackles into the crowd. Weird transformations known as the Favours of Egris are bestowed upon the baying mob in return for the glut of souls Egris has gorged upon. At any one ceremony, a small number of prisoners will be spared the fate of the many. Unfortunately for them, the corrupting magic of Egris will have transformed them forever. Forgetting their previous lives, they too become Agents, swelling the ranks of the nest, undertaking a lifetime of servitude to the foul demon and it's army of underling feeders.

Agents of Egris: *Init +2; Atk shears +1 melee (1d6); AC 13; HD 1d8+1; MV 30'; Act 1d20; SP spider climb (+4 spell check), +1 bonus to dice rolls in nest; SV Fort +0, Ref +2, Will +0; AL C.*

In combat, Agents of Egris will try to tip the odds in their favour by attacking in numbers and with the element of surprise. Although they have a variety of forms and physical enhancements, they are generally nimble and sneaky - likely to withdraw to terrain that favours them if the battle is not going well. If they are fighting within their own nest, they receive a +1 bonus to all rolls as the weird architecture gives them the edge over intruders. This is a strategy they will sometimes employ to overpower larger parties that have strayed close to a nest. Agents are also able to cast the spell spider climb to aid them in combat and accounting for some of the physically mind-bending structures they are able to create with their shears.

WANDERING MONSTER!



Artwork by Larissa Caplan

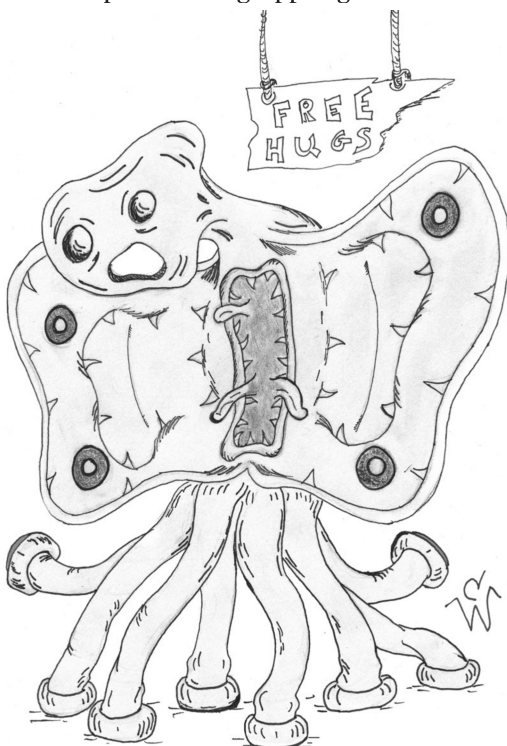
AMPLEXTOR

by Clayton Williams

The amplexor is a monster found in the first level of Pandemonium, Pandesmos. They are usually encountered in groups of 3-6, adhering to cave walls using suction cups at the bottom of their legs. Amplexors blend in with rocks especially well in low light conditions causing adventurers to rarely see anything but a face of horror and agony before it attacks.

Amplexor: Init +2; Atk grapple +5 melee (1d3; DC 14 Strength check to break free) or consume +5 melee (1d8 acid damage, DC 15 Fort save or 1d3 Stamina loss); AC 15/13 (higher in low-light); HD 3d10; MV 10' or fly 30' (double when diving); Act 1d20; SP life drain; SV Fort +4, Ref +1, Will -2; AL N.

Amplexors are attracted by light sources, and when attacking, will swoop down and attempt to grapple targets carrying a light such as a torch or lantern, wrapping the unsuspecting adventurer in its large, claw-like wings. If it misses, it will glide around for another pass. After grappling for a round it will begin to suck the life force from a victim, automatically draining 1d2 from a random attribute and causing 1d3 damage. If any attribute drops below 8 as a result of life drain, it will attempt to consume the weakened victim on the next round.



Artwork by Clayton Williams

SOFA SIREN

By Penny & Dylan Spaniel

Sofa Siren: *Init +4; Atk proboscis bite +4 melee (2d6) or fleshy appendage slam +3 melee (1d10) or emotional manipulation +4 ranged (1d12 Personality damage, range 25'); AC 13; HD 5d8; MV 30'; Act 1d20+1d16; SP charm person, sleep (spell check +4); SV Fort +4, Ref +4, Will +4; AL C.*

Sofa sirens are ancient shapeshifters having a common ancestry with similar creatures that surround themselves in treasure awaiting careless adventurers to greedily stumble into their traps. Being a pragmatic creature, the sofa siren prefers to surround itself in comfort and leisure, far away from the axes and blades of armored adventurers. A sofa siren will sometimes inhabit a brothel or similar house of ill repute by taking the place of the proprietor. However, they have been known to inhabit abandoned buildings in city slums, luring in unsuspecting passersby with their seductive aura.

The sofa siren appears as the person or thing most emotionally significant to those beholding it. Typically, this will be a lost love on a couch wearing comfy clothing, but some have reported seeing childhood pets, toys, or parents. Upon entering the chamber of the Sofa Siren, players will be overwhelmed with the need to take it easy. Merely seeing the sofa siren incurs an immediate DC 20 Will save to see through its psychic disguise. The sofa siren will not attack outright, but rather attempts to lure victims to “sit down and relax” patting the comfy couch cushion next to them invitingly. If engaged in conversation the siren will attempt to appeal to the weariness and emotional fragility of their intended victim, placating them with sweet words and invitations to cuddle.

If the target falls prey to the siren’s tricks and sits on the couch, he must immediately make a DC 15 Will save. Should he fail, he will be emotionally ensnared by the siren and refuse to act against it. If other characters attempt to intervene, the affected PC will resist with the siren encouraging them towards violence. If the save is made then the psychic disguise fails, revealing the sofa siren for what it truly is.

When the jig is up, the sofa siren reveals its true self. The comfy woman sitting on the couch splits in two revealing a fleshy, fanged proboscis dripping with saliva, while the couch unfolds into a twisted body with

chitinous and segmented legs that extend from underneath and eyes that bulge from the arm rests on thick veined stalks.

When combat begins, the sofa siren emits an aura of emotional manipulation that shrivels the personality of the targets. The sofa siren has two action dice each round and will emit a manipulation aura once per round using either of the action dice. Personality lost to the manipulation aura heals as normal unless the target falls below 0 Personality, in which case the creature falls under the emotional control of the sofa siren. Its mind is subject to complete control, indefinitely, until the sofa siren is killed. A sofa siren can control creatures totaling up to 50 points of Personality in this manner (i.e., a target with starting Personality of 10 counts as 10 points when reduced to 0 and taken over).



Artwork by Dylan Spaniel

If the PCs prevail against the siren and search the body, they will find 2d20 cp, 1d16 sp, and 1d10 gp. along with one randomly determined item from the following table:

d24 Found Item

- 1 Shot glass
- 2 Sock
- 3 Small bowl
- 4 Small toy horse
- 5 Pair of spoons
- 6 Dirty magazine
- 7 Pair of glasses
- 8 Black rectangle with rubbery buttons
- 9 Copper ring
- 10 Rusty horseshoe
- 11 Pencil
- 12 Scarf with tassels
- 13 Small mouse
- 14 Metal belt buckle that says "STUD"
- 15 Bottle of very strong whiskey
- 16 Drinking horn
- 17 Deed to a house in the closest town
- 18 Fishing lure shaped like a frog
- 19 Engraved silver ring
- 20 String of pearls
- 21 Old cookbook
- 22 Bronze key
- 23 Small silver chest containing 2d6 gems worth (50gp)
- 24 Magic wand that when waved vigorously shoots rainbows and sparkles

WANDERING MONSTER!



Artwork by Larissa Caplan

CULMENTHDOR THE SUNDERED

By Colin Mills

Culmenthdor was once a being of curious power, any creature he mortally wounded became part of him, increasing his strength, mass, and abilities. Consumed by an interminable bloodlust, Culmenthdor burned through the planes, devouring all in his way, until his existence proved to be a threat to powers far greater than he.

The ancient gods found that Culmenthdor could only be permanently reduced in power by separating parts of his mass from his main body. In an act which sent ripples of planar distortions cascading through the cosmos, Culmenthdor was rent into atomic pieces and scattered to the stars. The threat he posed effectively removed for the time being, Culmenthdor passed from memory. Over time, Culmenthdor's fragments have sought life, and the power to combine his pieces until he can return to consume once more.

Invoke Patron check results:

Roll	Result
12-13	The caster fails to lure Culmenthdor's strength into himself long enough to harness it. The demon's passing attention grants them +1 AC and +1 max hp per CL for the next minute.
14-17	Culmenthdor momentarily draws close to the caster, leaving a fleeting corruption. The caster's Strength is increased, receiving an extra +1 to melee attacks and damage. In addition, the caster receives the bonuses granted by the lesser spell check, which last for 1d4 minutes. In exchange, the caster's Personality and Luck are each reduced by 1d4 for one hour.
18-19	A fragment of Culmenthdor's power clings to the caster, imbuing them with a foul blessing. For the next 1d4 minutes, the caster's natural attacks received from patron taint or attacks with the blood fang spread tiny parasites which take control of the victim's bodies. Those damaged must make a Will save against a DC 10+CL+damage received or fly into a berserk rage for 1d4 rounds, attacking everyone nearby. If two targets are closest, they always attack enemies of the caster first.

- 20-23 Culmenthdor's hunger saturates the caster, granting an unending hunger for corruption. For the next turn, the caster may expend stored life essence points to replenish their health on a 1-for-1 basis. The price for this gift is a rapid deterioration of the caster's mind. Each time the caster uses life essence to restore their health, they receive one point of permanent Intellect, Personality, or Luck damage. If one of the caster's mental attributes is reduced to 0 during this time, their body is absorbed into Culmenthdor in an explosion of writhing flesh.
- 24-27 The caster's petition is heard and answered. The caster immediately receives patron taint, and for the next hour, the caster is transformed by Culmenthdor's woeful presence. The caster's damage dice from attacks using the blood fang or the caster's natural attacks received from patron taint are increased by 1d. She may use this damage to heal herself, as described above, with the same deleterious side-effects. Additionally, the caster's AC and max hp are increased by 1 per CL, and the caster's Personality and Luck are decreased by 1d4 each.
- 28-29 Culmenthdor's presence warps the caster in unspeakable ways. The caster receives all the effects in the entry above, and also receives the benefit of an additional clawed tentacle attack, which deals 1d8+Strength modifier damage but does not add to the caster's essence pool. Enemies killed by this attack rise in 1d4 rounds as a thrall of Culmenthdor, which attacks all living creatures in the area in an attempt to spread Culmenthdor's influence. These thralls remain for 1d4 days before being reabsorbed by Culmenthdor. Thralls created by these effects retain the same stats they possessed in their former lives, but lose all spellcasting abilities.
- 30-31 Culmenthdor reaches through the caster, feeding upon the caster's enemies directly. All enemies within 100' receive 1d6/CL damage. Creatures slain by this damage rise in 1d4 hours as thralls of Culmenthdor. These thralls claim allegiance only to Culmenthdor, seeking only to spread his influence. They, and all thralls they create, are reabsorbed into Culmenthdor 1d6 days after this spell is cast.
- 32+ Culmenthdor reaches through the planar barriers to feast upon the caster's world, with the caster as its focus. The caster receives the two effects listed above, and after 1d6 days pass, must make a Fort save against DC 15+CL or also be absorbed by Culmenthdor.

Patron Taint: Culmenthdor

Culmenthdor ever hungers and seeks to rejoin his scattered flesh. An acceptable alternative to this goal is to use those casters which call upon his powers as extensions of his will, slowly twisting them until they are remade in his image.

Roll	Result
1	Image of Culmenthdor. The first time this taint is rolled, the caster's skin crawls, and turns to writhing flesh. When rolled a second time, the caster's hair falls out and thorny tentacles grow from her head in its place. When this taint is rolled a third time, the caster's facial features are no longer discernible and her anatomy is obfuscated. At this point, the caster's body has become so alien, critical hit rolls against her are reduced by -1d, but fumble rolls are increased by 1d.
2	Form of Culmenthdor. When this taint is rolled the first time, the caster's fingernails grow into claws. These claws deal 1d4 physical damage, and the caster can attack twice each round with them as per the two-weapon attack rules (DCC rulebook page 94). When the taint is rolled a second time, the caster's mouth grows fangs which deal 1d6 damage. This bite attack may be used as a free attack if two consecutive claw attacks hit against same target. The third time this result is rolled, barbed tentacles sprout from the caster's shoulders. When struck by these tentacles, the target must make an opposed Strength check or be held by the caster.
3	Culmenthdor's hunger. The first time this result is rolled, the caster can only eat meat for sustenance. The second roll of this result further changes the caster's diet, and meat eaten must have been freshly killed within the past 24 hours. The third roll of this result indicates the caster must consume flesh from the living. Any deviation from this strict diet causes the caster to vomit profusely, temporarily losing 1d4 Stamina. This Stamina loss heals at the normal rate.
4	Enemies of Culmenthdor. 1d6 agents of law hunt the caster, their level equal to the CL+1d4. The second time this result is rolled, planar forces hunt the caster, their total HD equal to the CL+2d6. The third time this result is rolled, a rival patron intervenes and sends their most powerful champion to hunt the caster's party relentlessly.

- 5 Mind of Culmenthdor. Each time the caster receives damage, they must make a DC 10 Will save or enter into a berserk rage for the next 1d4 rounds. Additional rolls of this result reduces the die used for this check by -1d and increases the duration by 1d4 rounds. If the caster is in a berserk rage for more than 10 rounds, their mind is lost to Culmenthdor's rage and must feed on all living flesh they encounter for the rest of their days.
- 6 The inexorable returns. Another piece of Culmenthdor reaches into the world, whose touch creates 10d10 thralls of Culmenthdor who sacrifice their flesh to the ever-hungry demon. The second time this result is rolled, Culmenthdor creates a permanent beachhead, guarded by his many mouths and spined tendrils. The third time this result is rolled, Culmenthdor's minions have assembled enough of their dark master to threaten the world. He may travel freely, if slowly, upon the mortal plane, consuming all he comes across.

Spellburn: Culmenthdor

Culmenthdor is ever-hungry and desires to incorporate all flesh into itself. When a caster utilizes spellburn, roll 1d4 and consult the table below, or build off the themes of this patron to create spellburn events which better fit into your campaign.

Roll	Result
1	Culmenthdor accepts the caster's offering of stored life essence. The caster gains 1 point of spellburn per 2 points of life essence sacrificed.
2	Culmenthdor drinks greedily of the caster's offering, and of the caster. The caster gains 1 point of spellburn per point of life essence sacrificed, but loses 1 point of a random physical stat per 2 points of life essence sacrificed.
3	Culmenthdor mistakes the spellburn as a willing offering. The caster gains 1 point of spellburn per 2 points of life essence sacrificed, but also loses 1 point of a random physical stat per 2 points of life essence sacrificed. In addition, the caster loses the ability to spend life essence on spellburn attempts for the rest of the day.

- 4 Culmenthdor responds to calls for power with relish. The caster receives 1 point of spellburn per point of life essence sacrificed, but requires the caster to collect an equal amount of life essence within the next 24 hours. Failure to do so results in the caster having their own essence drained by Culmenthdor, receiving 1 point of physical attribute and hit point damage per point of life essence required. If this reduces the caster to 0 hit points, the caster's body is ripped from their current plane and devoured entirely by Culmenthdor.

Patron Spells: Culmenthdor

Culmenthdor grants three unique spells, as follows:

Level 1: Demonic Thirst

Level 2: Spatial Artery

Level 3: Madness of Blood

Demonic Thirst

Level: 1

Range: See result

Duration: See result

Casting time: 1 round

Save: Fort save vs. spell check

General: Demonic thirst invokes Culmenthdor's insatiable hunger and uses the caster as a vessel through which their vile master can feed. In exchange, the caster is benefitted by this dark feast with a portion of the harvested life essence. This spell requires an additional point of spellburn to cast.

Manifestation: Roll 1d4: (1) writhing tentacles erupt from the targets' flesh; (2) claws rip through the dimensional barriers at the indicated targets; (3) the caster's head and torso burst forth into a fanged maw, whose inhalation causes the listed effects; (4) the target's flesh rebels against itself, wringing and rending apart.

Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost, failure.
12-13	The next creature the caster touches must make a Fort save or scream in agony as their flesh spontaneously lacerates and spews its life essence, dealing 1d4+CL damage. The caster gains

- half the damage dealt (rounded down) as life essence points. This effect lasts for a number of rounds equal to the CL.
- 14-17 One living creature within 50' of the caster must make a Fort save or explode in a cloud of gore, dealing $1d6+CL$ damage. The caster gains half the damage dealt (rounded down) as life essence points.
- 18-19 One living creature within 100' of the caster must make a Fort save. A failed save results in the creature's flesh attempting to rend itself from the host body, dealing $1d8+CL$ damage. The caster gains half the damage dealt (rounded down) as life essence points.
- 20-23 Culmenthdor's influence radiates from a 10' radius circle up to 100' away from the caster, driving the flesh within to madness. Those in the area must make a Fort save or receive $2d8+CL$ damage. The caster receives one quarter of the damage dealt (rounded down) as life essence points.
- 24-27 For a number of rounds equal to the caster's level, the caster may indicate one living creature within 50'. That creature must make a Fort save or fall to Culmenthdor's wrath. Their flesh bursts into sores and wounds, dealing $1d8+CL$ damage. That creature is also wracked with pain, giving them a -1 to their attack and skill rolls for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points.
- 28-29 All living creatures within 20' of the caster must make a Fort save as their flesh seeks to abandon their mortal bodies and join itself to Culmenthdor. This deals $1d8+CL$ damage, and reduces the affected creature's rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points. This effect lasts for a number of rounds equal to the CL.
- 30-31 All living creatures within 100' must make a Fort save as their bodies are subjected to Culmenthdor's crushing hunger. On a failed save, the creature's body is wracked with pain as it is supernaturally ripped apart, dealing $4d8+CL$ damage, and reduces the affected creature's attack and skill rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points, and that same amount as healing.

32+ Caster draws the life force from all living creatures within 500'. Each creature must make a Fort save or collapse as their bodies are crushed and their life fluids forcibly extracted, dealing 5d8+CL damage, and reducing the affected creatures' attack and skill rolls by -1d for the next 1d6 rounds. The caster receives one quarter of the damage dealt (rounded down) as life essence points, and that same amount as healing.

Spatial Artery

Level: 2

Range: See result

Duration: See result

Casting time: 1 round

Save: None

General: Culmenthdor allows the caster to travel between two locations using a temporary dimensional tube formed by his body. The maximum distance travelled, number of allies able to pass with the caster, and the hazards encountered while travelling are determined by the spell roll. The caster need not have visual contact with the destination, but a caster guessing their destination is penalized as though they had extended the distance travelled an additional time.

Manifestation: See below.

Roll Result

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost, failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | A fleshy opening in space appears, tendrils flailing wildly. The caster may step inside to travel up to 75' in any direction, the distance being covered almost instantaneously. The opening closes behind the caster after they step through and the tendrils push away anyone else attempting to enter. If the caster wishes to extend the distance, she does so at her own risk. For each additional 50', the caster receives 1d6 damage from prolonged exposure to Culmenthdor's organs. Additionally, for each additional 25' distance travelled, and the caster appears 1d6x5 feet away from their intended destination. |
| 16-19 | The caster entices Culmenthdor to create a dimensional breach stable enough to carry one additional subject per CL with them up to 30'/CL. The tunnel is slick with Culmenthdor's juices, appears to only be 20' long, and remains stable for 2d3 |

rounds (rolled secretly by the judge). The caster can extend the range of the spell by an additional 10' per caster level at the risk of the tunnel appearing to grow by an additional 5', and the opening appearing 1d3x5 feet away from the intended destination. Each excess character above the CL entering the tunnel causes the duration of the tunnel to be reduced by one round. If a character ends their turn inside the tunnel, they take 1d6 points of damage as they are exposed to the tunnel's grinding teeth and burning acid. Any characters caught in the tunnel when it collapses are ejected towards the nearest exit, and take 1d3 points of damage per 5' they are ejected, owing to teeth, fangs, claws, and other spikey bits suddenly protruding from the walls of the tunnel. Any characters reduced to 0 hp or below by this damage are consumed by Culmenthdor, leaving no corpse.

- 20-21 As above, but the base distance is 50'/CL.
- 22-25 As above, but the base distance is 60'/CL, the tunnel appears to be 30' long, and the tunnel remains stable for 2d4 rounds (rolled secretly by the judge).
- 26-29 Culmenthdor swallows the caster and any indicated party members with one of his innumerable mouths, regurgitating them at an indicated location up to 500' away. Any creatures perceived to be potential threats to the caster are attacked as Culmenthdor breaches the location (+5 attack, 1d8 damage, can target anything up to 20' from the indicated destination).
- 30-31 As above, but up to a distance of 750' and attack damage of 2d8.
- 32-33 As above, but up to a distance of 1000' and attack damage of 3d8.
- 34+ Culmenthdor agrees to transport the caster and willing participants up to half a mile away. Transported participants are regurgitated at the destination, surrounded by a field of writhing tentacles which attack any creatures hostile to the caster for 1d4 rounds. The field of tentacles stretches out 20' from the point of destination, and any creatures found within on the caster's turn are attacked by a barbed appendage. The attacks are made at a +6, and deal 4d8 damage.

Madness of Blood

Level: 3

Range: See result

Duration: CL rounds

Casting time: 1 round

Save: Fort vs spell check DC

General: Culmenthdor hungers for all flesh, and his very thoughts wrack all mortals with that same hunger. With this spell, the caster disturbs the dimensional barriers entrapping a fraction of Culmenthdor's mind, bringing terrible ravaging hunger to the caster's realm.

Roll	Result
-------------	---------------

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost, failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | The caster and one target living creature within 30' who must make Will saves or be struck with a insatiable, hungering rage for a number of rounds equal to the CL. While under the effects of this spell, creatures must spend their actions attacking the closest living creature with either their natural attacks or the Blood Fang of Culmenthdor. |
| 18-21 | The caster and one target living creature within 30' must make Will saves or be overcome by a horrible desire to devour everything in sight for a number of rounds equal to the CL. Each creature affected gains +1 to their attack and damage rolls, must spend their actions attacking the nearest living creature, and may only use either their natural attacks or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend at least one round consuming a portion of the body of the fallen. |
| 22-23 | The caster and 1d6 other target living creatures within 30' of the caster must make Will saves or ravenously attack nearby creatures, attempting to consume their flesh for a number of rounds equal to the CL. While affected by this rage, creatures gain +1 to attack and damage rolls, must spend their actions attacking the nearest living creature, and may only use either their natural attacks or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen. |

- 24-26 The caster and 1d6 other target living creatures within 30' must make Will saves or be consumed by unspeakable rage for a number of rounds equal to the CL. The caster may extend the duration of the spell by spending four additional life essence per round. Affected creatures gain a +1 to their attack and damage rolls, an extra attack that is -1d than their lowest action die, must spend each of their actions attacking the nearest living creature, and may only attack using either their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 27-31 The caster and all living creatures within 20' must make a Will save or relentlessly attack nearby creatures for a number of rounds equal to the CL. Allies of the caster who make their save receive the listed bonuses, but are allowed to choose their targets. The caster may extend the duration of the spell by spending four additional life essence per round. All affected creatures gain a +1 to their attack and damage rolls, an extra attack that is -1d than their lowest action die, must spend each of their actions attacking the nearest living creature, and may only attack using either their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 32-33 The caster and all living creatures within 30' must make a Will save or descend into a raging bloodlust for a number of rounds equal to the CL, gaining a +1 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. The affected creatures must also spend their actions attacking the nearest living creatures using either their natural weapons or the Blood Fang of Culmenthdor. This effect lasts for a number of rounds equal to the caster's level. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.
- 34-35 The caster and all living creatures within 50' must make Will saves or be overcome with unyielding rage for a number of rounds equal to the CL. Affected creatures gain +2 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. The affected creatures must also spend their actions attacking the nearest living creatures using either

their natural weapons or the Blood Fang of Culmenthdor. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.

36+

The caster creates a 100' radius zone of madness, provoking all living creatures within to a mindless frenzy. The zone is centered on the caster, moves with them, and lasts for a number of rounds equal to the CL. Each round, creatures within the zone must attack the nearest living creature with either their natural attacks or the Blood Fang of Culmenthdor. Affected creatures also gain +2 to their attack and damage rolls, and an extra attack that is -1d than their lowest action die. If an affected creature kills another creature, they must spend the remainder of the spell's duration consuming the body of the fallen.



Artwork by Colin Mills

BLOOD FANG OF CULMENTHDOR THE SUNDERED

The Blood Fang of Culmenthdor is a bony, dagger-like implement nearly eighteen inches long. Its shape implies it was once the tooth of an enormous creature, with its jagged crown acting as the blade and the flesh-bound root the handle. The flesh wriggles at the slightest touch, and when the dagger is held it seems to grip the PC's hand in return.

The blood fang acts as a normal dagger, dealing 1d4 damage per attack. If the wielder does not have Culmenthdor as their patron, however, each attack also deals 1 point of damage to the wielder. If the wielder does have Culmenthdor as their patron, then all damage dealt by the blood fang is stored within it as life essence points, usable by the wielder for spellburn.

While in his possession, the wielder of the dagger is wracked with nightmares of drowning in a pit filled with blood, its fleshy walls stretching up into a sky of writhing blood and flame. Terrible whispers buffet the wielder's mind, and the walls of the pit tremble with every word. If the wielder chooses to study the whispers they may make a check to learn the spells patron bond and invoke patron for Culmenthdor the Sundered. These spells are difficult to cast (d16), and deal 1d4+1 points of damage to the caster each time the spells are attempted.

Attempts to bond with Culmenthdor must take place at the site of recent slaughter. At least 5 HD of sacrifices, living or dead within the past hour, must be provided per level of the one to be bound. At the culmination of the ritual, if the newly-bound servant is not the current wielder of the blood fang, the dagger passes ownership from its current host to the one newly bound. This inflicts corruption upon the former host, who is now required to use any natural attacks granted by Culmenthdor's corruption to harvest life essence for their spells, and their own flesh to store it.

Successfully forming a bond with Culmenthdor carries with it a terrible curse. The wielder's magic becomes bound to the great demon Culmenthdor, but the bond also grants the benefit of being able to use Culmenthdor's art of blood magic to power their spells. Henceforth, the bound wizard must supply the blood fang with fresh life essence. This essence must be gathered from the living, willing or unwilling, by using the dagger to damage them. Each point of damage dealt by the dagger to a living creature grants one points of life essence to the dagger. Spells require two points of life essence per spell level to cast, and any points of spellburn must also be drawn from this pool of life essence. Like other spellburn, a cleric using their deity's power to heal damage willingly received in order to power spells may swiftly become the target of the disapproval of their chosen deity.

THIS IS AN EGRESS TO HELL



Artwork by Shawn Brewer

WANDERING MONSTER!



Artwork by Matt Sutton

MANATEECUHTLI

By Richard Rush

Manateecuhltli, It of the Hundred Heads of a Hundred Hands, furiously thrashes beneath the leaves of Harikag. It's great bulk is the dark honey color of an unnatural bronze, and where a less fearsome being's face and head would be is but a seething mass of luminous blue centipedes that periodically drop off and begin crafting engines of destruction. Manateecuhltli calls for any brave enough to submit to it to join its legion, which it spends carelessly upon whatever is currently the subject of its ire.

Invoke Patron check results:

- 12-13 The Vector of Violent Vermin expects great deeds from its vassals: the spellcaster replaces their normal attack modifier with a deed die as if they were a warrior or dwarf of the same level, and may declare mighty deeds accordingly for the next 1d4 rounds.
- 14-17 The brethren march to war! A mass of the blue centipedes of Manateecuhltli erupt from the spellcaster's mouth and swarm over the spellcaster's enemies. 1d4 targets will suffer a -1d penalty and 1d4 damage for 1d4 rounds (just roll the 1d4 once... if you're lazy).
- 18-19 Behold the wrath of the Watery Warlord! A 20' bright beam of light erupts from the spellcaster's third eye, blasting any it touches for 2d6 damage (2d8 damage if the spellcaster's organ of rage has fully developed - see below).
- 20-23 The armor-encased, terrifying visage of the Crusty, Conquering Combatant is well-known: it bestows like protection upon those who would fight for it. The spellcaster is encased in an ethereal set of elaborate bronze plate armor, granting +8 AC for the next 1d4 rounds.
- 24-27 The Masculine Mermaid of Murder demands action now, at all costs! The spellcaster receives 2d4 additional action dice this round, but loses that many action dice over subsequent rounds.
- 28-29 Death comes to all things, and so the Undulating Lord of the Underwaterworld but tightens its grasp. 1d4 targets are briefly dragged into the swamps of the damned, vanishing for 1d4 rounds. On returning, they are appropriately distraught and tormented by the horrible, briny vistas they've seen and suffer a -1d penalty to all rolls for a further 1d4 rounds.

- 30-31 Tremble before the legions of the Sirenian Soldier!
Manateecuhltli sends servants to aid the spellcaster in its endeavors. Roll 1d4: (1) a bronze legionnaire of Manateecuhltli; (2) a giant centipede; (3) a bronze legionnaire mounted on a giant centipede; (4) two bronze legionnaires mounted on giant centipedes. The servants will remain for 1d4+1 rounds, and will fight with an aggression befitting their lord, doing everything they can to protect the spellcaster.
- 32+ The Dangerous Despot of the Depths' greatest feat was the stand at Katoropylae, the Moist Gates, may its glory be known and honored. 1d4 allies within 20' of the spellcaster replace their normal attack modifier with a deed die as if they were warriors or dwarfs based on the spellcaster's level and may declare mighty deeds accordingly for the next 2d4 rounds. If one of those allies is a warrior or dwarf, this is in addition to their normal deed die and may use it to declare a second mighty deed.

Patron Taint: Manateecuhltli

Roll Result

- 1 The spellcaster's eyes deepen and lose all color. The second time this result is rolled, the spellcaster's eyes appear to be hollow, empty sockets. The third time this result is rolled, the spellcaster's eyes only show as TV color bars or static. This affects any eyes the spellcaster might have, in their skull or elsewhere.
- 2 The spellcaster grows belligerent! Every time a spell is cast, the spellcaster loses 1 point of Personality or Agility. This is healed as if were spellburn damage. The second time this result is rolled, the spellcaster loses 2 points of Personality or Agility instead. The third time this result is rolled, in addition to losing 2 points of Personality or Agility, the spellcaster also gains a point of Strength. All such points must be lost, as if it were spellburn damage, before any further spellburn damage may be healed. This cannot lower the spellcaster's Personality or Agility below 1. If it would do so, the spell may not be cast.
- 3 Be like unto Its Bloated Bluntness! The spellcaster's body contorts, more closely hewing to the form Manateecuhltli took when it roamed this land. Each time this result is rolled, the

spellcaster's height decreases by 10% of their initial height and grows 10% more broad, and their base movement speed is reduced by 5'. Their weight remains unchanged.

- 4 The Stormin' Sea Cow's organ of rage erupts from the spellcaster's forehead! A prominent, angry nub grows on the spellcaster's forehead, where a more meditative person's third eye would be. The second time this result is rolled, the skin peels back from this, revealing a large ruby-like crystal. The third time this result is rolled, the crystal begins to glow red, emitting as much light as a candle at all times.
- 5 Gird thyself for the coming conflict. The spellcaster's flesh begins to look like the armor worn by the servants of the Watery Warlord as the spellcaster's skin shows visible seams that resemble gaps in armor. The second time this result is rolled, the spellcaster's flesh looks exactly as if it were armor and the spellcaster gains +1 AC but increase any check penalty by -1. Also, it's actually totally gross. The third time this result is rolled, the spellcaster's flesh actually becomes armor, taking on a metallic sheen. The spellcaster gains an additional +1 AC and the check penalty is increased by another -1.
- 6 The spellcaster is blessed with one of the children of the Hundred-headed, Hundred-handed Hungerer. A 6" long centipede claws its way out of the hollow of the spellcaster's throat, the end of the centipede remaining inside the spellcaster. The second time this result is rolled, the centipede becomes larger, growing to over a 1' long, and it becomes much more curious about the spellcaster's surroundings (and consequently more difficult to hide). The third time this result is rolled, the centipede grows considerably more opinionated about the spellcaster's activities.

Patron Spells: Manateecuhtli

Manateecuhtli does not provide its servants with unique spells, but will teach any pledged to it the following spells from the DCC RPG core book:

Level 1: Ward portal

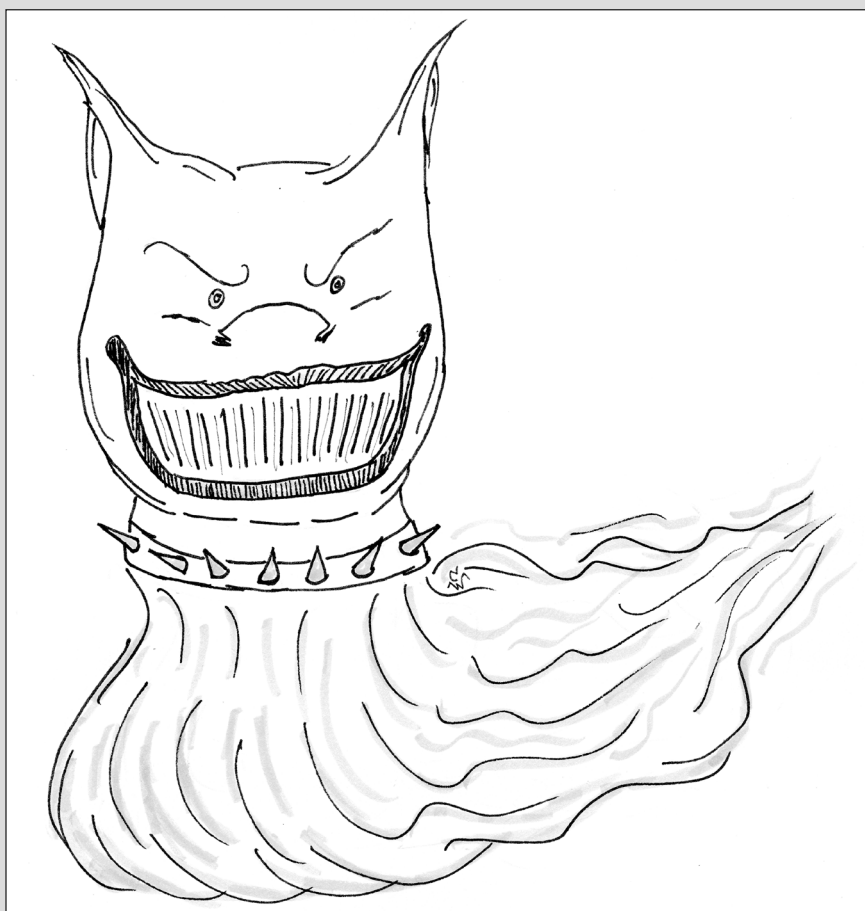
Level 2: Scorching ray

Level 3: Fireball

Spellburn: Manateecuhtli

Roll	Spellburn Result
1	In addition to the normal spellburn, the spellcaster must accompany every action they perform with an appropriately tempoed percussive soundtrack for the next 2d4 rounds.
2	Writhe as one of the wriggling warband. In addition to the normal spellburn, the spellcaster's flesh is replaced with a mass of wriggling chittering, hissing centipedes for the next 2d4 rounds! Icky!
3	The Damp Lord of Dread seethes with unbound rage! The spellcaster may not spellburn Strength. The spellcaster must also lose 1 point of Personality, healed as if it were spellburn damage, for every point of spellburn. This is to a minimum of 1 - it will not prevent the spellcaster from spellburning in a way that would otherwise drop their Personality below 1, nor will the spellcaster's Personality drop below 1 as a result.
4	Called home to the master. The spellcaster stands with one foot in this world, and one foot dangling in the dead sea of the Underworld, gaining +4 to AC and all saves and suffering a -1d penalty on any roll that affects anything not in a similar state.

WANDERING MONSTER!



Artwork by Clayton Williams

QUETZALCOAUTWALRUS

By Richard Rush

Quetzalcoautwalrus, the Feathered Pinniped, gently floats beneath the boughs of the Harikag. Its skin fluctuates across each of the 89 colors of the 13 secret rainbows, and its feathered frill gently sways in the winds of time. Its massive tusks dangle, pointing to the root tree and the center of reality. It has always been, and will always be. It contemplates and ponders. It ruminates and incorporates. It knows nothing and understands all.

Those who honor Quetzalcoautwalrus know that, when facing a difficult dilemma, one can leave a coconut at the foot of their bed when sleeping and awake refreshed and with a fresh insight into their troubles.

Invoke Patron check results:

- 12-13 Quetzalcoautwalrus encourages its disciple to ruminate. +1d4 bonus to both Personality and Intelligence for 1 hour.
- 14-17 The Briny Brainiac elevates himself and the universe around it. The spellcaster and 1d3 other targets fly at a speed of 10' for 1d3 turns.
- 18-19 Such a lovely bunch of coconuts! As the Feathered Odobenus meditated beneath the world-tree, it feasted upon the oysters of the wood - let similar blessings shower upon you. A rain of coconuts showers everywhere within 30' of the spellcaster, doing 1d2 damage to every target (including allies) beneath it and producing a trip hazard.
- 20-23 The Napper Cosmic believes any important decisions must be slept on. The spellcaster and up to 1d3 targets will fall into a supernatural sleep for 1d2 hours. Before that, the other targets will only wake when the spellcaster wakes, and the spellcaster can only be woken after passing a DC 15 Will save.
- 24-27 Solemn contemplation is not good for the figure. The spellcaster grows in size as if they were the target of an *Enlarge* spell cast with a spell check of 20 for 1d4 turns.
- 28-29 The Navel Gazer Supreme understands that careful thought begets careful thought. The spellcaster receives 2d6 points that they may allocate to his allies' Personality and Intelligence and 1d10 Luck points that may be used by the band. These bonuses last until the next sunrise.
- 30-31 The Chubby Serpent knows well the paths leading to and from the underworld. The next time the spellcaster is slain, they

will immediately return to life within 1d3 rounds, suffering a permanent -1 penalty to Strength, Agility, or Stamina as per the recovering the body rules.

- 32+ The Master of Mystic Mindfulness shudders in revelation! Understanding overwhelming is conferred! Hypnotic pulsing surrounds the spellcaster. Treat this result as if *Color Spray* were cast with a check of 20, affecting every target (including allies) within 40'.

Patron Taint: Quetzalcoatlwalrus

Roll	Result
1	The spellcaster physically prepares to endure generations of meditation and grows a thick coat of blubber, gaining 25% additional weight. The second time this result is rolled, this increases to 50% of his initial weight. The spellcaster also gains +1 AC, but none of his clothing or armor fits comfortably any more, conferring a -1d penalty on any checks until more suitable clothes or armor is donned. The third time this result is rolled, this increases to 100% of his initial weight. The spellcaster gains an additional +1AC, but suffers a -1d penalty on all Agility checks and Reflex saves in addition to needing another wardrobe change.
2	Transcendental understanding illuminates all. The spellcaster's spells always generate multicolored paisley swirls. The second time this result is rolled, the spellcaster pulses with multiple colors while casting and concentrating on a spell. The third time this result is rolled, the spellcaster and the swirls generate as much light as a lantern.
3	The spellcaster's neck becomes multicolored, fluctuating randomly. The second time this result is rolled, the colors change and reflect the spellcaster's mood. The third time this result is rolled, the spellcaster's neck grows a large frill that flares out when the spellcaster is excited.
4	The spellcaster's upper canine teeth grow large enough to be visible even when his mouth is closed, granting a bite attack that does 1d3 damage. The second time this is rolled the teeth grow large enough to be called tusks making speaking tricky and the bite damage increases to 1d6. The third time this is rolled, the bite attack becomes a gore attack that does 1d8 damage and imposes a -1d penalty to social persuasion checks.

- 5 The spellcaster casts off the shackles of worldly burdens. The spellcaster floats a few inches above the ground. The second time this result is rolled, this becomes a full foot above the ground. The third time, this becomes 6' above the ground. This effect does not confer *feather fall* or anything like that and normal falling damage still applies.
- 6 The spellcaster grows ever more introspective. Every time a spell is cast, the spellcaster temporarily loses 1 point of Personality or Intelligence (randomly determined) until the next sunrise. The second time this result is rolled, the loss becomes 1 point of Personality and Intelligence. The third time, all losses persist until the next sunrise after the last time a spell was cast.

Patron Spells: Quetzalcoautwalrus

Quetzalcoautwalrus does not provide its servants with unique spells, but will teach any pledged to it the following spells from the DCC RPG core book:

Level 1: Color spray

Level 2: ESP

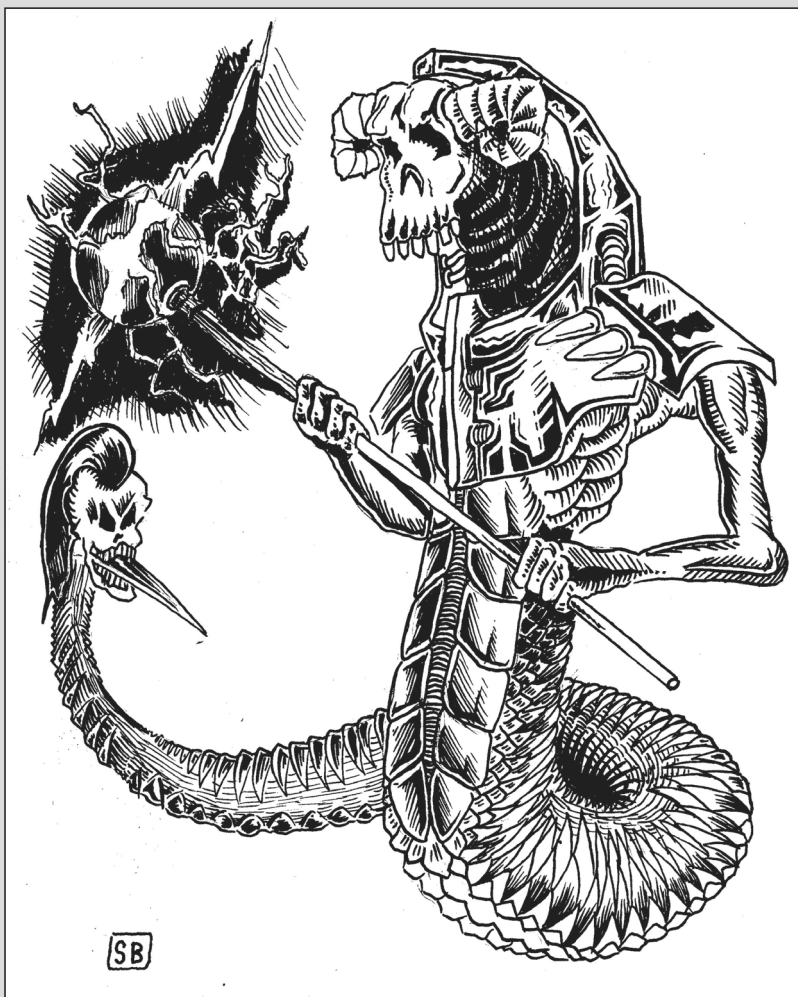
Level 3: Fly

Spellburn: Quetzalcoautwalrus

Roll Spellburn Result

- 1 Goo goo g'joob. Quetzalcoautwalrus requires a loan of the spellcaster's erudition. The spellcaster loses the ability to speak and can, at best, only communicate with baby talk for 1d7 days. This might prove a problem if attempting to cast another spell subsequently.
- 2 Meditation is celebration. The spellcaster must hop, wiggle, gyrate, and shake his belly like an ecstatic toddler full of cake instead of moving for 1d3 rounds.
- 3 One must endure to understand. The spellcaster may not spellburn physical attributes, and may only spellburn Intelligence and Personality while casting this spell.
- 4 At last, understanding! The spellcaster experiences a profound revelation and is unable to act for 1d3 rounds as they contemplate this new truth.

WANDERING MONSTER!



Artwork by Shawn Brewer

THE SPAWN OF SKACH

By Jim Kitchen

As adventurers travel throughout Pandemonium their paths may take them to places unimaginable. In their journeys, they may encounter a random, dusty scroll lying untouched in a forgotten library, a simple beggar whispering to the wind, or the smoldering, burned out ruins of a razed village. It is only the most astute that will slowly grasp the implications of those scraps of ancient text, the raving babblings of a senses-shattered, shocked survivor, or the pitiful remains of formerly thriving civilizations. Once known there is no forgetting by any means imaginable one of the infinite planes' oldest, deadliest, and most capricious of perils, the Spawn of Skach.



The origins of the spawn are lost to times beyond oral or written history. Where fragments of parchment or oral histories hold tidbits in common the same things reappear: capricious disdain, pacts gone horribly wrong, hubris rewarded with the cruelest of fates, a capacity to visit mayhem, and a capacity to visit violence akin to the most monumental and destructive of planar storms. Some who have spoken to them have then removed their own tongues as no words can encompass the experience. They are numbered only two, and on this most scholars agree; the universe is fortunate that there are no more.

Their plane of origin is unknown for the spawn now dwell on nameless, desolate Phlegethon. This plane, once home to a thriving, multi-dimensional civilization that sought to make what it was confident was a pact with the spawn, is now barren of any form of life. This plane stands as testimony to what was an unrealized, horrific cost of a bargain where there was no perceived possibility of failure. The result of that folly manifested itself, causing the thriving society to fall in a single night of storms, its once proud, enlightened people now a degenerate shadow of their former glory, with the despondent and desperate surviving descendants now the oft-mocked inhabitants of the lowest rungs of current planar society. On the ashes of that fallen civilization the spawn have built a palace that spans the entire plane filled with an infinite number of cabinets displaying the trophies, trinkets, and baubles from their travels, compacts and retributions.

The Spawn of Skach are the result of the most Unfortunate of Rolls, the Desperate Begging of Fools, or the Discretion of Those Unnamed. Characters should encounter them no more than once in their lifetimes as any who survive the first encounter will not survive such circumstance again.

**Hailee, Regent of Razors, Felicitous Mistress of Fate,
Gladiatrix, Twister of the Skeins**

It is Hailee that characters will come to know, and fear, the most. Hailee speaks for both spawn and it is Hailee who will ultimately determine what will happen to those unfortunate enough to garner the spawn's attention.

Hailee appears as a tall, slender young woman. She is clad in a suit of

blood-stained armor whose surfaces transform between a series of materials both known and unknown to the characters (glass, various metals, viscous fog, etc.). She is frenetic when she moves and animated in her hand motions as she speaks. This illusion, of a self-absorbed human teenage girl, is a well-worn suit of motions and actions deliberately designed to lull the foolish. Even her voice, a mix of guttural and twisted words, is an affectation designed to irritate and lull.

Hailee holds what appears to be a small loom in her left hand and a spherical globe in her right that changes into round forms directly related to whatever is being discussed. It can appear as a ball of fire, a globe with familiar coastlines and maps, a mirrored surface that reflects the speaker's true intentions or whatever the judge feels is necessary. She carries no visible weapons as none are necessary.

Konnor the Silent, Musician, Illuminator of Souls, Wielder of the Fan of Fates

Konnor appears as a young man, also tall and slender and possibly older than his sister. He is clad in soft robes that change in both color and texture as he stands before the characters. His movements are slow and deliberate, measured in ways that demonstrate patience. He has a scabbard on his belt but what lays within has never been seen.

Most striking about Konnor's appearance is the presence of what appears to be a metal fan that is embedded in his scalp, clearly bisecting a portion of his skull. This fan blade shimmers as Konnor thinks and the crackle of electricity about it will increase as he weighs the character's requests. The more elaborate the boon requested will see a commensurate degree of response, with the simplest of requests barely register a flicker. Once Konnor has decided, the fan blade illuminates brightly as his thoughts are being relayed to Hailee.

How to use the Spawn

The spawn are a personification of chaotic neutrality. In the most desperate of circumstances, where a party may need divine intervention, the spawn are always listening. For the most part they rarely involve themselves in mundane affairs and they leave what they feel are trivial matters

to other deities. It's only when something extraordinarily interesting or unusual shakes them out of their ennui that the spawn appear, eager to understand a situation and alter an outcome.

The spawn will appear as two figures that step forward from a shimmering portal. Hailee will announce their arrival by loudly saying, "Who here needs our help?" A judge should treat the next player to make a noise or sound of any kind as the person the spawn will turn to as the summoner.

If they so choose, the spawn can stop time when they appear. While speaking to the character or characters who reached out to unknown fates for help they will freeze all others in place but leave them able to hear and see what is happening. The spawn will press for details both big and small, Hailee speaking and Konnor walking about listening, staring, and even smelling those with whom his sister is speaking.

Once the most minute of details about the situation have been extracted, the spawn will confer. They will dicker back and forth with Konnor gesturing and Hailee speaking for both. Once their deliberation and debate has finished Hailee will walk towards the party and hold out her loom. The loom is a simple affair made from some form of almost transparent wood with seven clearly visible threads. With a smile on her face Hailee will ask a character to pluck a string.

The Seven Fated Skeins of Skach

Once the compact is struck and the character touches the loom, they roll a d7. There are seven possible results with seven corresponding tables. A 1 is the (potentially) least damaging and (theoretically) most beneficial. A 2 is somewhat beneficial, and a 3 barely so. A roll of a 4 is a sign of neutrality and theoretically neither harmful or beneficial. Results of 5+ are descents into bad, worse, and the stuff of woe. Each table is captioned with a quote uttered by Hailee before the result is determined and should be read aloud. Once the result is determined there is an additional quote from Hailee.

TABLE ONE

“Here we go!”

- 1 “It burns! It burns!” The immediate threat to the character is suddenly consumed in a spontaneous combustion that reduces it to a small pile of ash which then blows away with a gentle breeze.
- 2 “Something about cats.” Around the character’s ankles run hundreds of cats of all ages and sizes. These cats descend on the threat to the character and quickly and grimly rip it apart. Once done, the cats depart excepting a single blood stained kitten who now lives out its days as the character’s familiar.
- 3 “A wafer-thin mint.” The threat to the character begins to swell until it finally gorily explodes, showering them with chunks of cloth, meat, and bone in a variety of grim sizes.
- 4 “Ice, Ice, baby!” The threat freezes and with the slightest touch, splinters, and falls apart. The shards of ice then quickly melt and evaporate leaving only a small paper cone with traces of blue syrup in the bottom.
- 5 “Do over!” The threat to the character suddenly reverses in age. As time reverses, the effect slows until the target is a newborn, only a day or two old. Hailee gathers this youngling up and then hands the character their new charge with the explicit instructions to raise it better this time and that they can never abandon it lest the spawn visit them again.
- 6 “Begone!” Hailee’s eyes glow red and the threat to the characters simply vanishes.
- 7 “Bzzz. Bzzz. Bzzz.” A plague of locusts swirl about the characters. They descend upon the threat and begin to consume it alive, its death screams haunting the character’s thoughts forever.

TABLE TWO

“So, this one time at Lich camp.”

- 1 “Where did they go?” The character is turned invisible for the rest of the encounter. When the threat is vanquished they return to a visible state.
- 2 “You are sticks...” The threat to the character is transformed into highly flammable wood for the duration of the encounter.
- 3 “I am stone.” The character is transformed into stone for the duration of the encounter.

- 4 “By the power of...” Every character gains 1d10 extra points of Strength for the duration of the encounter.
- 5 “Quiet you!” The threat to the character is gagged for the duration of the encounter with no ability to cast spells.
- 6 “Now you see me...” The threat to the character is blinded for the duration of the encounter.
- 7 “Slippery when wet.” The threat to the character is covered in a slippery jelly and struggles to stand or move without falling for the duration of the encounter.

TABLE THREE

“Consult a physician if this lasts longer than four hours.”

- 1 “Swing and a miss!” Every character attacked will automatically dodge the next attack against it.
- 2 “I’m sinking, sinking!” The threat to the character is now standing on quicksand. It begins to slowly sink to its death and is unable to take any action but save itself from drowning in 1d10 turns.
- 3 “Skittles!” A brightly colored hail begins to fall from the sky over the threat to the character. It will not end until the encounter is over. Sugary damage is left to the judge’s discretion.
- 4 “Ooooooh! Shiny!” The threat to the character is distracted by something. All attack rolls are at -2.
- 5 “You are their forever love.” The threat falls in love with the character who touched the loom.
- 6 “Ashes, ashes we all fall down.” The threat to the character is covered in itchy pustules. All attacks against it gain +2.
- 7 “Ugh.” A noxious smell fills the air and forces the threat to the character to retreat until it regains its composure.

TABLE FOUR

“Boom, sha lock lock, BOOM!”

- 1 “Zap!” A terrible lightning storm appears and begins showering the area with lightning strikes. All characters and NPC’s take 1d7 points of damage.
- 2 “Glub glub.” Water floods the area from a portal to a depth of 4’. Movement and combat are impaired for all.
- 3 “Hello sailor!” All straps, belts, sashes, and other forms of attachment fail, causing all characters and NPC’s to lose their armor and clothing.

- 4 “I blinded you with science!” Light vanishes from the area leaving characters and NPC’s in the dark until the encounter is over. No forms of magic, natural light, or technology can change this effect.
- 5 “Up in the air junior birdmen!” All characters and NPC’s begin to levitate straight up for 1d7 turns. If the encounter is outdoors this could prove to be problematic.
- 6 “Little fluffy clouds.” A thick, dense white fog fills the area. Visibility is reduced to arm’s length until the encounter is over.
- 7 “I said, “ACTION!”” Two small wooden and cloth chairs appear which the spawn immediately sit in. Hailee begins analyzing the encounter and offering mostly unhelpful advice and giving direction to the characters. Konnor eats a white snack out of a red and white striped bucket and periodically is seen making gestures with his hands as if he is framing the action. This will continue until the situation is resolved.

TABLE FIVE

“This is going to leave a mark.”

- 1 “Screwed, blued or tattooed?” The character that touched the loom must roll a d6. On the result of a 1 or 2 they begin sprouting tiny screws from their skin like a porcupine over their entire body. A 3 or 4 sees the character turn a bright shade of aquamarine. A 5 or 6 sees their entire life’s history, secrets, and all imaginable detail, appear as tattoos on their skin. All results are permanent.
- 2 “Sing to me the songs of your people.” The character that touched the loom bursts into song and cannot stop singing for the rest of the encounter. Cruel judges may insist that characters begin singing. Other actions are possible for the character.
- 3 “You should have been a Solid Gold dancer.” The character that touched the loom bursts into dance for the rest of the encounter. Form of dancing is left to the judge’s discretion.
- 4 “Looks like your clock ran out.” The character who touched the loom is now out of sync with the rest of the encounter. The judge secretly keeps track of what the character is doing and applies their actions one round segment later than all other parties. This continues for the rest of the encounter.
- 5 “Going to be a good harvest.” Abnormally large crops of corn burst from the floor/ground around the party and block line of

sight for all characters and NPC's. These crops can be cut down but will take 1d3 rounds per stalk.

- 6 "I told you to put the dryer on low." The characters' undergarments begin to shrink and must be removed within 1d6 rounds or take constriction damage.
- 7 "MOAR DOTS!" The character that touched the loom is covered in large, bright orange polka dots for a judge determined amount of time.

TABLE SIX

"Whoopsie Daisy!"

- 1 "Time to burn the ants." A large Fresnel lens appears in Hailee's arms while at the same time a sizeable lantern appears in Konnor's hands. Hailee begins moving the focal point of the lens across the characters, inflicting 1d3 of fire damage.
- 2 "Press gang!" A large group of burly men and women appear next to the characters and begin beating them with wooden belaying pins from a ship. They will continue this exercise until at least one person is unconscious.
- 3 "One more for my collection." A gigantic glass jar appears with a fluffy cotton ball the size of a large pillow in it. One randomly determine character is scooped up on a breath of wind, deposited into the jar and left at the bottom as a lid appears and screws the jar shut. The characters now have only 1d14 rounds to shatter the jar or watch the imprisoned die.
- 4 "Magnets. How do they work?" The total number of characters and NPC's are added together and assigned a number. All the odd numbered are positive, the even numbered are negative. Each now begins to exhibit an irresistible attraction towards their appropriately attuned counterparts resulting in extremely close proximities for the remainder of the encounter. Characters are unable to negate the effects in any way.
- 5 "Apples to apples!" The characters are immediately transported to an empty stadium floor. As the spawn watch from the grandstands the party sees their duplicates walk in from another entrance and begin to combat them. The ensuing fight will not end until at least one of every character is dead. The first of each character to die is removed from the arena. At the end of the combat the battered survivors are whisked back to the original encounter with no damage restored.

- 6 “Nerfed!” The armor, weapons, and clothing of the character that touched the loom are transformed into a lightweight, almost sponge like material made in a variety of bright colors that offer no protection from damage whatsoever for the remainder of the encounter.
- 7 “Plop, plop, fizz, fizz.” The floor/ground falls away from the party revealing a sizeable lake of acid. Characters must act quickly to prevent falling into the acid. Normal acid damage applies to the characters but any NPC’s dropped into the lake are strangely immune. Hailee will sing the chorus of “Plop plop, fizz fizz” over and over until the encounter finishes.

TABLE SEVEN “It’s on like Donkey Kong.”

- 1 “Phantasmagorical dispersal” The character who touched the loom begins to have the space between their molecules expand exponentially. As the character seems to grow in front of their comrades they appear to become translucent. This molecular expansion continues until the character grows beyond the land, the planet, the solar system, and even their own galaxy. The character remains alive and aware as they expand endlessly for the rest of time.
- 2 “Planar substitution” The character who touched the loom is instantly replaced with their opposite doppelganger from another dimension that is the complete and total opposite of their character (lawful is replaced with chaotic, virtue is replaced with avarice, etc.) The character must decide if they wish to reveal what has happened to them to the rest of the party.
- 3 “U nigh tedd” The character who touched the loom is whisked away to a metal tube with seats filled with other confused adventurers and travelers. A door opens in the tube and strangely uniformed men and women randomly select a seated person and drag them out of the tube, beating them the entire time. The departed is replaced with a new victim. There is no day, there is no night, there is only the slow passage of time punctuated by the randomly occurring violence that never ends.
- 4 “Phibes redux” A random character is bestowed with the ability to regenerate damage but is whisked away to another plane where they are bound to a cold, large slab of marble in a darkly lit room. There a ghastly, skull faced doctor and his beautiful

female automaton assistant begin visiting horrible fates upon the character that words cannot encompass. Every night this damage is undone and every morning a new horror is unleashed.

- 5 “Torrent” The character who touched the loom is transported to a windowless room with a floor of iron bars. Shortly after arriving, a torrential wave of water begins pouring from openings overhead. The character can find food in the sightless fish that are easily plucked from the water but nothing else will fill the character’s remaining days but the endless, deafening noise of the water and its unrelenting downpour.
- 6 “The lost” The character is forced to pass backwards through time, witnessing the lives and deaths of all their ancestors. The enormity of these visitations is always brought home with the reminder that after millions of years of struggle and perseverance by the character’s ancestors, it has all been for naught due to the character’s actions.
- 7 “Kal sin tir” A random character is transported away to an underlit room. They are chained to some form of table within a cloth cubicle and forced to speak into a strange mechanism while reading from a book they barely understand. At the same time the character is being verbally abused by mysterious voices that emerge from the device. They will spend the rest of their days doing nothing but this.

Resolution

Once the circumstances from the spawn’s actions have resolved themselves there will be a quiet lull. Konnor may wander through the area looking for a souvenir of some sort while Hailee offers cheerful compliments and cookies. Once both are satisfied the spawn will wave and begin to disappear with Hailee offering their help again if the characters but say their names.

WANDERING MONSTER!



Artwork by Matt Sutton

FLASH AND TWILIGHT

By SGT Dave

Princes Flash and Twilight are the royal heirs to the King of the Light Elves. The King will never go anywhere without his two sons for fear the troublemaking siblings would unleash irrevocable chaos upon the world. The brothers occasionally favor chaotically-driven elves with patron bonds when the whim strikes their fancy.

The flamboyant Prince Flash favors brilliant silver garments and armor. His glowing white hair stands on end, crackling with electricity. He carries a lightning bolt in his right hand and a powder horn at his side. Shrouded in shadow, Prince Twilight is seen with a magic candle snuffer and is garbed in his terrible cloak of darkness. These powerful magic items are capable of throwing the entire world into perpetual darkness, a fact that keeps the King of the Light Elves in a state of constant trepidation.

Note: this is an alternative patron for elves; the royal princes have little concern for the other, short-lived races of the world.



Invoke Patron Check Results:

- 12-13 Magical lenses cover the caster's eyes allowing him see in any level of darkness or brightness without any penalty. The transfigured optics last for 4d6 hours.
- 14-17 Prince Twilight's cloak of darkness enshrouds the caster, transporting him to the safety of the Twilight realm. Meanwhile, Prince Flash's dancing lights create an incorporeal doppelganger of the caster. This mute mimic of pure light is unable to interact with others and acts merely as a placeholder for the caster that follows the party until the caster's return 1d8+CL rounds later.
- 18-19 The caster's weapon becomes electrified for 1d12+CL rounds. In addition to normal damage, on a successful hit, the enemy is knocked back 1d7 feet, taking 1 point damage for each foot thrown. The enemy is then prone and stunned for 1D3 rounds.
- 20-23 Light and shadow. The caster and all his allies are cast into shadow. At the same time, all enemies crackle with an aura of brilliant light. All allies gain a +4 to attack rolls, while all enemies suffer a -4 to hit. This boon lasts 1d4+CL rounds.
- 24-27 Two 20' wide portals appear 50' apart, within 100' of the caster. Like a speeding train, a giant shadow worm races in a straight line from one portal to the other at blinding speed. All within the path of the worm must succeed on a DC 15 Ref save or suffer 4d6 crushing damage. While moving, the worm will act as a 20'x50' wall, and is so long it takes 1d4+CL rounds to pass through the exit portal, at which point the portals collapse.
- 28-29 The caster becomes a being of pure electricity for 1d12+CL rounds. While in this state, the caster has the following stats:
Lightning golem: Init +6 (fast); Atk shock touch +4 melee (1d12+2, stun); AC 18; HD 3d6; MV 50', fly 60'; Act 1d20; SP incorporeal, immune to metal weapons, melee attackers with metal weapons must save vs. stun; SV Fort +3/-6 vs. water, Ref +6, Will +0.
- Anyone touched by this being must make a DC 18 Fort save or be stunned and motionless for 1d6 rounds. The caster's lightning form can move through any crack or keyhole. Contact with water results in the caster making a DC 18 Fort save with a -6 penalty or be stunned and revert normal elven form.

- 30-31 Shock and awe! All light is extinguished. Suddenly, the caster's enemies are stupefied in a grand cacophony of strobing flashes and deafening pops lasting 1d7+CL rounds. The dazed and confused aggressors will unknowingly attack each other for the duration of the discombobulation.
- 32+ Prince Twilight's true malevolent motives are revealed, and all light is snuffed out from the caster's location. From the caster's position, an area CL x 1000' in diameter is permanently trapped in a state of eternal darkness. The sun, the moon, the stars, all sources of light are blotted out in a veil of inky blackness. No light can penetrate this area, darkvision is rendered useless, and only individuals who can travel freely through the Twilight dimension can ever escape. At the last moment, Prince Flash transports the party to the outside edge of the darkness in any cardinal direction of the caster's choosing. From this time forth, no one entering this area can ever escape through non-magical means.

Patron Taint: Flash and Twilight

When patron taint is indicated for Flash and Twilight roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	Black powder burns permanently appear on the fingers of the caster. If this result is rolled a second time, the powder burns extend up past his elbows; the smell of the powder causes a -3 penalty to all sneak attacks. If this result is rolled a third time, the caster must make a successful DC 15 Ref save after any contact with fire or heat-based attacks or suffer 1D4 fire damage.
2	The caster begins to adopt the personality of Prince Flash; his disposition is cheerful while basking in the light, but grim in the darkness. If the result is rolled a second time, his Personality is +1 in bright settings, but -1 in darkness. On a third roll, the caster's Personality is +2 in the light, and -2 in the dark. When coupled with the personality of Prince Twilight, the positives cancel each other out, while the

- negatives combine (for a permanent max +0/-4), as the caster finds happiness in nether light or darkness.
- 3 The caster begins to adopt the personality of Prince Twilight; his disposition is cheerful while lurking in the dark, but irritable when exposed in the light. If the result is rolled a second time, his Personality is +1 in dark settings, but -1 in the light. On a third roll, the caster's Personality is +2 in the dark, and -2 in the light. When coupled with the personality of Prince Flash, the positives cancel each other out, while the negatives combine (for a permanent max +0/-4), as the caster finds happiness in nether light or darkness.
 - 4 The caster becomes electrically charged, harmlessly shocking all he touches. On the second result the caster is surrounded by a crackling aura, and his eyes glow intensely white, resulting in a -3 penalty to all sneak attacks. If the result is rolled a third time, the caster causes 1d3 shock damage to all he touches, friend or foe alike.
 - 5 The caster's skin becomes ashen gray, and his eyes turn an unnatural, pale blue. On a second result, the caster's skin turns pitch black and his eyes completely white. On a third result, the caster appears as a featureless, opaque shadow with intensely glowing white eyes.
 - 6 The caster's eyes become hyper-sensitive, allowing him to see up to 30' in darkness, but also limiting his day-vision to 30' (correctable with dark lenses). If this result is rolled a second time, the caster is also blinded for 1d30 days. If this result is rolled a third time, the caster is permanently blind.

Patron Spells: Flash and Twilight

Those willing to forsake their sanity to dance with Flash and Twilight eventually learn three unique spells, as follows:

Level 1: Prince Flash's powder horn

Level 2: Bolt of shadow

Level 3: Prince Twilight's cloak and snuffer

Spellburn: Flash and Twilight

Flash and Twilight cause trouble for trouble's sake. Those who wish their attention must go to great lengths to alleviate the royal sibling's boredom. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll	Result
-------------	---------------

- | | |
|---|--|
| 1 | The caster's visage exchanges places with his shadow. The caster's upright, three-dimensional form appears as opaque, featureless blackness, while casting a bright, two-dimensional, full color projection as a shadow. The taxing disorientation is the cause of the stat loss. The caster's appearance returns to normal when the stat loss is recovered. |
| 2 | The caster must dye the right half of his body white, and the left side black. Failure to do so within one hour of the spellburn will result in patron taint. The caustic dyes will last 1d4 weeks before washing off. |
| 3 | All light sources, candles, torches, stars, sun, moon, etc., whisper nonsense to the caster. The mental distraction, and loss of sleep due to the constant gibberish, is manifested through the loss of stats. |
| 4 | The caster painfully ingests concentrated light and darkness in the form of a lit black candle carved in ancient, elven runes. Until the caster's stats are recovered, he is maligned with bouts of sulfuric flatulence comprised of black smoke, smattered with twinkling sparks. |

Prince Flash's Powder Horn

Level: 1 (Flash and Twilight)

Range: 20'

Duration: 1 round

Casting time: 1 round

Save: N/A

General: This spell allows the caster turn normal dust and dirt into volatile, explosive powder. The caster must etch the correct elven runes onto an ivory powder horn, and fill the horn with dirt from elven lands. When needed, the caster may throw a pinch of powder while casting the spell, with varying results.

Manifestation: Roll 1d3: (1) black smoke with white, twinkling sparks; (2) green smoke with orange sparks; (3) white smoke and strobing black lights.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Throwing the dust on the ground before an enemy causes blindness for 1d3+CL rounds.
- 14-17 Snapping, crackling, and popping causes the target to dance in panic. For 1d4+CL rounds, anyone engaged in combat with this target gets 2 attacks per round.
- 18-19 The concussive pop of the blast knocks everyone within 1d3+CL feet backward from the blast, requiring a DC 15 Ref save to avoid falling prone. This result may also be used to blow open a locked door or box. The caster must declare this intent before rolling, and failure will result in the destruction of the target, and all its contents.
- 20-23 The powder burns in a straight 20' line from the caster. All targets in the path suffer 1d6 fire damage.
- 24-27 The result is a deafening flash-bang! All creatures within a 5' radius take 2d3+CL damage and are stunned for 1d6 rounds.
- 28-29 All creatures within a 10' radius pass out for 1d6+CL rounds from smoke inhalation.
- 30-31 The caster blows the powder from the palm of his hand, resulting in a broad cone of heat and smoke. The cone is 40' long and 10' wide. Creatures within the cone take 3d6 damage and may catch fire (Ref save to avoid, DC 1d10+CL).
- 32+ The powder explodes in an earth-shattering ka-boom. All creatures and objects within a 10' radius suffer 4d8+CL damage and are knocked prone.

Bolt of Shadow

Level: 2 (Flash and Twilight)

Range: See below

Duration: See below

Casting time: 1 round

Save: Reflex vs. spell check DC

General: Flash and Twilight's powers combine, allowing the caster to summon a discharge of negative darkforce. The combining of contradictory energies require greater concentration for success.

Manifestation: See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster releases a single black bolt aimed at one target within 75' that inflicts 2d6 cold damage.
- 18-21 The caster releases a single black bolt in a straight line. The bolt will continue in a straight line until it has hit three creatures or objects. The lightning bolt does 1d16 damage to the first target, 1d8 to the next, and 1d4 to the third.
- 22-23 Conduit! The caster releases a black bolt, hitting a living target within 50'. The target is unharmed (although the hair/fur of the target will stand on end); however, all living targets within 25' (including allies and potentially the caster if he is in range) take 1d12+CL damage.
- 24-26 Trick shot! The caster releases a single black bolt that jumps, affecting two targets. The first target must be within 50' of the caster, and second target must be within 25' of the first. The first target is hit with a blinding, concussive blast that stuns him for 1d4+CL rounds. The resulting shadow from the first target then stretches out, grabbing the second target, sucking him into the Twilight realm for eternity.
- 27-31 Shadow shot! The caster calls forth up to 1+CL shadow bolts from the sky or ceiling. Each target failing a Ref save is hit by a bolt, disappearing and leaving only their shadow. As shadows, the targets are completely intangible, and have no ability to interact in the material plane. They will remain in this shadowy state until the next solar eclipse.
- 32+ Black lightning storm! Dark clouds roll overhead, blackening the sky as the caster directs blasts of electricity from the Twilight realm. The caster may choose up to six targets within 300' and in line of sight. Bolts arc down from the sky to strike these targets. Each target is hit by 1d3+CL bolts doing 1d12 cold damage each. Each hit requires a DC 15 Fort save to not be stunned.

Prince Twilight's Cloak and Snuffer

Level: 3 (Flash and Twilight)

Range: See below

Duration: Varies

Casting time: 1 round

Save: Varies

General: The caster conjures a piece of cloth torn from Twilight's Terrible Cloak of Darkness. This will endow him with power over the forces of dark and shadow.

Manifestation: See below.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. Furthermore, all light is extinguished, including natural sunlight, moonlight, and starlight for 1d8 rounds. |
| 16-18 | The caster will seem to perpetually walk in the shadows, even in the noonday sun, for 1d8+CL rounds. His light sources cannot be seen. He gains an automatic surprise attack prior to the next round of combat, and is first in initiative order for each subsequent round. |
| 19-21 | A brilliant flash of light appears from above within 100' of the caster, intensifying the shadows below all enemies within a 100' radius of the light. The malevolent shadows all make a single free +4 surprise attack against their originator for 1d6 damage. |
| 22-24 | The shadow of a single target materializes with identical stats. The shadowy doppelganger will attack the target until one of them is dead. |
| 25-27 | The caster's arms transform into two masses of 1d8+CL snaking, black tendrils shooting forth from the caster's sleeves. The shadowy tentacles are 50' long and possess 20 Strength. They lash out and coil around, immobilizing all selected enemies in range. If the spell is not voluntarily cancelled in 1d12+CL rounds, the change is permanent. |
| 28-29 | A brilliant flash of light appears from above within 200' of the caster, intensifying the shadows below everyone within a 100' radius of the light, possibly including allies and the caster himself. For a brief moment the shadows act as trap doors to |

- the Twilight realm. Everyone within the radius must make a DC 15 Ref save or fall into the shadow portals beneath them, trapping them forever into the Twilight dimension.
- 30-31 A brilliant flash of light appears within 200' of the caster, intensifying the shadows behind everyone within a 200' radius of the light. The shadows of all enemies within the radius come to life, immediately attacking their originators to the death. The shadowy doppelgangers have identical stats as their originators.
- 32-33 All shadows within a 400' radius combine to a single, massive tentacled mass. Each round, all enemy creatures within 400' must make a successful DC 15 Ref save or be pulled in by the shadowmass' chimerical tendrils. Consumed enemies are digested into the Twilight realm. Up to 10x the caster level in Hit Dice in enemies may be consumed before the shadowmass's appetite is glutted. It will disappear when it is full, when the caster recalls the spell, or when the caster is dead.
- 34+ Living Shadow. The caster's spirit leaves his body in the form a lightning-fast black shadow. The shadow form is incorporeal and indestructible. He can fly 50' per turn and can pass through any physical object. Any living creature the shadow form passes through loses its spirit to the Twilight realm, and its lifeless body falls to the floor. The caster's physical body is completely helpless in this state and takes 1 hp damage every round while separated from his spirit. If the caster's hp is reduced to 0, his spirit will join his victims in the Twilight dimension.

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A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



MEN AND MAGIC

VOLUME 6 OF EIGHT BOOKLETS

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Dwarf Sapper



by Keith Nelson

You are a short, but sturdy demi-human with a view on life a bit more nuanced than that of your fellows. Not for you is the wild chaos of combat and crunching of foes beneath the hobnailed boots of your fellow heavily armed and armored warrior-miners. You know you can serve your clan and king better by being out past the front lines of any battle, scouting out the enemy and clearing the way for the dwarven clansmen who care for naught but gold and glory. They may sneer at you as you hide in the shadows or as you return from a long reconnaissance in the no-mans-land beyond the clan mineshafts, but when war comes, you're the first one they turn to for your knowledge and cunning. While you can stand toe-to-toe and fight, you're much better as a skirmisher, ambusher, and scout in the many battles above and below ground.

Dark caves and deep cities were once your home, but now you live a wandering life: you are an exiled defender selling your hard won-skills, a curious craftsman trading your talents, or a bitter renegade unwilling to settle for your lot in life. You are an object of suspicion to surface-worlders as well as other dwarves. Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to their fellows, a loose cannon or even a traitor. A dwarf sapper is already halfway there before they leave the dark warrens and caverns, but now you wonder if you could ever truly return.

Hit points: A dwarf sapper gains 1d8 hit points at each level.



Weapon training: A dwarf sapper is trained in these weapons: blackjack, blowgun, crossbow, dagger, garrote, short sword, hammer, mace, handaxe, club, pick, sling, and shortbow. Dwarf sappers can wear any armor, but are careful in their choice, as it affects the use of their skills, generally wearing nothing heavier than leather or studded leather. They can use shields, but do not gain the benefit of the shield bash.

Infravision: A dwarf sapper can see in the dark up to 60’.

Slow: A dwarf has a base movement speed of 20’, as opposed to 30’ for humans.

Underground Skills: Long life beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarf sappers receive an additional bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Dwarf sappers also are considered trained (d20 for skill checks instead of d10) for any engineering associated skills. Additionally, a dwarf sapper can smell gold and gems as a dwarf. A dwarf can tell the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

Thieving skills: A dwarf sapper learns certain thief skills that aid their chosen profession. A dwarf sapper can pick locks, find and disable traps (and set them at an equivalent skill level to disable), sneak silently, hide in shadows, and backstab, as well as one additional thief skill of the player's choice (except for reading magic scrolls, which cannot be taken). The dwarf sapper receives a bonus to their skills based on level, as shown in the table below. Just as a thief, the dwarf sapper needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level dwarf sapper must purchase a set of thieves' tools that allows them to use these skills.

Success when using the dwarf sapper skill of *disable/set trap* means the following:

Disable trap/set trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable/set trap check triggers the trap, causing damage to the dwarf sapper. Successful checks indicate the trap is set and damage can be estimated depending on the nature of the trap. The judge should keep in mind the time and materials necessary to set more complex and more damaging traps.

Luck and Wits: Dwarf sappers survive on their training and luck, and the most successful survive their dangerous profession on a mix of guts and intuition. A dwarf sapper gains additional bonuses when expending Luck, as follows (like a thief).

First, the dwarf sapper rolls a luck die when expending Luck. The luck die is determined by the dwarf sapper's level. For each point of Luck expended, roll one Luck die and apply that modifier to the Difficulty Check. For example, Murch, a 2nd -level dwarf sapper, burns 2 points of Luck and adds +2d3 to his d20 roll.

Second, unlike other classes, the dwarf sapper recovers lost Luck to a limited extent. The Luck score is restored each week by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

Alchemical Learnings: The dwarf sappers' most closely held secrets include training to make a variety of compounds similar to an alchemist's potions. These are, of course, produced from various common and uncommon ingredients found in the environment or procured as needed from other sources by the dwarf sapper. The primary forms of these are as follows:



Lumigoo: A bioluminescent sticky liquid made with certain rare mosses fermented until bacteria and yeasts destabilize them to the point where mixing with dwarven heavy ale causes a reaction resulting in a dim glow (5-10' dia) that lasts for 1-4 hours. Tales are told of a reaction made by the mixing of dwarven regal stout that produces an infrared glow that lasts for days, but this is, if anything a closely held secret. These are used for simple light purposes as well as formulating traps that mark those who trigger them.

Boommush: Dwarf sappers possess the closely held secret of boommush. They can formulate and mix, given access to appropriate reagents, a tarry solid that can, when exposed to fire, explode with devastating results. While most often used for mining, these can also be used in traps or to formulate crude grenades. Damage increases with level, as does the cost of formulation. Any non-dwarven sapper character must roll a Luck check when using boommush or dragonscat, and on a failed check, the item goes off in their hands/face, doing damage as normal (with a critical hit if 20 is rolled). A dwarven sapper can use these in setting traps as well. However, any critical failure while using these as grenades or for trap setting (versus for normal mining purposes) will result in a possible premature explosion (1-5 on a d10, modified by luck) as well as a roll on the fumble charts. Damage and cost are listed below.

Dragonscat: This variant of boommush will, when lit, burn with an intense heat, even to the point of burning underwater. Damage to individuals in contact with it is as listed in the table below, but it is primarily used for traps and mining purposes, as well as to occasionally brew a proper cuppa fungus tea while on a recon.



Action dice: A dwarf sapper uses their action dice for any normal activity, including attacks and skill checks.

Thief Skill Bonuses for Dwarven Sappers

Level	Backstab	Sneak Silently*	Hide in Shadows*	Pick Lock*	Find Trap†	Disable / Set Traps*
1	+1	+1	+1	+0	+3	+3
2	+3	+3	+3	+1	+5	+5
3	+5	+5	+5	+2	+7	+7
4	+7	+7	+7	+3	+8	+8
5	+8	+8	+8	+4	+9	+9
6	+9	+9	+9	+5	+11	+11
7	+10	+10	+10	+6	+12	+12
8	+11	+11	+11	+7	+13	+13
9	+12	+12	+12	+8	+14	+14
10	+13	+13	+13	+9	+15	+15

Thief Skill Bonuses for Dwarven Sappers

Elective Skills Selected from One of the Following

Level	Pick Pocket*	Climb Sheer Surface*	Forge Document*	Disguise Self‡	Read Languages†	Handle Poison
1	+1	+1	+0	+0	+0	+0
2	+3	+3	+0	+1	+0	+1
3	+5	+5	+1	+2	+1	+2
4	+7	+7	+2	+3	+2	+3
5	+8	+8	+3	+4	+3	+4
6	+9	+9	+4	+5	+4	+5
7	+10	+10	+5	+6	+5	+6
8	+11	+11	+6	+7	+6	+7
9	+12	+12	+7	+8	+7	+8
10	+13	+13	+8	+9	+8	+9

* The thief's Agility modifier, if any, also modifies checks for these skills.

† The thief's Intelligence modifier, if any, also modifies checks for these skills.

‡ The thief's Personality modifier, if any, also modifies checks for these skills.

Dwarf Sapper Progression Chart

Sapper Level	Attack Bonus	Crit Die/ Table	Action Die	Luck Die	Ref	Fort	Will
1	+1	1d10/II	1d20	d3	+1	+1	+0
2	+2	1d12/II	1d20	d3	+1	+1	+1
3	+3	1d14/II	1d20	d4	+2	+2	+1
4	+3	1d16/II	1d20	d4	+2	+2	+1
5	+4	1d20/II	1d20+1d14	d4	+3	+2	+2
6	+5	1d24/II	1d20+1d14	d6	+3	+3	+2
7	+6	1d30/II	1d20+1d16	d6	+4	+3	+2
8	+6	1d30+2/II	1d20+1d16	d6	+4	+4	+3
9	+7	1d30+4/II	1d20+1d20	d8	+5	+4	+3
10	+8	1d30+6/II	1d20+1d20	d8	+5	+5	+4

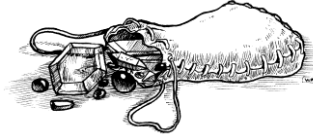
Dwarf Sapper Alchemical Learnings

Sapper Level	Alchemy Cost (gp)	Alchemy Product	Boommush/Dragonscat Damage
1	1	Lumigoo	n/a
2	3	Boommush	1d6 (5' diameter)
3	8	Boommush	1d8 (5' diameter)
4	10	Infrared Lumigoo	n/a
5	20	Dragonscat	1d4/round (1d4 rounds)
6	25	Boommush	1d12 (5' diameter)
7	35	Dragonscat	2d4/round (1d4 rounds)
8	35	Boommush	2d6 (10' diameter)
9	45	Boommush	2d8 (15' diameter)
10	60	Boommush	3d6 (15' diameter)



The Invincible Chicken

A New Class for DCC RPG



By Randy Andrews & Art by Jaiden Bornt

The invincible chicken is a class to play when the farmer who owned the chicken has died, but the chicken is still alive.

Hit points: An invincible chicken gains 1d6 hit points at each level. They are small but lucky.

Weapon training: A chicken may not wield any weapons but does 1d4 damage from a flurry of pecks and claws.

Communication: An invincible chicken can speak eagle as per appendix L of the DCC RPG Rulebook. At the judge's discretion, a chicken may pick a particularly dumb (Intelligence 6 or below) farmer, who is able to understand what the invincible chicken's clucks mean, though the farmer is the only person that can. This farmer does not gain the ability to understand eagle or any other birds for that matter.

Mounted combat: While being carried by a farmer who can understand the chicken, the invincible chicken is considered mounted on a trained mount (see DCC RPG p.87). Unfortunately if the farmer gets spooked by taking half its current hp in damage then the chicken can only roll a d10 for their riding roll.

Speed: The invincible chicken can move 20' per round.

Armor: An invincible chicken does not wear armor, but instead gets harder to hit at each level. At level 1 an invincible chicken starts with 12 AC. This increases by 1 for each additional level as they learn to dodge and move better in a fight.

Alignment: All invincible chickens are lawful.

Small size: Invincible chickens are a little larger than a normal size chicken, however, that still means they are small compared to most characters. This small size allows them to crawl into narrow passages, and through tiny holes.

Sander's blessing: In honor of the original invincible chicken, whenever an invincible chicken is in an inhospitable environment it receives a +2 bonus to Fort saves.

Stealth: Invincible chickens are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level as shown in the table below. This can be used in the same manner as the thief's abilities.

Fowl luck: An invincible chicken has the ability to make a judge re-roll any roll. They can use this ability once per gaming session at the cost of 1 point of Luck. The judge must accept the new result whether it is better or worse than the original.

Limited flight: An invincible chicken has limited flight capabilities. As a full round action, they can run, take off from the ground while flapping their stubby little chicken wings, and land. They can move up to 30' in this manner, 15' of which can be in the air. They cannot fly higher than 5' off the ground. In a situation where the invincible chicken is falling, they take damage as normal (1d6 for every 10 feet) minus 1d6. For example, if they were to fall 60' it would only take 5d6 damage.

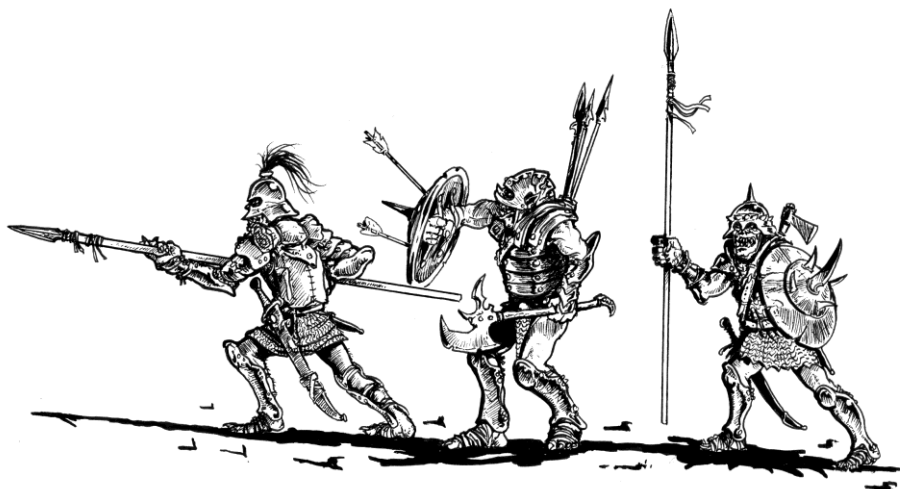
...With their head cut off: If and only if the chicken's head gets cut off, they can take 1d4 actions after the head is gone.

Table IC-1 Invincible Chicken

Level	Attack Bonus	Crit Die/ Table	Action Die	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+4	1d12/III	1d20+1d14	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d16	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d20	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20+1d14	+6	+4	+6	+15



Orc and Half-Orc Classes and the Orc Berserker

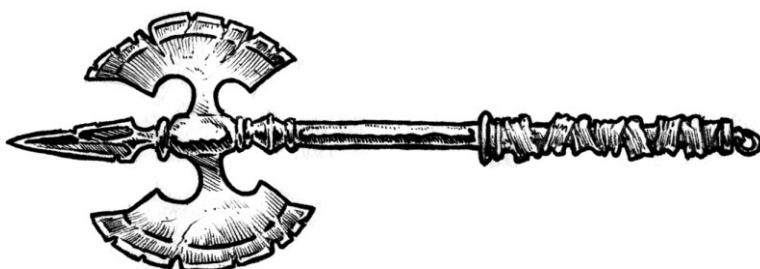


by Andrew Sternick

Orcs are monstrous, 7' tall humanoids with a boar-like visage, varied skin tones from green to gray, and savage ways. They live in forests, mountains, hills and barren places. Relations between orcs and humans and demi-humans varies, running the gamut from grudging tolerance including trade, to mutual genocidal hatred. Orcs are tribal and spend most of their energy fighting each other, though they can also band together to make war on all settled peoples. They found their hostility on ancient grudges, the particulars of which vary from tribe to tribe. Orcs revel in inflicting terrible wounds on their enemies, and love to celebrate those they have dealt and received, reliving and retelling them over and over in ritual story and war chants.

Half-orcs are usually the offspring of marauding orcs and human women, though less unhappy unions are not completely unknown. These half-breeds appear somewhere between orcs and humans, towering over most humans but not quite as large as full-bloods. Half-orcs may or may not admit to sharing the predilections of their full-blood parentage.

Hit points: An orc gains 1d12 hit points at each level. A half-orc gains 1d10 hit points at each level.



Weapon training: Orcs and half-orcs who live amongst orcs are trained in the use of battleaxe, club, dagger, spear, two-handed sword, shortbow, sling, and war hammer. Orcs and half-orcs prefer two-handed weapons, though this is not a requirement. They may wear any armor made for them, but orcs are rarely capable of creating anything other than leather armor themselves and should be equipped appropriately. Orc tribes view shields as cowardly, and they are never used.

Half-orcs who live amongst humans are trained with battleaxe, club, dagger, flail, hand axe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Half-orcs that live amongst humans can be found wearing any armor but retain enough of their instinctual bloodlust that they never use shields.

Alignment: Orcs are chaotic by nature, rarely organizing in groups larger than bands, and will fight each other if no one else is around to prey upon. Perhaps 1 in 10 orcs is neutral and 1 in 100 lawful. These misfits may separate themselves from other orcs to survive, or, if very cunning, may achieve positions of power, forging a tribal confederation and threatening settled human or demi-human societies.

Half-orcs also tend toward chaos, but not as strongly as orcs. Chaotic half-orcs who grow up among humans (or any demi-humans that will tolerate them) who can keep their brutal nature in check may subsist at the margins of society. Neutral half-orcs can be well-integrated in tolerant societies, and lawful half-orcs might be driven to help defend human society against the depredations of their savage brethren. Perhaps once every few generations, a lawful half-orc hero might emerge in a relatively tolerant society. In orc tribes a half-orc's position varies greatly, from outcast to shaman to warband leader.

Attack modifier: When rolling to attack orcs and half-orcs use a rage die in place of a fixed attack bonus. The character rolls a rage die with each attack roll and applies it to attack and damage rolls.

Orc and Half-Orc

Level	Rage Die	Crit Die/ Table	Action Die	Ref	Fort	Will
1	d3	1d12/II	1d20	+1	+1	+0
2	d4	1d14/II	1d20	+1	+1	+0
3	d5	1d16/II	1d20	+1	+2	+1
4	d6	1d20/IV	1d20	+2	+2	+1
5	d7	1d24/IV	1d20	+2	+3	+1
6	d8	1d30/IV	1d20+1d14	+2	+4	+2
7	d10	1d30/V	1d20+1d14	+3	+4	+2
8	d12	1d30+2/V	1d20+1d16	+3	+5	+2
9	d14	1d30+4/V	1d20+1d16	+3	+5	+3
10	d16	1d30+6/V	1d20+1d20	+4	+6	+3

Rageburn: Orcs and half-orcs may expend one point of Personality or Intelligence to increase their crit range. A player must declare the intent to rageburn before rolling the attack die, similar to spellburn. Each point of rageburn provides a +1 modifier to the attack roll. If the attack lands, the character automatically scores a critical hit. Orcs and half-orcs may also rageburn one point of Personality or Intelligence after any critical hit, which allows them to add or subtract the value of the rage die from their crit roll result. This allows the player to choose among crit roll results. Each day an orc or half-orc does not rageburn, one point of Personality or Intelligence is recovered.

Failed rageburn: Any orc or half-orc who rolls a natural 1 on the attack die after declaring rageburn suffers the loss of one expended ability point permanently. Orcs who are so reduced to an Intelligence or Personality below 3 become orc berserkers (see below).

Block with head: If an orc or half-orc is successful on a Luck check when recovering the body the permanent injury can be lost from Intelligence or Personality in addition to Strength, Agility, or Stamina (determine randomly with d5).

Ferocity: Orcs who are reduced to 0 or fewer hit points may take one final attack action before losing consciousness. Half-orcs may use this action in any way they choose, rather than being restricted to only an attack action. This final action is resolved out of initiative order, immediately after the damage is dealt.

Infravision: Orcs have infravision 60', but they have poor vision in daylight, suffering a -1 penalty to attack rolls and skill checks associated with precise vision. Half-orcs have infravision 30' and see normally in daylight.

Luck: An Orc or half-orc's Luck bonus applies to fortitude saving throws.

Languages: Orcs speak orcish, and leaders or exceptional orcs speak common if they live near humans. Half-orcs speak both orcish and common.

Orc berserker: Init +1; Atk battle axe +1d4+2 melee (1d10+1d4+2); AC 14; HD 3d12; MV 30'; Act 1d20; SP battle madness, expanded crit range 18-20, death throes; SV Fort +5, Ref +2, Will -1; AL C.

Orc berserkers are orcs (or half-orcs) whose minds have been so eroded by battle-fury that they are no longer capable of even the minimum of self-control necessary to participate in orcish society. Covered in gruesome scars and nightmarish self-mutilations, they roam the wastes in bloodthirsty bands, slaughtering and cannibalizing all who cross their path. Both ostracized and lionized by their tribes, their brethren consider them to be the recipients of special favor from the orc gods.

Similar to human berserkers, orc berserkers fight normally until wounded, when they undergo battle madness. While suffering from battle madness they attack the nearest being, friend or foe. Additionally, battle madness provides +5 hit points and an additional +2 to all attacks, damage, and saving throws. After 6 rounds this madness fades, when they lose the attack bonus and additional hit points. If this brings their total hit points below zero hit points, the orc berserker dies in a state of bliss, assured a place at the side of the orc gods. When orc berserkers are reduced to 0 hit points they are entitled to one last attack. This attack takes place outside initiative order, immediately before they fall.

Paladin of Gambrinus, “Bungstarter of the Faithful”



by Keith Nelson

Your faith in Gambrinus is strong. You have a deep, almost fanatical reverence and commitment to the power of the holy trinity of water, grain, and hops. You possess martial skills honed in the service of Gambrinus. You serve as a guardian of the bars, mills, fields, and breweries of Gambrinus' worshippers, protecting them with the strength of your belief. You are a conduit for a small bit of the divine ever flowing river of sacred beer that makes up his power. You smite the unrighteous and maintain the sanctity of the wort-tuns. Not for you is the peaceful blessing of the grain and ongoing natural progress of lager, bock, pils, porter, stout, and ale, but instead the fight against the ravager, the despoiler, the temperance fiends and those who can't stand a good party. You are the scythe of the unholy, the thresher of the grain, and the bungstarter of the faithful.

Hit Points: A paladin of Gambrinus gains 1d10 hit points per level.



Weapon training: A paladin of Gambrinus is trained in the holy weapons used by faithful followers of the god, the threshing flail (1d6), the harvest sickle (1d4 if one handed, 1d8 if two-handed scythe), and the bungstarter of peace (1d4+1). In addition, Gambrinus' paladins may use any of these weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, two-handed sword, warhammer, longbow, shortbow, crossbow, and sling. Gambrinus' paladins may wear any armor and their spell checks are not hindered by its use. Shields may be used, and are often painted with the holy symbols of

Gambrinus, any one of a number of variants on the grains, hops, and cask motif. However, all his paladins also carry the holy bungstarter and a small cask, jug, or bottle that is seemingly never empty, and at least one mug, drinking horn, or cup for administering the sacrament.

Alignment: Gambrinus is the god of brewers, liquid refreshments, and conviviality, with a side interest in grain harvests and alcohol-fueled passions. Beer is the great leveler and thus Gambrinus is a god of the balance, favoring neither Law nor Chaos. Gambrinus' paladins are almost universally Neutral (see Brotherhood of the Wild Yeasts and The Bacchanals for rare exceptions on the Chaotic side or the Dark Lawyer-Monks of the Reinheitsgebot for the Lawful).

Smite: Paladins of Gambrinus have the ability to empower their bungstarter, flail, or sickle with divine power. Instead of a regular attack bonus, the paladin adds their smite die to attack and damage rolls. Smite is limited to those deemed unholy by Gambrinus such as defilers of hops and grains, teetotalers, and those who would destroy the sacred wort-tuns.

Magic: Like clerics, paladins may cast spells. They have similar chance for disapproval and can perform sacrifices to reduce disapproval ranges. A paladin uses their Personality modifier in their spellcasting die rolls. Gambrinus' paladin spell list is given below (individual paladins will only have some of these spells accessible to them, depending on the vision Gambrinus has of their service to him).

Level 1 – *blessing, food of the gods, resist cold, holy sanctuary, sleep* (as wizard spell), *strength* (as wizard spell).

Level 2 – *Neutralize poison/disease, restore vitality, divine symbol, forget* (as wizard spell), *phantasm* (as wizard spell).

Level 3 – *Banish, remove curse*.

Holy deeds: In addition to spellcasting, Gambrinus gives his paladins the ability to perform holy deeds. The devotion of their faith empowers a paladin with divine might to improve their battle prowess, lend aid to their battle companions, heal the injured, or even invoke the divine attention of Gambrinus himself (10% base chance, with modifiers as the judge sees fit). To use a holy deed, the paladin declares which deed they will be performing, quaffs a beer (and/or makes the recipient drink), and rolls on the holy deeds table. The holy deeds die roll is *action die + paladin level + Personality modifier + Luck modifier*. Holy deeds risk disapproval and each failure increases the chance of disapproval. Drinking for holy deeds purposes still runs the risk of drunkenness and the cumulative effects as detailed in this article.

Lay on hands: As with clerics, paladins have the power to heal the faithful. The paladin of Gambrinus accomplishes this by offering the faithful a drink from their holy cask and concentrating for 1 action. A drink must be taken for each HD of damage healed. The paladin's lay on hands works as the cleric's, in that it may heal specific conditions instead of hit points. (See cleric's *lay on hands* in the DCC RPG Core Rulebook, pg 30.)

Instill bravery: The paladin has the ability to instill bravery in others around them. This ability grants a bonus to saving throws versus fear effects. This bonus applies to saves versus dragons, outsiders, undead, magical and mundane sources that induce fear. The bonus gained and number of potential targets is shown in the holy deeds table. All targets must take a drink from the holy cask to gain the bonus. Duration is 2 minutes + 1 minute/paladin level.

Cause fear: The paladin has the ability to *cause fear* to the unholy of equal HD or less. Targets must make a Will save vs the caster's check result or flee for 1 round + round/paladin level away from paladin. The failed target(s) must run at the best speed away from

the paladin. The number of targets affected by the paladin's *fear* aura is shown on the holy deeds table.

Luck: A paladin's Luck modifier applies to holy deed die rolls. The holy deed Luck modifier remains fixed from the base value even if the paladin's Luck score changes over time.

Languages: At 1st level, a paladin automatically knows common as well as one additional language for every point of Intelligence modifier.

Action dice: A paladin can use their action dice for attack rolls or spell checks.

Paladin of Gambrinus – Holy Deeds

Lay on Hands			
Roll	(Same / Adjacent / Opposed)	Instill Bravery	Fear
1 - 11	Failure	Failure	Failure
12 – 13	1 dice / none / none	+1 bonus / 1 target	1 target
14 – 19	2 dice / 1 dice / none	+2 bonus / 1d4 targets	1d2 targets
20 – 21	3 dice / 2 dice / 1 dice	+3 bonus / 1d6 targets	1d3 targets
22 – 24	4 dice / 3 dice / 2 dice	+4 bonus / 2d4 targets	1d4 targets
25+	4 dice / 3 dice / 2 dice	+5 bonus / 2d6 targets	1d6 targets

Paladin Level Abilities - Table 1

Level	Attack	Smite	Crit Die	Action Die	Ref	Fort	Will
		Die	/ Table				
1	+1	1d3	1d8/III	1d20	+1	+1	+1
2	+1	1d4	1d8/III	1d20	+1	+1	+1
3	+2	1d5	1d10/III	1d20	+1	+2	+1
4	+2	1d6	1d10/III	1d20	+2	+2	+2
5	+3	1d7	1d12/IV	1d20+1d14	+2	+3	+2
6	+3	1d8	1d12/IV	1d20+1d16	+2	+4	+2
7	+4	1d8	1d14/IV	1d20+1d16	+3	+4	+3
8	+4	1d10	1d16/V	1d20+1d16	+3	+5	+3
9	+5	1d10+1	1d20/V	1d20+1d20	+3	+5	+3
10	+6	1d10+2	1d24/V	1d20+1d20	+4	+6	+4

Paladin Level Abilities - Table 2

Level	Known Spells (Total)	Maximum Spell Level
1	0	0
2	1	1
3	2	1
4	2	2
5	3	2
6	3	2
7	4	3
8	4	3
9	5	3
10	6	3



Drunkenness and the Paladin of Gambrinus: The Paladin is not required to drink to excess, but in the pursuit of their duty, may find imbibing overly much to be an occupational hazard. Gambrinus does not overtly promote drunkenness, but accepts it in his followers, if it does not impede their ability to serve him. The holy brew of Gambrinus is a potent one and the recipient (be they paladin or supplicant) must make a Fortitude save against a DC of 5+2 for every drink had that day, generally linked to the holy deeds described above.

Paladins of Gambrinus may also use their smite die when making this Fortitude save against drunkenness. A failed save results in all further actions for the day being done at -1d on the dice chain. This is cumulative if further checks are failed. A good sleep will remove this effect. Other alternate drunkenness effects may be implemented at the discretion of the judge.

Paladin of Gambrinus Disapproval Table

Roll as per DCC clerics: 1d4 per point of disapproval, modified by Luck

Roll	Effect
1	Until the paladin can sit down and share a cold brew or two with a convivial group of imbibers, they are at -1d for all smite die rolls.
2	Beset with a general feeling of love for their fellow man, the paladin is at -1 to actions until they spend 5 minutes extolling the virtues of how great people/things/activities are.
3	Feeling a bit woozy. At -1 to all spell checks until the paladin can rest for 1 turn.
4	Unquenchable thirst. The paladin must drink at least 1 gallon of non-alcoholic liquid for every 2 disapproval points. Fortitude save at DC 12+2 for each gallon to avoid vomiting and taking 1d4 damage (more for toxic/poisonous liquids, if that's all that is available). Drinking must be within 1 turn.
5	Fighting drunk. The paladin is ready to fight anyone, at any time for the next 1-4 hours. DC 15 Will save to not fight anyone available. At -2 to all actions, but +2 damage with melee weapons.
6	Melancholic introspection. The paladin is overcome with intense sorrow and begins weeping inconsolably for 1 turn. -1 to all actions for an hour as they continue to burst into tears at the slightest pretext.
7	Pounding headache. The paladin is at -1 to all actions until they have a lie down of 1-4 hours.
8	Room spins. The paladin suffers intense nausea and is at -1 to all actions for 1-4 hours, with a DC 15 Fort save each hour (failure results in loss of 1 hp).

- 9 Strange bedfellows. The next time the paladin sleeps, they awake with a naked stranger beside them that they don't remember. Roll 1d10: (1-2) amorous stranger; (3-4) angry and confused stranger; (5-6) amorous monstrous stranger; (7-9) angry monstrous stranger; (10) roll twice, ignoring all 10s.
- 10 The paladin must recruit at least one worshipper for Gambrinus. They are at -1 to all actions until they recruit one or a week has passed.
- 11 Blackout. The paladin loses all memory of the past 12 hours.
- 12 Unconsciousness. The paladin must make DC 12 Fortitude saves every 10 minutes or fall asleep for at least 2d4 hours. They can be roused, but will be at -1d for all actions.
- 13 The paladin is at -2 to all actions until they plant or harvest a new field of barley or hops for Gambrinus.
- 14 Broken/lost holy weapon. The paladin loses their smite die until they procure a new holy weapon. This should consist of a quest for sacred materials, blessings, service, etc.
- 15 Broken cup of Gambrinus. The paladin loses their spellcasting ability until they procure a new holy cup. This should consist of a quest for sacred materials, blessings, etc.
- 16 Broken cask/flask of Gambrinus. The paladin loses their ability to perform all holy deeds until they can procure a new cask or flask. This should consist of a quest for sacred materials, blessings, etc.



Bazaar of the Bizarre



By James A. Pozenel, Jr.

Pipes of the Nuclear Chaos



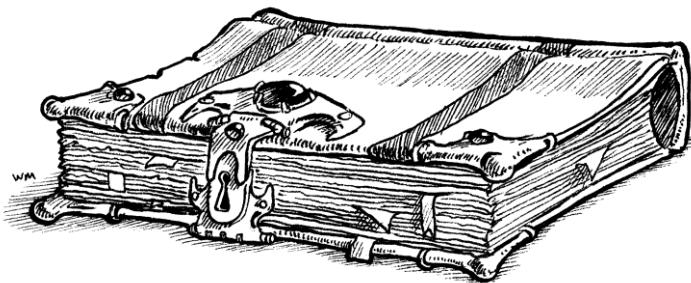
When found, these musical pipes seem as normal as any other. At first use, the timbre of the pipes is thin, the range of notes is quite small, and they evoke unearthly sensations when used together. After but a moment, a monotonous melody comes into the PC's mind and as they play their whole body begins to shudder. To the observer, the piper appears to be shaking or trembling. In the mind's eye of the musician, however, he is drawn into an alien and frightening cosmos, flying through a black abyssal gulf and hearing accompanists playing in harmony or counter-melody with his own piping. Images of alien orbs, cyclopean buildings, and disturbing creatures chaotically assault his mind.

As he approaches the center of the Ultimate Chaos, the musician must make a DC 12 Will save or become completely insane and unable to cast spells or use reasoning for the next 3d4 rounds. Regardless of the result of the will save, after the mental journey to the chaotic nucleus of the cosmos, the piper appears distorted and is difficult to hit with absolute surety. The distortion effect lasts for 3 turns and provides a +2 bonus to his AC. Additionally, the onset of the distortion is so powerful that for the next 1d10 rounds, the piper blinks, appearing in a random location and facing a random direction within eyesight. The user may play the pipes up to 5 times per day, and each time they must pass the DC 12 Will save or suffer a psychotic break with reality.

Learned members of the cults of the Outer Gods know the pipes have the ability bring the dead back to life. By repeatedly playing the queer monotonous melody of the Daemon Sultan over the body of the dead, the ceremony begins. During the hour long evocation, the piper transports himself and the corpse to the center of the Ultimate Chaos. As the piping rises to its terrible and mind sundering crescendo, the formerly dead subject rises shrieking in terror and must make a DC 12 Will save or be permanently insane. The piper and the newly risen must sign in their own blood in the book of Azathoth and take a new secret name. If either participant refuses, they are swept away by creatures with membranous wings and webbed hands never to be seen again. Using their secret name in future *patron bond* checks with the Old Ones confers a +2 bonus to the spell check. The musician and the resurrected return to their plane; the pipes are nowhere to be found.

While in possession of the Pipes of the Nuclear Chaos the owner is cosmically renounced by all the gods except The Outer Gods and The Great Olds Ones. The hit dice of healing granted by *lay on hands* suffer a -1d until the user disposes of the item. If the cleric incurs disapproval while using their *lay on hands* ability on the owner, add an extra 1d4 to the disapproval roll.

Thunderous Book of Agrizaneus



This book appears to be made of blackened metal plates of an oddly porous material, the holes of which seem to run the length of the book in an orderly parallel fashion. Incomprehensible sigils and geometric patterns adorn the covers and the thinner plates inside.

Whenever someone opens the book, it begins making a faint whirring or whistling sound, storm clouds suddenly coalesce, and rumbles of thunder can be heard nearby. After 1d6 rounds a stroke of lightning strikes the book, dealing 5d6 damage (DC 20 Ref save for half) to whomever holds it as well as anyone else within 10'. After the strike, the force of the blast hurls the book 2d20 feet in a random direction.

Careful analysis of the item and listening to the whirring, whistling, and clicking sounds of the book reveals that there is a “voice” uttering words amongst the sounds. If the owner interacts with the voice he realizes that it is not just sounds, but an intelligence. Once the book has established communication with the owner, it will teach him how to manifest a bolt of electricity. To do so, the possessor holds the book aloft and calls “Nomat.” The resulting bolt of electricity strikes any one target of the user’s choice within 100’, inflicting 4d6 damage (DC 20 Ref save for half). Being used as a conduit in this way forces the holder to also make a DC 15 Fort save

or be exhausted until he can rest without interruption for 3 full turns (-2 penalty to all attack rolls, skill checks, and spell checks, and -10' to movement). The Thunderous Book of Agrizaneus may only be used once a day in this manner.

Unknown to all but the most esoterically educated, a Small Scion of Logos (see *Angels, Daemons & Beings Between, Volume 1* for details on Logos and his scions) named Nomat was hammered and ensorcelled into this form by the wizard Agrizaneus many centuries ago. It now seeks a humanoid conduit with which to restart its efforts to destroy the sun of this world. The intelligence in the book continually seeks to solicit the owner to *patron bond* with Logos in order to manifest this goal.

Ring of Gibdit the Great

This ring appears to be made of carved bone, crudely inscribed with characters from the runic alphabet. Those knowing goblin and passing an Intelligence check recognize the runes as crudely sounding out



goblin words and the name Gibdit. Outside of sages who have specialized on the race and its history, the name has no special importance. Amongst goblins, Gibdit was a great king who outlived four generations of his progeny (there is some debate if he had some of his grandsons and great-grandsons assassinated or sent on dangerous errands).

After the death of Gibdit his witchdoctor, Thrizgazit, fashioned rings from his skull and other bones. He hoped to sympathetically impart the remarkable hardiness and longevity of the dead goblin king upon himself and his allies. While worn, the ring grants the wearer a +1 bonus on saves versus magical diseases and +3 versus conventional diseases.

The Rings of Gibdit do have an additional side effect on non-goblins. While worn, the bearer speaks goblin flawlessly. While he may think in his native tongue, all the words and phrases come out as if he was a native born goblin. However, the ring does not grant the bearer the ability to understand goblin spoken by another creature.

Icon of St. Bhlad

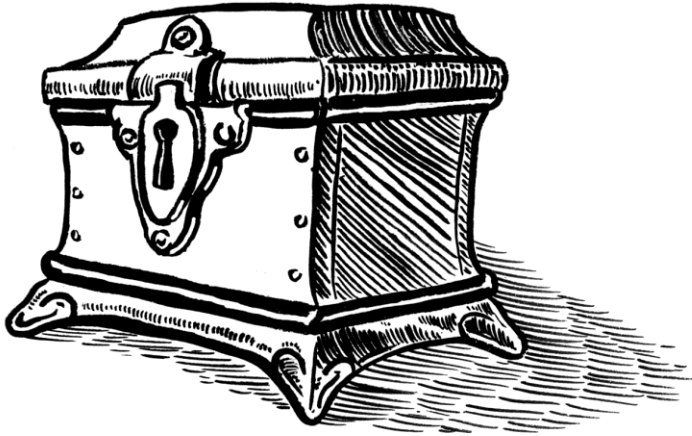
This square of wood has a figure of a saint painted on a background of gold leaf. The figure is dressed in a rich chasuble that would befit a cleric of Amun Tor. The pale coloration of the skin and the dark circles around the eyes would normally not give one pause excepting for the fact that the saint also seems to have fangs. Above his head is the name “Bhlad.”



Around the outside edge of the icon is an inscription in the Neutral alignment tongue. If the inscription is recited aloud, the words of St. Bhlad’s Prayer cause the painted figure’s eyes to glow red until rays strike the reader’s own eyes. As the affected eyes adjust from the intense erubescence light, the reader becomes more persuasive, strong of mind, and glib of tongue. He receives +2 Personality and an addition of +1 Will saves for 1 turn. The owner of the icon may read the prayer three times in any given week.

1d10 rounds after the prayer is spoken, the icon becomes surrounded by a swarm of vampire bats (see the *DCC Core Rulebook*, page 396) which attack all within its 20’ x 20’ space until dispersed or 1 turn passes. If the user is able to control the bat swarm in some fashion, he receives a +5 bonus to any relevant checks to control the swarm.

The Mad Merchant's Treasures



by Kevin White and Shyloh Wideman

As you travel down the road, an old bearded man bursts from the nearby woods, muttering to himself. His once violet robes are now a filthy, gangrenous black. Startled by your presence, he shouts indignantly, "You can't have my treasures! They're all gone! I threw them all out! Even my gold! See! All of it!" He flashes open his robes exposing his thin naked body. "But I hope you do find them! Yes, yes, I hope you do! See, the treasures are not as they once were. No indeed! Pandemonium got to them as it has gotten us all!" The man darts back into the woods, cackling as he disappears from sight.

The merchant has been trapped in Pandemonium most of his life and now lives as a hermit near where the party is travelling. Once encountered, the merchant cannot be relocated as he can easily avoid the adventurers. Pandemonium's chaotic magic corrupted his treasures over time and none of them work as well as they once did. The treasures may be removed from Pandemonium, but their corruption will remain. The merchant and his items can be placed in any adventure.

Tenophar, the Compelling

Tenophar is an ornate bronze nasal helmet in the shape of a forward-sloping cone. The cone is a finely detailed hawk, with small moonstones for eyes, a sharp beak, and every feather meticulously outlined. The base of the cone is a thick, flat band with a thin nosepiece and an extension of the eagle's tail-feathers that covers the back of the neck. An attached mail coif covers the rest of the neck and the sides of the face. It has a heavy patina, and inside the helmet is the mark of the dwarven clan Khaylstrom.



Background

Tenophar was commissioned by a long-forgotten king for use in the royal court during negotiation proceedings. It eventually garnered enough ill will that even friends of the king conspired to make it disappear. How or when this happened is lost to history.

Its last owner was the halfling Carroway Twelves-Toes, who snatched the helm from the head of the impossibly drunk Donagle the Frog-Knight. Carroway found Donagle sobbing in an ally, repeating to himself, "But I'm the life of the party. The ladies love me."

Carroway quickly realized his new talents while wearing Tenophar and started hiring himself out as a contract negotiator on behalf of various adventuring parties.

Setting

In a clearing in the forest is a flat 5' wide blood-stained stump surrounded by tall grass. Hanging half on this chopping block are the skeletal remains of a halfling. If inspected, one may notice the halfling has twelve toes. The halfling's skull, still wearing Tenophar, can be found in the grass about 5' away from the stump.

If Tenophar is removed from the skull, the skull will immediately begin insulting the party, while the headless skeleton reanimates and attacks and tries to reattach the skull to its severed neck. The skull has a scratchy, whispering voice and always laughs a wheezing chuckle after making an insult. If the skeleton is destroyed, it will reform in 1d4 rounds. Only destroying the skull will stop the skeleton from reforming and the barrage of insults to cease.

Halfling skeleton: Init +0; Atk fist +0 melee (1d4); AC 9; HD 2d6; hp 7; MV 20'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, reanimates in 1d4 rounds unless skull is destroyed; SV Fort +1, Ref +1, Will -1; AL C.

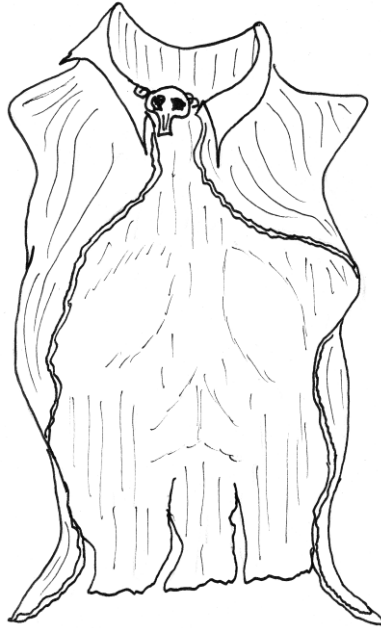
Powers

Original: Wearer receives a +2 bonus to Personality when speaking in a language understood by both parties.

Corruption: In addition to the original power, each time the wearer speaks, the player must roll 1d20. If a 1 is rolled, the wearer shouts out the most inappropriate and inciting thing for the situation they are in. Players should not be made aware of the corruption until they roll a 1.

Nellia, the Lonesome Surface Dweller

Nellia is a hooded cloak made of enchanted leather of a fish-like sea monster. This pale, ashen robe is rippled and scaly, swallowing much of the light that touches it. It is lined with black silk and is heavier and less flexible than most cloaks.



Background

Nellia was made from the scaly hide of the Beast of Marigold Harbor. This 15' long, fish-like creature had eyes on long stalks, a lamprey mouth, and scales of a hue purported different by each person reporting seeing it. The beast was harpooned by a young Lariss Skulkery, the now legendary angler from Marigold Harbor. After a long struggle, Lariss found herself victorious but pulled far out to sea. After a night and the best part of a day, she rowed her small craft back to shore with the monstrous beast in tow. The beast's hide was preserved and eventually purchased by Ochrebeard the Enchanter, a patron funding the renovation of Marigold Harbor. It is believed that Ochrebeard used a portion of the beast's hide to create Nellia.

Setting

The party is spotted by Eval Perceval, a frail human woodsman who has been lost in the woods for a number of days and is seeking a way out. Eval found the cloak in the woods and is using its chameleon-like properties to hide from the party, leery to approach them directly. He is virtually impossible to see unless someone from

the party comes within 10' of his hiding place. If the party makes camp, he will attempt to raid their food. He has only been alone since finding the cloak so is unaware that it may change colors if others get too close.

Eval Perceval: Init -1; Atk dagger +0 melee (1d4); AC 11; HD 2d6; hp 7; MV 30'; Act 1d20; SP camouflage; SV Fort +0, Ref +0, Will +0; AL N.

Powers

Original: When the wearer lies on or stands against a solid surface for 1 minute, they automatically are completely hidden by the cloak's camouflage ability.

Corruption: When someone else gets too near, the cloak will start responding to the wearer's nervousness and begin shifting colors depending on the wearer's mood, revealing them. Roll 1d20 when someone else is within 20', 1d10 when someone else is within 10', and 1d6 when someone is within 5'. On a roll of 5 or lower for any of these, the wearer is revealed.

Bethyl, the Maltlord

Bethyl is an enchanted beer stein crafted from the tip of a giant boar's tusk. It is black and ivory in color, and has a large, curved silver handle that runs its length.



Background

Bethyl was gifted by an ancient forest spirit to the barbarian Chieftain Fulkinem when he defeated the giant boar in a wrestling match. It remained in Fulkinem's bloodline until his people were conquered and forgotten. Since then it has passed through the hands of many treasure seekers, and is said to temporarily cease filling if one of insufficient courage drinks from it.

Setting

A shallow river runs through the forest with a shallow pool next to where the stream curves sharply. Bethyl is half buried in the sand at the bottom of the pool, but easily visible from the shore. Since its corruption, the tusk has been emitting a slow trickle of isopropyl alcohol into the pool and river. The pool itself is now so poisoned that it is devoid of animal or plant life, filled with sparkling clear water that gives off a faint acrid odor. Any creature drinking from this pool will suffer the same effects as if drinking directly from Bethyl itself.

There is a long-snouted, crocodile-like beast that lives just downriver from the pool. The giant gharial has taken to eating any carrion caused by the pool that floats its way. Continual exposure to the alcohol has damaged its vision and made it constantly drunk. If anyone moves to enter the pool or approach it, it will first thrash and hiss, then attack fearlessly if they do not back down.

Giant Gharial: Init -4; Atk bite -4 melee (2d6+2) or slam -6 melee (2d6+2); AC 14; HD 6d8; hp 25; MV 20'; Act 2d20; SV Fort +2, Ref -2, Will -2; AL N.

Powers

Original: Bethyl refills itself to the brim with a straw colored, high alcohol, skunky smelling ale.

Corruption: The liquor created by Bethyl now includes isopropyl alcohol, making the liquor twice as strong, adding an acrid smell and a slightly bitter and metallic taste. 3 turns after drinking from Bethyl, drinkers must make 3 Luck rolls for each full stein they consumed or 1 Luck roll for each sip. On failure, the consumer is poisoned and advances on the poison table below, suffering the consequences for each additional failure they suffer.

- First failure: heartbeat slows. -2 to attacks, damage, and saves. Recovery after a full night's rest.
- Second failure: temperature drop. Max speed 10'. Recovery after a full night's rest.
- Third failure: hypothermia. -4 Stamina. Recovery after 24 hours of rest and being kept warm.
- Fourth failure: seizures. Temporary paralysis. Recovery after 1d4 hours.
- Fifth failure: blindness. Recovery after 3d4 days.
- Additional failures: add 1d4 additional days to recover from the fifth failure.

Harrah, the Flowering Vine

Harrah is a 5' long walking stick, made from twisted rosewood vines with a rust red carnelian carved to look like a rosebud on the end. Its entire length is covered in small thorns.

Background

Harrah is an elven walking stick created as a gift for a rose gardener, able to be extended to 10', call water from the ground, and cause plants to grow quickly. It was said to have been stolen by a jealous lover and sold off to a traveling merchant.



Setting

The party notices the ground in the forest is starting to get soggy with standing water in places. Further ahead the party finds itself at the base of a shallow, rocky ravine. The ground is covered in small rocks and boulders and the wall of the ravine in front of the party is covered in a thorny bramble 5' high. The water runs from the top of the ravine, between the rocks hidden beneath the bramble, then spills out in front of the party where the bramble stops. At the top of the ravine where the water originates, Harrah is 'planted' in the ground. Fully extended to 10', the staff can be seen protruding from the vines, with the red carnelian standing out among the green.

To reach Harrah, the party will have to climb 30' up the ravine through the spiked brambles and over the difficult, rocky terrain (this is the same no matter the approach direction). If someone manages to reach the staff he will have to cut it from the ground, which will cause the water to cease flowing and the brambles coming off it to immediately brown and harden. The staff will immediately resize to 5' when cut, growing any additional length required from the piece with the carnelian rose.

Powers

Original: At the user's will, Harrah can be extended to 10' and, when forced into the earth, causes a small spring of water to trickle forth while making existing roses within a 15' radius to grow voraciously.

Corruption: The staff is covered in thorns and cannot be wielded properly without thick gloves. One round after being thrust into the earth, or after one minute of touching the exposed earth, a thorny, 5' tall entangling bramble will explode from Harrah and cover the ground in a 15' radius. If not removed, this will extend to a maximum 30' radius over the course of 24 hours. Water will also start slowly trickling from the earth where Harrah has rooted. To remove the staff, it must be cut from the ground, causing the water to stop flowing and the brambles created by Harrah to immediately turn brown and harden.

Mors Mercator



By Clayton Williams

Mors Mercator is a wandering NPC that pulls a wagon of wonders, wares, and weird things filled with objects she collects as she travels through rifts in time, space, and dimensional planes. She journeys to escape the maker of time, who, if he catches her, will freeze her between seconds for

eternity. Her only solace is in the trinkets and treasures she finds and the amusement she derives from them.

Throughout the millennia it looks like she has partaken in several of the interesting items she has found. Her visage of a beautiful woman is only made that much clearer compared to the weird appendages that are where a normal foot or a hand should be.

If characters happen upon Mors she will greet them to play a game with her. Games are fun, right? She cares not for money, but for entertainment and the trade of new and interesting things. “Care to play a game to entertain this weary traveler? There is a promise of power and wonder which most enjoy. Your options are simple. Solve a riddle or pay a price; you will still gain something to entice. Mayhaps you are able, you can entrust a gift to pique my interest and still be stable. If ye be crafty you may find another way to satisfy me.”

She will only be entertained up to 3 times before saying she is bored and moving on (or at judge’s discretion).

Riddles*

Q: I am something without an end and eyes just as deep, gather your courage if you wish to peek. What am I?

A: Abyss

Q: I can be found in every dimension and all around, but you can never get enough of me. What am I?

A: Space

Q: I came before the chicken and the egg, devouring all the things said. What am I?

A: Time

Q: I am your best friend and your worst enemy. Most who push me will be sorry. What am I?

A: Luck

**Or come up with your own.*



Notes & Flavor

- She will try and be as vague as possible about the item offered for sale until the cost is paid....what fun is there without any surprises or mystery?
- If attacked she becomes incorporeal and cannot be touched. If angered she can choose to open a dimensional rift beneath the party (judges can use this NPC to move a party to other settings and environments).
- If the PCs choose to try and entertain her instead of paying a cost before rolling they may do so. At the judge's discretion they may increase the percentile success range. Base range is 5%.
- While Mors has travelled far, she has not seen normal humans, dwarfs, or elves in a very long time.
- All items when received are consumed/ worn/ or otherwise effective immediately, are permanent, and can cannot be removed unless the PC is willing to take a 1d5 Stamina loss.
- Pets and scrolls can only be commanded or read by those they are given to unless a PC attacks and kills its owner.
- At the judge's discretion, replace anything in the table with something you want.

Item Offered by Mors

Roll

d10 Item (No Duplicates)

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| 1 | <p>Gear. Roll 1d12: (1) football helmet, +2 AC, -2 Intelligence. You are more likely to charge into battle without a plan (team logo at judge's discretion). You like slapping random people on the butt, especially after an encounter, and you cannot explain why; (2) baseball cap. You are good with clubs/maces (+2 attack rolls, -2 attack rolls to all other weapon types, team logo at judge's discretion); (3) bulky white helmet, -3 to ranged attacks, +1 ranged damage, enemies incur a -2 initiative as you shuffle onto the field of battle; (4) pink headband, +2 Stamina, hair turns red, grows out, and curls. 20% chance to break out into an exercise routine twice a day for 30 minutes or at judge's discretion; (5) black karate gi, +1 Agility, +2 attack and damage rolls for fists, nunchaku, and staffs, -2 to all other weapon types, PC has a faint yellow glowing aura. PC must greet all enemies and allies with politeness; (6) black sound box, it has mesh sides and a dial that goes to 11. Once per day, enemies within 100' must make a DC 12 Will save or break out dancing (-4 to all checks). Allies must make a DC 8 Will save or break out dancing. The PC must dance as well. This lasts 1 round (player/judge discretion for what it plays). May only be used by the one who originally received it; (7) "vike" shoes, +1 initiative, +2 to climb checks, +10' to speed. PC has an urge to tell people to just DO IT; (8) fingerless gloves, +2 Personality, must dance for 20 minutes twice a day; (9) board that hovers. Must use one foot to push forward, glides 60', can be used by anyone, DC 11 Agility check to ride. Counts as mounted combat. 50% chance that when riding a large gong pile exists around the next corner; (10) biker jacket with skull on back, +2 attack when mounted, +1 Personality, -1 attack when flat footed; (11) catcher mask, +2 AC vs ranged attacks. Must start all battles in crouched position; (12) two wheeled headless horse with basket in front and metal gears. Imbued with <i>feather fall</i> cast with a +6 spell check. However, player must sing an appropriately embarrassing song about flying (judge's discretion) while using.</p> |
|---|--|

- 2 Vial of liquid. Roll 1d8: (1) vial of black liquid - black blood of the dirt. PC is reduced in size to a small half-humanoid wingless dragon. The PC is reduced in height by a foot, and receives +2 AC, +2 Strength, +1 Stamina, -2 Personality. The PC can also fire spit twice a day (+2 attack, 1d8+2, 5' splash damage). In addition, the PC can no longer wear standard armor; (2) vial of blue liquid - creature from dark colored pond. PC gains webbed hands and feet, a scaly face, enlarged ears, and the ability to breathe underwater for 30 minutes; (3) vial of green liquid. PC grows thick dark dreadlocks made of skin, mandible mouth, and gains melee weapon knowledge +2 attack rolls with all melee weapons, but loses the ability to speak common, instead makes clicking sounds; (4) vial of teal liquid. PC's skin turns blue, grows tall, large eyes, feels the heartbeat of trees. Moving through forests, jungles and swamps is easy. Once every 3 hours, PC can ask the trees a question. There is a 75% chance PC understands the answer and it is not vague; (5) vial of white liquid. PC's skin turns pale white and they now hunger for live flesh and must consume 10 lbs at least once every 2 days. The PC also now regenerates 2 hp every 6 hours, and their limbs can grow back over 2 days, but is hard to wake up when sleeping. If not fed PC will attack closest living being; (6) vial of yellow liquid. PC's feet become hooved and hairy, facial features become more cow like, 2 small horns grow from the PC's head. A short tail also grows. +2 Strength, +1 Stamina, -1 Intelligence, easily enraged, loves puzzles and mazes; (7) vial of pink liquid. PC's skin turns hard and clear like tough glass, the interior of the body is visible and moves like liquid. +2 AC, +3 to break doors or walls. If the PC is damaged, add +1 as skin cracks like glass and vitals leak out; (8) vial of brown liquid. PC grows brown hair over entire body. PC must make guttural sounds at the beginning of most conversations. The PC receives +1 to ranged attacks, +1 Strength, Intelligence, Luck, and -1 Personality. PC gets annoyed easily by incompetence.
- 3 Body augmentation. Cost is always #1. Roll 1d12 (1) large frog leg. PC's leg is replaced by a large frog leg, gaining the ability to swim and jump 10', but is -10 to regular movement and has constant fish odor; (2) Black eye with tendrils inside. Once per

day gain *second sight* at result 20, [SECRETLY] gain desire to worship Cthulhu; (3) crab arm. Claw attack +1 melee (1d4 dmg +2), +1 AC, cannot use 2 handed weapons; (4) long golden horn affixed to the middle of forehead. PC gains the ability to communicate with horses and +1 to spell checks. 50% chance that PC craps pants twice a day unless wearing assless chaps. You no longer eat with your hands. PC gains desire for apples; (5) void face with dangling eye. PC's face is replaced. Face can be used as storage for small things, item weight and quantity does not matter. Voice projects from the void. Immune to gas based attacks. Loss of taste and smell; (6) chainsaw attached to arm. It has been modified to run on alcohol. +3 attack, 1d10 +1 dmg + 1d3 bleeding per round. PC gets drunk with continued use and receives a temporary -1 to Intelligence every 2 uses. Must rest 12 hours to regain all Intelligence lost (if loss of Intelligence is > 6, the next day the PC also temporarily loses -2 Strength); (7) Left hand with mouth and eyes. It has a personality that makes fun of the host. It has two features/functions. It can perform a sucking gulp. This sucks in the surrounding air for 10 seconds, including small projectiles, bugs, leaves etc. It can also use digestive regeneration, spend time consuming over 100 lbs of dirt or flesh to regain 1d6 hp. One of these functions can be performed once per day; (8) silk spider butt. Shoot tough spider silk string from butt up to 300' per day or in a 10' arc 100' long. Holds 800 lbs, DC 20 Strength check to break; (9) hand becomes 3 large chunky fingers and a hole emerges on PC's palm that squirts green ink (one target), 3 times a day. Ink has a chance to blind targets for 1d3 rounds that fail a DC 15 Fort save; (10) large tail with hard ball sack on the end. Move really slow at only 10'. Appendage can crush rocks but is hard to swing (-1 attack, 1d10+1 damage); (11) large fly wings. PC can fly short distances carrying up to 250 lbs in additional weight, flying speed is 20'. PC craves very sweet things all the time; (12) Metallic skeletal arm. +4 Strength checks, -1 Personality. Add personality trait of either misinterprets conversations or hard to reason with.

- 4 Pet. Roll 1d10: (1) two ferrets, always looking to cause mischief for enemies and allies alike, but always help PC when things

look down. Init +3; Atk N/A; AC 15; HD 2d8; hp 9; MV 20'; Act 1d20; SP prank (if successful causes a detriment to ally or enemy); SV Fort +0, Ref +4, Will -1; AL C; (2) 3 tiny robots that help fix or build things. Cannot be commanded, but will follow PC. AC 17; HD 1d10; hp 8. They tend to work on things the PC wants to work on or fix and do things when no one is looking or expecting; (3) green tiger. Acts scared most of the time, only when mounted does it act fierce. Init -2; Atk whimper (0) or maul +3 melee (1d10+1); AC 13; HD 3d10; hp 16; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -6; AL N; (4) buzzard vulture. Init -1; Atk peck +1 melee (1d6); AC 13; HD 2d10; hp 12; MV fly 40'; Act 1d20; SV Fort +1, Ref +1, Will -1; AL C; (5) spirit/haunting. Looks like a child, can pass through walls, pacifist. Init +3; Atk SP; AC 14; HD 2d6; hp 8; MV float 20'; Act 1d20; SP immune to non-magical attacks, polite scare (DC 8 will save or target is baffled for 1d2 rounds, result of 1 target runs away scared); SV Fort N/A, Ref N/A, Will -3; AL L; (6) gelatinous bear. Bounces toward enemies. Init -1; Atk ricochet tackle +2 melee (1d3+1); AC 14; HD 2d10; hp 12; MV bounce 40'; Act 1d20; SV Fort -2, Ref +6, Will -2; AL N; (7) yellow creature imbued with lightning. Init +2; Atk shock +2 melee (lightning 1d6+ DC 15 Fort save or stun 1d2 rounds); AC 12; HD 2d8; hp 10; MV 30'; Act 1d20; SP Immune to electrical attacks; SV Fort -1, Ref +4, Will -1; AL C; (8) big fluffy red monster. Likes to call people "George." Yes, George. Init 0; Atk hug +2 melee (1d3, upon successful hit, target is grappled and snuggled); AC 13; HD 2d12; hp 16; MV 30'; Act 1d20; SV Fort +3, Ref -1, Will -2; AL C; (9) talking bat. Somewhat crazy. Init +1; Atk SP; AC 14; HD 2d8; hp 10 hp; MV 30ft (flying); Act 1d20; SP flying rant/tangent (DC 13 Will save or target is baffled for 1d2 rounds), can drop small objects while flying, immune to electrical attacks; SV Fort -1, Ref +3, Will +3; AL C; (10) cruel white rabbit. Must be kept in a box and only released under dire conditions. Stats unknown.

- 5 Mors pulls out a spray can and douses the PC. Roll 1d10: (1) pig snout. The PC's features change to that of a pig snout. They can now dig with their face and have enhanced smell; (2) poison glands. The PC's skin secretes a horrible poison that causes 1d4

dmg for every round of contact. Being affectionate is now dangerous. (3) slime secretion. PC's skin secretes a lubricating red slime. Running and attacking become difficult, but they are quick and hard to hit. -10' MV, -3 all attacks, +3 Ref saves, +3 AC; (4) face and arms on chest. A small face and arms grow out of the PC's chest. It has a personality of its own, can wield a dagger, and adds to PC's AC and hp. Init -1; Atk dagger -2 melee (1d4-2); AC +3; hp 6; Act 1d20; SP shares damage with host; AL random; (5) porcupine hair. PC cannot wear cloth shirts without difficulty. Shoot quills once every 2 days, 40' radius from PC, afterwards the PC is exhausted for 1 round (each creature within range suffer 3 attacks each at +3, 1d4+1 damage); (6) all thumbs. Ranged weapons are difficult to use (grapple +3, -4 attack); (7) bat ears. If the PC makes a sound whistle, growl, yell, etc...they can roughly interpret the size, shape, and distance of objects within a 100' radius; (8) udders. PC grows 6 udders on their chest. The udders produce milk that gives those who drink it renewed vigor, adding +1 to all attacks and spell checks for 1d4 rounds. The milk has addictive properties; (9) porcelain touch. PC's hands turn a milky white. Objects the player touches have a 30% chance of slowly turning into porcelain. PC loses feeling in hands; (10) 3 more eyes. Init +3, but the PC finds it hard to sleep.

- 6 Weapon. Roll 1d8: (1) hidden walking stick katana (attack +1, 1d8+2); (2) dark glasses/shades (*detect evil* +3, any creatures that would harm you appear with black hollow eyes and blue skin tint); (3) knife gloves and a striped long sleeve shirt (attack +1, 1d6+1 plus DC 10 Will save or target is frightened). Once put on they can never come off. PC suffers sleepless nights, all benefit from rest is halved; (4) large gold 5-point throwing star that folds up. Returns to PC with a thought +4 (1d8+4, range 60', 10% chance it gets stuck in what it hits); (5) giant sword of the berserker. 6' long, 17+ Strength to wield without penalty (attack +4, 1d12+2, 20% chance to cut off limb of target); (6) hockey stick (+1 AC, attack +1, 1d8+1); (7) severed hand with 3 hard metal claws coming out (attack +2, 1d6+2, ignores armor, never breaks); (8) yellow belt with explosive grappling wing gun and winch (150') holds 350 lbs total.

- 7 Scroll. Roll 1d8: (1) scroll of wild magic. Random level 2 or 3 wizard or cleric spell with 1d20 spell check; (2) scroll of instant pit trap. Pit is 50' wide and 100' deep. 1% chance it opens underneath caster. Trap DC = spell check; (3) scroll of summon random creature. PC must make a Personality check in order to control what is summoned; (4) scroll of hinderance. Targets drop to bottom of initiative order and receive -2 all rolls. Spell check 15-16 = 1 target, 17-19 = 2 targets, 20-22 = 3 targets, 23+ = 5 targets; (5) scroll of madness. All enemies see random illusions of what they hate the most. Allies must make a DC 5 Will save or suffer the same effect; (6) scroll of teleport. Teleport to any location the PC can see or remember. Spell check 15-16 = 1 target, 17-19 = 2 targets, 20-22 = 3 targets, 23+ = 5 targets. Non-wizards take -2 Stamina damage when casting; (7) scroll of annoy a god. Roll randomly against either gods/deities that have an interest in the current party/quest or against the tables in the DCC rule book. 50% chance the god decides to help you or negatively affect everyone including enemies (judge's discretion); (8) scroll of rot and rust. All iron weapons within 30' of caster turn to dust and all living organisms take 1d4 damage. 25% chance the caster is included in the affect.
- 8 Ranged weapon. Roll 1d6: (1) tiny trebuchet that has a small phrase engraved on it. Once per day saying the phrase will change the size from tiny to normal or vice versa. The trebuchet weighs 700 lbs, and requires a combined Strength of 36+ to move at 5' rate (range 150', +7 Atk, 3d10); (2) a black Y-shaped metal tube. Shoots green burst when the trigger is clicked, PC must make a DC 14 Intelligence check to operate (target must make a DC 18 Will save or fall asleep, 12 shots total); (3) small red and white ball. When thrown and hits something a 3' size very cranky plant monster emerges and attacks what was hit (Atk vine whip +4 ranged (1d10+1, 50'); AC 10; hp 10); (4) sling-shot. It is very fast granting the PC two attacks a round (attack +1, 1d4+1); (5) pistol (attack +5, 1d10+2, 4 shots, DC 22 Intelligence check and 24 hours to make 4 more bullets); (6) attack doll with red hair and cooking knife. When thrown it latches onto enemy and attacks each round. Stares at PC while they sleep (attack +6, 1d3+1, DC 12 Strength check to throw it off).

- 9 Book of spells. Each book allows a PC the chance to learn 1 result (DC 15 Intelligence check, wizards get a +1 bonus). All spells listed require a spell check of 12+ to be cast. Roll 1d6:

(1) Book of dung beetles

- * *Summon giant dung beetle*. Init same as PC; Atk +1 flip melee (1d3) or charge +2 melee (1d6); AC 14; HD 2d12; hp 16; MV 30'; Act 1d20; SP 0; SV Fort +3, Ref -4, Will -2; AL N.
- * *Bug language*. Ability to speak and understand bugs.
- * *Transform into beetle* (1/day; 1d4 rounds, PC is exhausted 2 rounds after, +4 AC, +10 hp).

(2) Book of poisons

- * *Create poison*. Roll randomly on poisons table in DCC rule book. If the PC fails the spell check, they take 1d3 damage plus adds a scar to their hands.
- * *Perfect immunity*. PC is immune to all poisons.
- * *Summon giant scorpion*. Init same as PC; Atk +1 sting melee (1d3 + poison) or claw +1 melee (1d6+1); AC 13; HD 2d10; hp 12; MV 30'; Act 1d20; SP 0; SV Fort +1, Ref -4, Will +1; AL C.

(3) Book of slime

- * *Slime shield* (+2 AC, soaks 1d10 worth of damage before melting away).
- * *Slime wall* (+3 AC to allies within 5', soaks 3d10 worth of damage before melting away).
- * *Summon giant slime*. Init same as PC; Atk envelop +4 melee (1d3 per round, DC 13 Strength to escape); AC 9; HD 3d10; hp 20; MV 30'; Act 1d20; SP 0; SV Fort -2, Ref -4, Will +4; AL N.

(4) Book of birds

- * *Summon random bird* (AC no higher than 15 and hp no higher than 20).
- * *Bird language*. Can speak to birds.
- * *Flock of seagulls*. PC brings forth a flock of seagulls. Area becomes really noisy and accumulates bird excrement. Init +1; Atk peck +2 melee (1d8); AC 13; HD 3d10; hp 16; MV 30'; Act 1d20; SP 0; SV Fort -3, Ref +6, Will -1; AL C.

(5) Book of ghosts

- * *Interrogate ghost/dead.* Once per day, the PC can force information out of the recently dead. If successful, a ghost appears that can only tell the truth. Lasts for 20 minutes.
- * *Summon random specter.* PC summons an incorporeal being from another time period. Specter acts in favor of the party, but does not have to like it. Lasts for 2 hours. Init +1; Atk heart squeeze +1 melee (1d3); AC 17; HD 2d10; hp 12; MV 30'; Act 1d20; SP takes only half damage from physical attacks; SV Fort N/A, Ref -1, Will -1; AL N/A.
- * *Phase shift.* PC becomes transparent for 2 rounds and can pass through solid objects. Can be used twice a day.

(6) Book of Bees

- * *Honey rain.* PC can call a storm cloud that rains thick honey on a 20' area. Targets caught in this area must make a Strength check each round as the honey hardens DC starts at 7 and goes up by 2 every round. Failure results in -8 to all ranged and melee attacks. It can only be cast once per day and if the spell check is failed, the spell is lost for 3 days.
- * *Summon swarm.* PC brings forth a swarm of bees. Init +1; Atk sting +3 melee (1d10); AC 15; HD 3d10; hp 20; MV 30'; Act 1d20; SP 0; SV Fort -2, Ref +6, Will -1; AL C.
- * *Hive mind.* PC shakes butt at target and they become in tune with the PC's thoughts. PC can stay connected with up to 3 entities.

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| 10 | Viands. Roll 1d8: (1) spice from red sand planet. Provides limited <i>telekinesis</i> , range 50' and 50 lbs, temporary -1 Stamina on each use; (2) drink me. Every time the PC drinks a liquid they get 10% smaller and receive -1 to all physical stats. After 6 hours they become extremely thirsty. Wears off after 8 hours; (3) eat a box of sweets. +2 initiative, if player runs they must run for at least 3 hours; (4) grainy thick green pastries. Gain +1 Strength |
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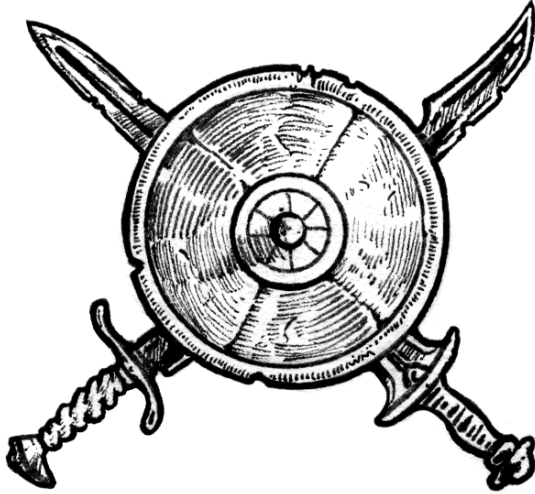
and Stamina, and -1 Luck. Other food just doesn't have a good flavor anymore. PC starts to wonder what the character next them would taste like grilled with some pepper. Given the option to eat human flesh (not from a live human) they must do so; (5) eat me. Every time the PC eats they get 10% bigger and receive +1 Strength and Stamina. After 5 hours they become extremely hungry. Wears off after 8 hours; (6) glowing chicken leg. PC gains memories of the last 10 minutes of the thing that was eaten right before it died; (7) tiny wings. PC gains the haunt of a fairy that can cast any level 1 wizard spell twice a day with a +1 spell check. PC must appease the fairy's whims daily; (8) black meat. PC turns into a weremutt when they wear any significant amount of clothes (weapons/backpacks/belts/jewelry do not count). PC cannot handle man-made weapons or tools in weremutt form, otherwise +3 Strength, +2 Stamina, +3 AC, Atk claw +2 melee (1d6+1) or bite (1d8+2), must eat meat once a day or become rabid and uncontrollable.



Cost for What the PC Gets from Mors

Roll 1d16	Effect
1	Limb. PC loses -2 Stamina.
2	Random sense. Roll 1d3 for effect: (1) lost; (2) diminished; (3) extremely over-sensitive. Roll 1d5 for sense: (1) sight; (2) hearing; (3) smell; (4) touch; (5) taste.
3	Love lost. Roll 1d5: (1) food; (2) people; (3) nature; (4) money, (5) hygiene.
4	A night in bed with Mors (gain minor mutation at judge's discretion).
5	Life Force (-1d3+1 from random physical attribute).
6	Gain hatred for random character in the party or loved one back home.
7	Major corruption.
8	PC's attacks gain mercurial magic effect (-10% to die roll on mercurial table).
9	PC falls head over heels in love with random ally, present or not.
10	Phobia. Roll 1d8: (1) scared of blood; (2) dark; (3) spiders; (4) horses; (5) strangers; (6) light; (7) water; (8) judge's choice.
11	Roll 1d3: (1) cannot lie; (2) cannot steal; (3) cannot tell the truth.
12	PC becomes emotionally sensitive.
13	Weakness. Roll 1d3 (1) Fort -2; (2) Will -2; (3) Ref -2.
14	Sleep disorder. Roll 1d2: (1) narcolepsy; (2) nocturnal.
15	PC attracts enemies in combat (50% chance).
16	PC becomes allergic to iron and mithril (2' radius).

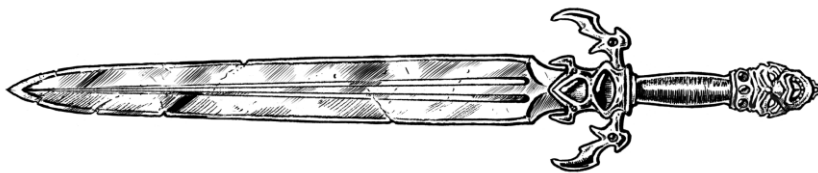
Weapon Variants



By R.S. Tilton

The mighty deed is one of the great innovations of Dungeon Crawl Classics. On page 92 of the *DCC RPG* rulebook weapon specific deeds are mentioned, but not many players create their own weapon deeds. A weapon may have the exact same damage, and even the same weight, but in the hands of the well-trained each weapon performs differently. This article presents three entirely unique weapon specific deeds based on the following long sword variants:

Weapon	Damage	Cost in gp
Broadsword	1d8	15
Katana	1d8	50
Scimitar	1d8	12

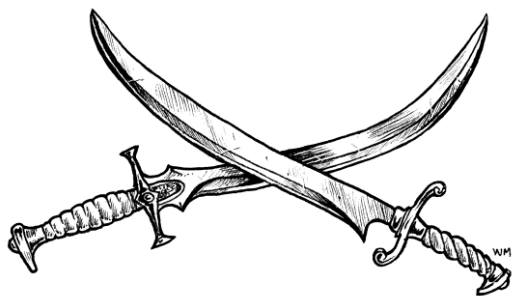


Broadsword: *a heavy bladed military sword, with a basket hilt. The basket hilt could be used to deliver a heavy handed punch when blades were locked.*

Result	Description
Critical Failure	The basket hilt of your weapon is damaged. -1 to attack rolls until it can be repaired.
3	You bash your opponent in the face with the basket hilt. Blood streams into their eyes, blinding them for 1d4 rounds.
4	After you strike, you drop into a defensive stance. Gain +1 AC until the end of the next round.
5	You rain down blows on your enemy driving them back 1d4 x 5'.
6	A brilliant feint leaves your opponent confused. Foe falls to the bottom of the initiative count.
7+	You bring the blade down with your full weight, driving your opponent to their knees. Inflict an additional +2d4 damage and foe must spend half their movement regaining their feet next turn.
Critical Success	You drive your weapon deep into your enemy's chest. With a vicious twist you wrench the blade free, inflicting +2d6 additional damage.

Katana: *the classic Japanese longsword, later era katana had the steel folded hundreds of times, honed to a razor sharp edge.*

Result	Description
Critical Failure	The blade binds in the opponent’s clothing or armor and is wrenched from your grasp. You are disarmed.
3	You duck below your foe’s attack and slice across the foe’s legs. -5’ movement until healed.
4	A heavy two-handed attack. +1d damage.
5	You slip to the side of the enemy as you cut. Foe suffers a -2 penalty to their next attack against you.
6	The blade of your katana slices through your foe’s weapon, cutting it in half (magic weapons are immune to this effect).
7+	You dance around your enemies. Make another attack against another foe at -1d attack/damage.
Critical Success	Two strikes, one cut. With blinding speed, the wielder strikes, and then immediately strikes the same location again. Roll an additional attack against the same target ignoring armor.

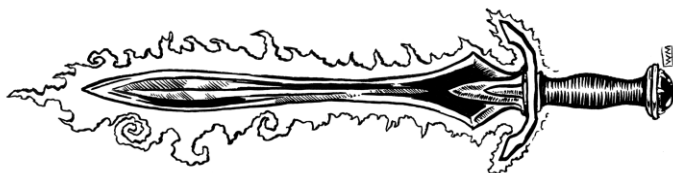


Scimitar: *the classic Middle Eastern single edged curved sword, commonly used from horseback. When used from horseback, the scimitar gains a +1 bonus to the deed roll.*

Result	Description
Critical Failure	Your sword is embedded in a shield, wall, or tangled in clothing, effectively disarming you.
3	You force your opponent back 5' with the power of your attack.
4	You let loose a rallying war cry, providing allies a +1 bonus to morale checks for the remainder of the round.
5	An enemy, up to the same size as your mount, is overrun. +1d6 trample damage and knocked prone.
6	Furious assault drives enemy into an adjacent foe's weapon, inflicting damage on the target.
7+	A brilliant strike slices open the throat of the opponent. Target bleeds for 1d3 damage each round until dead or healed. Foe suffers a -1d3 to all spellcasting attempts.
Critical Success	Riding high in your stirrups, you let loose a mighty whoop as you decapitate your opponent with a single strike.

Unique Magic Items

By using the idea of the deeds table, magic items become even more unique. If a magic item has an activation die, then the die indicated in the table is rolled. Activation dice may not be modified by Luck.



Hellblade: *this vicious weapon appears to be fire-scorched upon first appearance, the blade blackened and beyond repair. When gripped, the pommel is scalding, and brands an unknown sigil on the hand (1 hit point of damage, should the damage kill the wielder, the body will burst into flame, consuming body & soul). Beings immune to fire will not be scarred, but will be unable to unlock the powers of the blade.*

Once branded its true form is revealed, a heavy black blade etched with infernal runes that glow with a hellish light. The branded wielder gains a d6 activation die, which triggers the effects listed below. The weapon and wielder detect as evil or chaotic when viewed with the appropriate spell.

Result	Description
1	The blade inflicts searing pain, which distracts the target. Foe is -1 to hit on their next attack.
2	The scent of charred flesh assaults you as the Hellblade bites deep into your opponent, causing the flesh to blacken and smoke. Inflict 1d4 additional damage.
3	The overwhelming heat from the Hellblade ignites the target's clothing. Foe suffers 1d6 damage until spending 1 round putting out the flames.
4	The screams of the souls bound within the weapon chill your enemy's heart. Make a DC 15 Will save or immediately flees the area at maximum speed. The scare lasts only one round; on the round following the failed save, the creature recovers its wits.
5	You are enveloped in an aura of hellfire. Any creature which attacks you (or is grappled by you) suffers 1d6 damage. This effect lasts for 1d4 rounds.
6	The Hellblade summons a hellhound (DCC RPG rulebook p. 417) which will obey the commands of the wielder for 1 turn before it returns to the infernal realms.
Critical Success	The blade drains the target's soul, healing the wielder of 1d6 hit points of damage, but gaining the nightmares of the victim for 1d6 nights.

Check out my www.patreon.com/EPICMEANDERINGS for more unofficial DCC RPG madness wherein I continue to create weapon variants, explore unarmed combat styles, and expand upon a new campaign setting.

A special mention of Marzio Muscedere and the *Steel and Fury* book produced by Purple Duck Games for his excellent idea of deed fumbles and criticals. If you can only afford ONE 3rd party supplement, I heartily recommend *Steel and Fury*!

SGT Dave's Table of Books



by SGT Dave

The next time a player wants to check out the bookshelf while looting a sorcerous snuggery, refer to this table to find a quick title. Pick a category and roll 1d10 to thumb through a specific subject, or roll 1d100 while perusing an entire library.

d%	Title	Subject
00	<i>The Confabulation Powder Health Index: How to Achieve Deeper Healing of Chronic Ailments with the Art of Mind-Body Consciousness</i>	Alchemy
01	<i>The Alchemist's Bible: 1001 Transmuted Potions and Everything You Need to Know to Set Up Your Home Laboratory</i>	Alchemy
02	<i>Higher Consciousness through Alchemy</i>	Alchemy

03	<i>Sweedle's Guide to Household Mutagens</i>	Alchemy
04	<i>But Can Your Philosopher's Stone Do This?</i> Advanced Transmutation Techniques	Alchemy
05	<i>The Feng Shui Guide to Beastmorphing Your Home Décor</i>	Alchemy
06	<i>Dr. Chong's Guide to Self-Pharmacopsychiatry</i>	Alchemy
07	<i>Spendelard's Cure for Acid Breath</i>	Alchemy
08	<i>Holistic Treatment for Lesser Orb Syndrome</i>	Alchemy
09	<i>The Ungol Dust Addiction Recovery Guide</i> , Revised Edition	Alchemy
10	<i>Necrocomicon ex Dorkis</i> (The Book of the Socially Awkward Dead)	Necromancy
11	<i>Necroshamalamadingdongacon ex Vir Meus</i> (The Book of Otis Day of the Dead)	Necromancy
12	<i>Necrowrathaconicon ex Secundus</i> (considered the best of the Necronomicon sequels)	Necromancy
13	<i>Necrokebobacon ex Mortidelectis</i> (The Book of Recipes of the Dead)	Necromancy
14	<i>Necrospoticon ex Canis</i> (The Book of Dead Pets)	Necromancy
15	<i>Nercobalmacon ex Lenis</i> (The Book of the Moisturized Dead)	Necromancy
16	<i>Necroblondacon ex Stultus</i> (The Book of the Dead for Dummies)	Necromancy
17	<i>Necrophominonicon ex Quartus</i> (The Fourth Most Unlikely Book of the Dead)	Necromancy
18	<i>Necropawnicon ex Parcus</i> (The Book of the Second-hand Dead)	Necromancy
19	<i>Necrogetofmylawnocon ex Veteris</i> (The Book of the Middle-aged Dead)	Necromancy
20	<i>Summoning Demons for Fun and Profit</i>	Demonology
21	<i>A Demi-demon is Better Than No Demon at All</i> by Visto the Sufficient	Demonology
22	<i>Lolth Out Loud: an Arachnidan Biography</i>	Demonology
23	<i>Legion-a-Day: Make a Demonic Slave Horde Out of Common Household Items</i>	Demonology
24	<i>Read Between the Lines: The Layman's Guide to Demonic Pacts, Long-term Leases, and other Civil Contracts</i>	Demonology
25	<i>Coping with the Easily Possessed</i>	Demonology
26	<i>Animate, Inanimate? Possess It!</i>	Demonology
27	<i>Puppets with Pizazz: Easy to Make, Fun to Animate Through Unholy Possession</i>	Demonology

28	<i>Good Lord! What Have I Done!?</i> The Unauthorized Biography of Dagomourne the Summoner	Demonology
29	<i>The Paerliryon House of Style</i>	Demonology
30	<i>A Clinical Guide to Premature Prismatic Spray Prevention</i>	Evocation
31	<i>Five-Fingered Techniques for Less Magic, More Missile</i>	Evocation
32	<i>Bowgentle and Tenser's Guide for the Chronically Lazy</i>	Evocation
33	<i>Ekim's Mystical Mask and Other Paper Mache Handicraft Projects</i>	Evocation
34	<i>Snilloc's Ice Cube and Other Useless Spells</i>	Evocation
35	<i>100 Things You Shouldn't Touch with Your Decastave</i>	Evocation
36	<i>Detect, Disguise, and Illuminate Your Undead</i>	Evocation
37	<i>Overcoming the Stigma of Inappropriate Sympathetic Vibrations in Public Places</i>	Evocation
38	<i>Spendelard's Guide to Punjar Nightclubs</i>	Evocation
39	<i>The 41st Quartoseptcentennial Ioun Stone Price Guide</i>	Evocation
40	<i>How to be Critically Feebleminded: a Psychological Analysis</i>	Enchantments
41	<i>Otto's Top 40 Irresistible Dance Hits</i>	Enchantments
42	<i>Power Word: Fun!</i>	Enchantments
43	<i>The Charming Book of Charming Charms</i>	Enchantments
44	<i>The Idiot's Guide to a Touch of Idiocy</i>	Enchantments
45	<i>The Madman's Guide to a Touch of Madness</i>	Enchantments
46	<i>Dazed and Confused: Charmed or Just a Great Night on the Town?</i>	Enchantments
47	<i>Hideous Laughter is the Best Bad Medicine</i>	Enchantments
48	<i>How to Enthrall Friends and Dominate People</i>	Enchantments
49	<i>The Bedeviled Confessions of Airar the Impressionable</i>	Enchantments
50	<i>A Pocket Guide to the Prison Planes</i>	Divination
51	<i>Grandell's Common to Shoggoth Dictionary, 4th Edition</i>	Divination
52	<i>Crystal Balls to the Wall</i> by Udo Shortshank	Divination
53	<i>The Good, Evil, and Invisible: Radon Gas Detection Handbook</i>	Divination

54	<i>Madam Endora's Guide to Greater Scrying for Your Future Special Someone</i>	Divination
55	<i>Speaking with Plants: Don't Believe Everything that Rhododendron Says</i>	Divination
56	<i>Dweomer Analysis for Personal Financial Management</i>	Divination
57	<i>The Awkward Augurist's Guide to Breaking the Ice at Social Engagements</i>	Divination
58	<i>Madam Endora's Guide to Safe and Sensual Telepathic Bonding</i>	Divination
59	<i>Communing with Nature and Other Alternative Lifestyles</i>	Divination
60	<i>Lurkers, Trappers, and Other Benefits to Outdoor Living</i>	Husbandry
61	<i>Buzzworthy Howler Wasp Honey Recipes</i>	Husbandry
62	<i>The Vegepygmy Miracle Diet</i>	Husbandry
63	<i>Quincey's Enchanting Uses for Leftovers</i>	Husbandry
64	<i>101 Uses for a Dead Flumph</i>	Husbandry
65	<i>Hold Your Nose, Open Your Mouth: the Stench Kow BBQ Bible</i>	Husbandry
66	<i>La Varenne's Flail Snail Escargots à la Bourguignonne</i>	Husbandry
67	<i>Bordello's Guide to Goodberry Wine Country</i>	Husbandry
68	<i>Tips for Removing Glitterdust</i>	Husbandry
69	<i>Taste the Rainbow: the Senmurv Cookbook</i>	Husbandry
70	This hollowed out book contains a flask of hallucinogenic liquid (DC 15 Fort save if swallowed). Successful saves result in the character seeing brilliant colors and possessing a false sense of self-importance for 1d4 hours. Failed saves result in the judge feeding that character false descriptions for 1d8 hours.	Traps & Curses
71	When exposed to light, the pages burst into green flame for 1d6+fire damage (DC 10 Ref save for half).	Traps & Curses
72	This book attaches itself to the face of the reader, laying an egg in his stomach (DC 10 Ref save to dodge). If failed, 1d10 hours later, a creature of the judges choosing will burst from the reader's chest, killing him instantly. If the judge chooses an unintelligent monster, it will immediately attack the rest of the party. If it is sentient, the	Traps & Curses

	judge may allow the player of the deceased character to continue to play as the creature.	
73	This book of limericks causes the reader to only speak in rhymes for 1d7 days. The player may not communicate to any other characters except in rhyming verse (minor curse).	Traps & Curses
74	The text of this book dissolves, permanently reappearing on every inch of the reader's skin (minor curse).	Traps & Curses
75	The reader loses his vocal chords, but his words magically appear as text in this cursed book (moderate curse).	Traps & Curses
76	The ink is laced with enhanced viper poison, deadly to the touch (DC 16 Fort save to lose 1d3 Stamina instead).	Traps & Curses
77	The book contains allergens from around the world. Reader breaks out in itchy hives (DC 20 Fort save or -2 Agility until poison is neutralized).	Traps & Curses
78	The soul of the author possesses the body of the reader, and the reader's soul becomes imprisoned in the book until the next reader comes along (DC 15 Will save to resist possession). The player must roll new Intelligence and Personality scores for this new persona.	Traps & Curses
79	The reader's memories from the last 1d24 hours are permanently stripped from his mind, now appearing as text in the book.	Traps & Curses
80	<i>Prophylactery of the Soul: the Clinical Benefits of Safe Swapping</i>	Miscellaneous
81	<i>The Dark Overlord & Me: My Life as Hepsoj's Nameless Minion</i> by Nameless J. Minion	Miscellaneous
82	<i>Punjar Enquirer</i> , Issue 302: 20 Celebrity True Names That May Shock You	Miscellaneous
83	<i>Pranklopedia: From Cantrips to Ventriloquism</i>	Miscellaneous
84	<i>Lokerimon's Elderly Assistance: Casting Spells After Retirement</i>	Miscellaneous
85	<i>Nythuul's Amazing Technical Porcupine Coat: the Musical!</i> (1st draft)	Miscellaneous
86	<i>11 Balms and Ointments to Treat Fecund Fungi</i>	Miscellaneous
87	<i>The Book of Ropework: How to Tie 200 Practical Knots</i>	Miscellaneous
88	<i>The New Complete PKC Eldritch Hound Book: Official Breed Standard</i>	Miscellaneous

89	<i>Punjar Code of Criminal Justice: Article 58. Magic Mouth Offenses and Other Misdemeanors</i>	Miscellaneous
90	<i>Advanced Treatment for Giant Beaver Infections</i>	Zoology
91	<i>The Vermiculturist's Guide Purple Worm Farming</i>	Zoology
92	<i>Gelatinous Dodecahedrons: Their Behaviors and Misbehaviors</i>	Zoology
93	<i>Birdmammal: Beyond Owls and Bears</i>	Zoology
94	<i>Rolling with Laughter: How to Train a Roving Mauler</i>	Zoology
95	<i>Squarknado 4</i>	Zoology
96	<i>The Punjar Audubon Field Guide to Stirgewatching</i>	Zoology
97	<i>Skiurids Stole My Nuts!</i> by Castrioli the Eunuch	Zoology
98	<i>Wereplatypi and Other Lycanthropes of the Southern Hemisphere</i>	Zoology
99	<i>Giant Beavers, and Other Exciting Uses for Your New Decastave</i>	Zoology



d60 Primitive Names

by Terra Frank

d60		d60	
1	Creb	31	Brun
2	Grug	32	Nurk
3	Aba	33	Sanna
4	Uka	34	Omá
5	Grod	35	Rouka
6	Atouk	36	Oop
7	Loana	37	Bork
8	Kané	38	Guri
9	Paytoh	39	Lakar
10	Goov	40	Aak
11	Lana	41	Tonda
12	Tumak	42	Kingsor
13	Ulido	43	Ahot
14	Ullah	44	Faum
15	Ayla	45	Kek
16	Lar	46	Ock
17	Sakana	47	Khaku
18	Ayak	48	Tohana
19	Sura	49	Hourk
20	Faru	50	Ack
21	Tala	51	Mikr
22	Akoba	52	Gammla
23	Gung	53	Tsor
24	Ammon	54	Durg
25	Ika	55	Vog
26	Broud	56	Tavawa
27	Gog	57	Nhet
28	Nupondi	58	Mawg
29	Yalar	59	Yorg
30	Amoukar	60	Zara

-Ah (child of)

-Nar (enemy of)

-Nok (friend of)

-Narn (servant of)

A vertical scroll with a small figure at the bottom. The scroll is long and narrow, with a small figure at the bottom. The figure is a small, stylized character with a round head and a small body, standing on a small base. The scroll is drawn with simple lines, and the figure is also drawn with simple lines. The scroll is the central element of the page, and the figure is positioned at the bottom of it.

<u>Occupation</u>	<u>Class</u>	<u>Level</u>	<u>Exp. Points</u>	<u>Equipment and Notes</u>
-------------------	--------------	--------------	--------------------	----------------------------

<u>Title</u>	<u>Alignment</u>	<u>Languages</u>
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Strength	Agility	Stamina	Personality	Luck	Intelligence

Combat!

weapon in hand

armor worn

Fumble Die Check Pen.

Action Dice

Crit Table & Die

Hit Points

Speed

Lucky Roll	Fort	Reflex	Will

Hit Points Speed

Level	Exp.	Points
Equipment and Notes		

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Hit Points Speed

Level	Exp.	Points
Equipment and Notes		

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The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



ADVENTURES AND SETTINGS

VOLUME 7 OF EIGHT BOOKLETS

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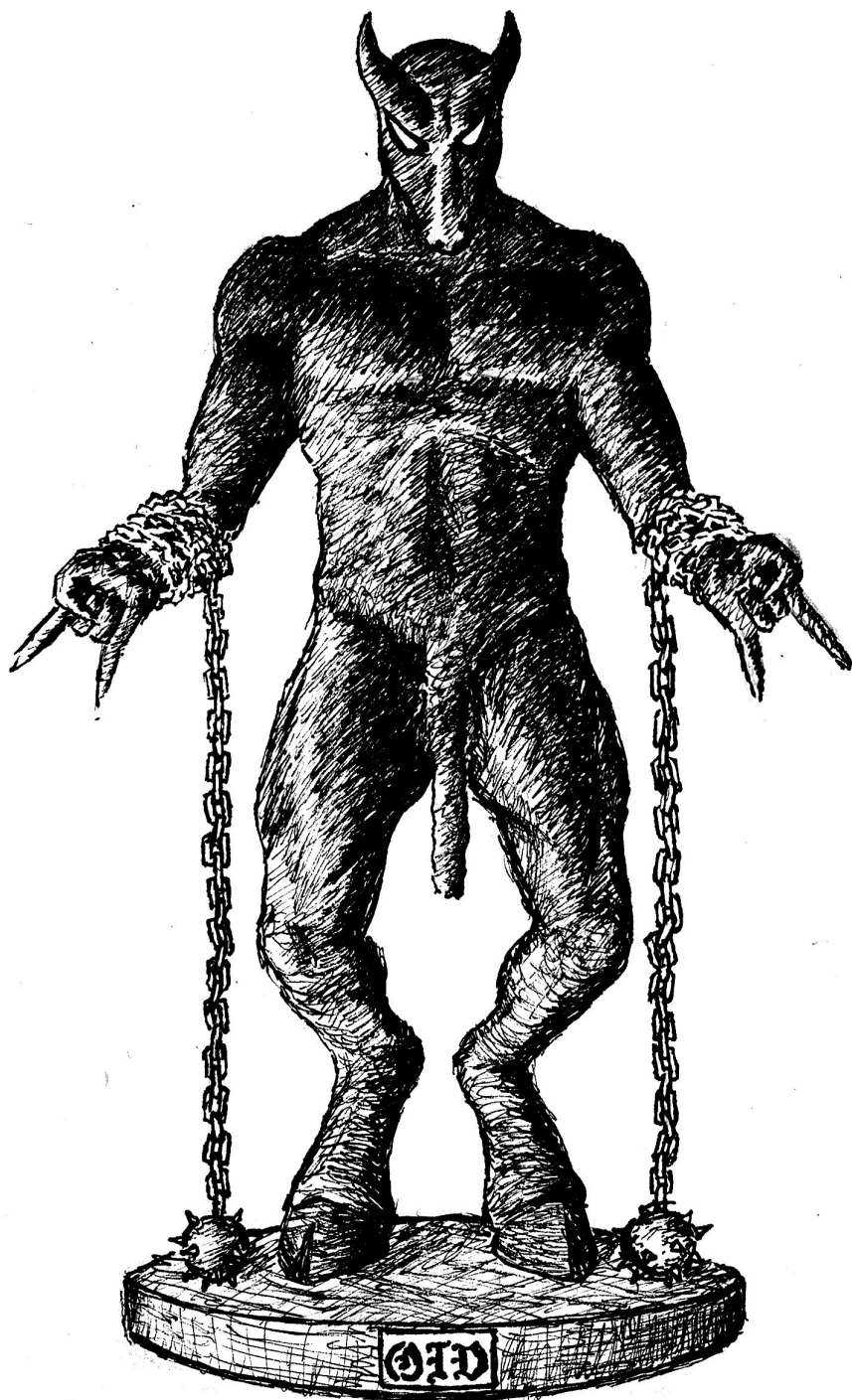
Peta by Matt Sutton



Tatterbottom by Matt Sutton

GONGFARMER'S ALMANAC

VOLUME VII ADVENTURES AND SETTINGS



Murray by Christian Kessler

CRYPT OF THE LOST HYDRA

by Gabriel Pérez Gallardi
Cartography and Symbolism by Christian Kessler

“In the vast windswept plains North of Ur-Hadad, the First City of Men, a lonely barrow is the only landmark for many miles around.”

Three stone archways can barely be seen on the side of the barrow. The entrances are covered by overgrown vines that, if cleared, reveal, etched but eroded by time, a rune on the keystone of each arch. Web covered corridors gently slope down into the darkness.

All corridors and rooms are 10’ wide, 10’ tall and in total darkness unless otherwise specified in the description.

Three 20’ long downward ramps give access to the barrow. Each ramp descends from South to North and corresponds to each of the alignments: a) Law, b) Neutrality and c) Chaos. If the runes on the keystone are traced with the finger by anyone of the same alignment, the rune briefly glows and that person doesn’t suffer any damage while walking down the ramp. Anyone going through the sloping corridors without having traced the rune or having a different alignment suffers 1d10 points of damage every 5’ moved. Tracing a rune of a different alignment doesn’t deal any damage, but the person feels uneasy about the place.



There is a rusty, riveted metal door on the East wall. The door has no visible handles, locks, hinges, or keyholes and has more runes etched on its surface. Dark brown stains fill the engraved symbols.



Tracing the runes with blood will cause the magical seals to release the door. No amount of damage, physical or magical, will cause the door to budge.

Torchlight reveals a series of 12” golden discs that panel the walls every 10’. The discs, 18 in total, are mounted on crystal frames magically attached to the wall. Each has a hole in the center and is engraved with a pattern of concentric circles. If any of them are removed, a 5” hole can be found behind. After a few seconds, something comes forward from the hole!

TRAP: Roll d5 on the table below to see what it is:

1. *Water.* A continuous stream of water flows from the hole and its level rises 1”/round.
2. *Fire.* A burst of fire deals 10d6 damage to anyone in a 10’ radius from the hole.
3. *Gas.* A cloud of poisonous gas (DC 16 Fort save or die) starts filling the room at a rate of 10 cubic ft./round for 9 rounds, then dissipates.
4. *Acid.* A gush of acid erupts from the hole, dealing 10d6 damage to anyone in a 10’ radius.
5. *Air.* A gust of freezing cold wind blows, dealing 10d6 damage to anyone in a 10’ radius.

The secret door on the East wall can be opened if any of the golden discs are placed upon it. Characters crossing its threshold hear the powerful voice of Metal God Robhal¹ screaming from a Magic Mouth on the ceiling:

1 - Rob Halford (1951) *Judas Priest*

"You have come this far to turn back? Push forward! The Lost Hymns await you. Be worthy of them!"

TRICK: Anyone who fails a DC 18 Will save will fall under the suggestion spell woven into his words.

In the center of this domed circular room facing the secret door is a 5' high obsidian pedestal with a 10' tall metallic statue of a massive muscular horned demon who sports a fanged snout and fiery eyes. The demon has a 5' length of chain wrapped around each wrist, each of which ends in a spiked ball. His clawed hands are making the sign of the horns. Between the statue's hooved feet the word 'OID'² is engraved upon a metal plaque (see page 6).

The center of the room stands 20' high and the dome above the statue depicts, all around its circumference, a horde of men and women charging towards the viewer. They are clad in black leather armor, adorned with spikes, chains and studs, and armed with a variety of edged weapons. Their faces show the tortured sneers of screaming and shouting. A ruined city wreathed in animated flames that illuminate the room stands behind the charging horde.

There is a wooden door opposite the secret door.

Passing by the statue without saluting it with the sign of the horns causes it to immediately animate and attack any disrespectful trespasser.

Demon (type II demon, Murrallsee or Murray): Init +2; Atk +2 *flail of chaos* +6 melee (1d6+4 plus 1d4 against lawful creatures) or claw +6 melee (1d8+2) or bite +8 melee (1d10); AC 16; HD 4d12; hp 36; MV 30'; Act 2d20; SP demon traits; SV Fort +4, Ref +3, Will +3; AL C.

After combat, an ooze comes out of the pedestal and cleans the place of blood and body parts. Any dead characters become new faces on the mural. If defeated, the demon dissipates and also appears on the mural.

2 - Ronnie James Dio (1942-2010) *Rainbow, Black Sabbath, Dio*

Carved on the door are three runes warning of the danger that awaits ahead.



It is a simple door that, if pushed, easily opens into a corridor, the walls of which are covered in green slime and water drips from the ceiling, forming small, murky ponds. The smell of rot, death and decay is so overwhelming that characters have to make a DC 13 Fort save or be helpless for 1d3 rounds due to vomiting, coughing and retching. These sounds alert a gang (2d8+5) of Eddie-looking undead that rushes forward to attack.

EDDIES: Init -2; Atk bite +3 melee (1d4) or slam +3 (1d6); AC 9; HD 3d6; MV 20'; Act 1d20; SP un-dead; SV Fort +4, Ref -4, Will +2; AL C.

The creatures can be appeased and bypassed by moshing, headbanging and singing any hymn of Miron Aiden, Ore's most lauded troupe of bards.

There is a plain wooden door with rusty hinges, hanging handle and swollen boards on the other side of the room. The door has been left ajar.

A 10' by 10' room with a metal door on the east wall. A 20' deep pit with spikes (Trap: 2d6 falling damage plus 1d4 from spikes) opens below the first character crossing the room and then closes. The trap can be discovered with a DC 20 detect traps check. The metal door only opens if the trap is activated.

Mosaic murals of four Metal Gods adorn each niche: a) Lemm³, b) Bon-scot⁴, c) Hanne-Man⁵ and d) Mahnob⁶. There is a pentagram drawn on the floor in front of each mural and a scroll case rests in the center of each pentagram. The scroll cases can be retrieved without harm by naming a famous song by the corresponding Metal God. Failure to do so will cause a

3 - Lemmy Kilmister (1945-2015) *Motörhead*.

4 - Bon Scott (1946-1980) *AC/DC*

5 - Jeff Hanneman (1964-2013) *Slayer*

6 - John Bonham (1948-1980) *Led Zeppelin*

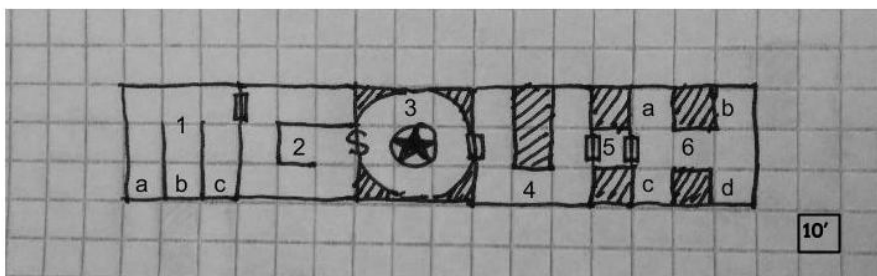
pillar of pink light to strike the heathen, sending him to eternal damnation (J-Pop purgatory or Hip-Hop abyss).

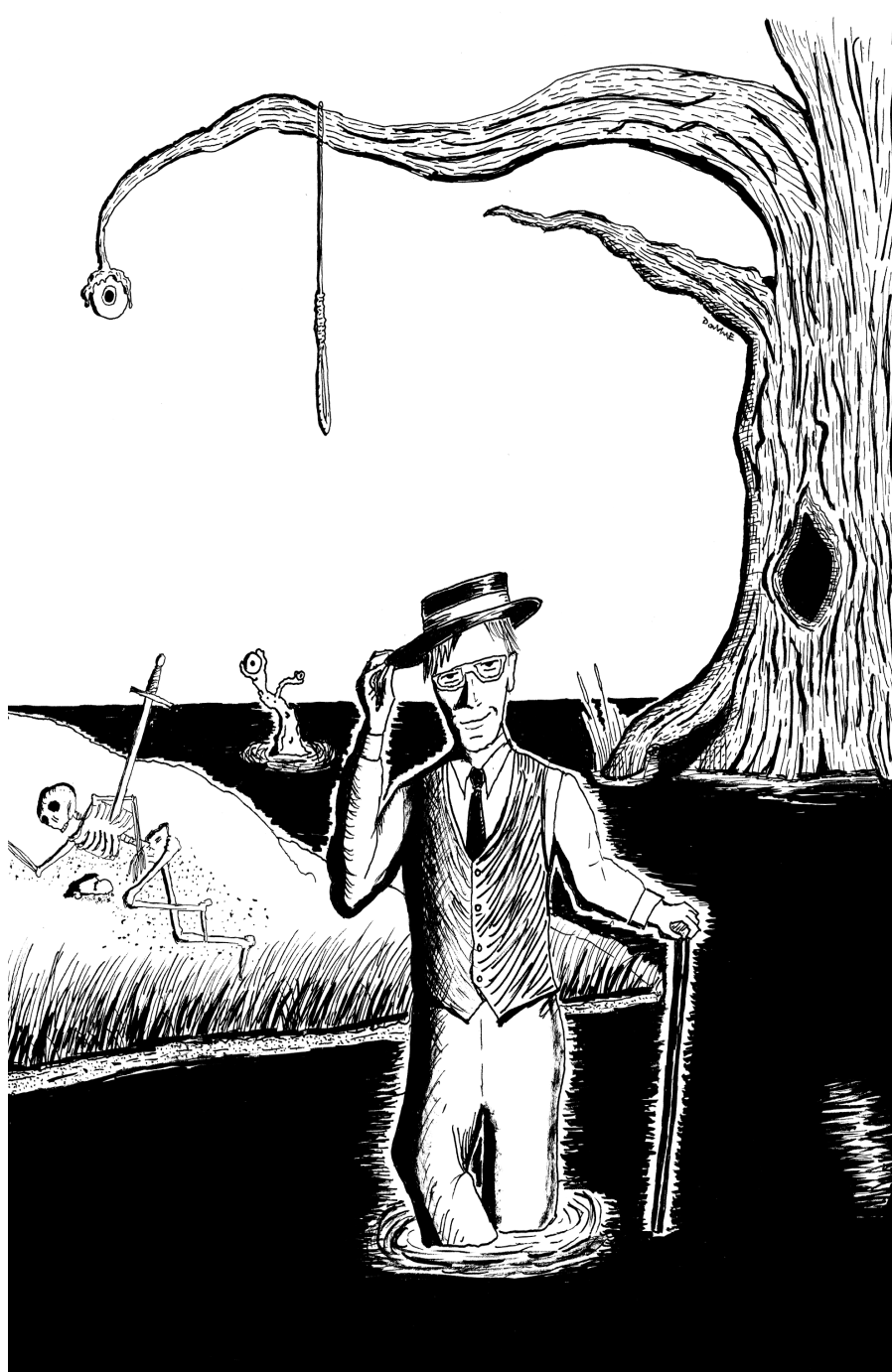
For retrieving the Lost Hymns, the Metal Gods will grant each surviving character one and only one of the following favors: a) 1d4 Luck, b) 1d4 Personality, c) 1d4 Agility or d) 1d4 Stamina. After choosing the reward, the character is teleported outside the barrow.

TRICK: All surviving characters are under a geas spell. No save. The hymns must be taken to the secluded Monastery of Wack-en.

Every surviving character gets 20 XP.

Acknowledgements: *Thanks to the Metal Gods of Ur-Hadad crew for the inspiration and Jarrett Crader for the suggested edits, Christian Kessler for the art, playtest and feedback, and also Phil Spitzer and Dan Domme for the playtest and feedback.*





Artwork by Dan Domme

How to Win Friends and Influence People DCC Style

By Jarret Crader

Hiya! Welcome to DCC RPG. You may have heard of it from around the innernets, maybe on some social marketing platform, or just from a random stranger who smells vaguely of alcohol and cruelty but who was kind enough to slap a sticker or a badge into your hand and wish you “MANY CRITS!!!” before disappearing into a puff of smoke. So now you’re left there, staring at the space where this fella used to be, and wondering:

HOW DO I RUN A GREAT GAME OF DCC FOR RANDOM STRANGERS AND NOT SUCK IT UP????!!

That’s where I come in, friend. My name’s Uncle Jarrett and I’m here to show you that you have all the tools at your disposal to successfully run DCC RPG like a World Class Road Crew Judge like LaSalle, Curtis, Brinkman and the rest. Tune in, won’t you?

So, you’ve done that thing that you’ve always wanted to do: you’ve signed up at your FLGS or a local con or ***GASP!!!*** Gen-Con to run some DCC RPG. Now what? Here’s what I do, in several easy steps:

1. Decide what you want to run - a funnel or a leveled game.
2. Go to http://purplesorcerer.com/create_party.php and print out a bunch of zeroes or appropriate level pregens, and gather your gear.
3. Read or write the adventure.
4. Run it!
5. **Win DCC!**

Alright, alright, alright, I know it's not always that simple, especially if you're new to DCC and/or RPGS in general. Let's break this down by section, shall we?

PART THE FIRST: TO FUNNEL OR NOT TO FUNNEL?

Zero level funnels are a great way for a new judge to cut their teeth on DCC RPG. In addition to the funnel that is included in the DCC RPG Core Book (the only book, actually, but you know what I mean, right?) there are several free and third party publications that will amply suit your needs. A few highlights for me, personally, include *The Well of Souls* from Stormlord Publishing, which is a short seven room/encounter adventure that can easily fill a 4-hour con slot and is super user friendly, as well as *Beyond the Silver Scream* by Forrest Aguirre, a short little treatise on how to get your characters from everyday, real world life into a Gonzo world of swords, drugs and blood.

The most important thing about a funnel (or any adventure, really) is this: READ IT OUT LOUD - walk around your house and READ IT OUT LOUD so that the words you say don't sound stupid when they come out of your mouth. This goes for any adventure, really, but with a funnel it's especially important to be on your game as this is usually a player's first interaction with the high lethality world of DCC RPG and you don't want them thinking we're a bunch of softies, now, do ya? Also of note are the tournament funnels that are available from the Goodman Games website (all links at the end of this article, I swear, are current as of this writing) but we can address those a bit later.

If, for some crazy reason (like, you just want to, ya know?) **NOT** run a funnel and instead want to run some leveled DCC, I can't urge you strongly enough to consider Marc Bruner's *Twilight of the Solstice* adventure. It features scratch off character sheets and can easily be split into two sections if you need to take a break. Other options of note include *Bride of the Black Manse* by Harley Stroh as well as any of the holiday modules. The important thing to remember here: READ IT OUT LOUD - if it takes you longer

than your allotted time slot to read then you'll definitely need to make some adjustments to content to fit your slot. Remember - roleplaying games are about telling a shared story and every story needs an ending. You want to provide that ending to you players because no one likes to be left hanging, right? Okay, on to the next section.

PREGENS, or, BLOOD FOR THE BLOOD GOD!!!

I cannot stress enough how much of a treasure we in the DCC RPG community have in Purple Sorcerer Games, a.k.a. Jon Marr. This man tirelessly has built a website that enables you to create pregenerated zeroes as well as leveled character sheets for use in any DCC game. Seriously, go to purplesorcerer.com and print off a bunch of pregens and you are effectively set. I should also mention that he has built an app, The Crawlers Companion, that is one of the best resources for dice rolling and rules looking up that you will find for any game, ever. ALL FOR FREE! Seriously, stop reading this and go spend a few hours there.

Okay, you're back. The reason you want to have pregens for your first game is this: SPEED! You won't find, in most circumstances, that you will have time to walk your players through character generation in a con setting. If you're lucky enough to, then you are, indeed lucky (+1 Luck to your next character in a DCC game) but what about when you get a random straggler who is looking over everyone's shoulders and wants to sit down and play? Well, **INVITE THEM TO PLAY** and hand them a 4-up sheet of zeroes and a pencil and they are good to go!

One more note about pregens: **ALWAYS PRINT MORE THAN YOU THINK YOU'LL NEED!** You can use the leftovers later. Trust me - someone else always wants to try this game.

READING IS FUNDAMENTAL

I mentioned earlier the need to read the adventure out loud. This goes doubly so for an adventure that you, yourself, write. There's

nothing worse than hitting a spot in a con game or session where you haven't read the text thoroughly and a player asks you to describe what they see and you're just lost. Reading the material out loud lets you have a chance to practice what you are saying before you say it in front of people. This step is so often overlooked and it's a true bummer and a sure fire way to *SLOOOOW DOOOOWN* a game by having to re-read a room description to get it fixed in your mind so that you can pass this info along descriptively to your players. It also lets you see what might and might not work for your intended audience - you don't want to end up cursing and dropping f-bombs if you're running for a bunch of teenagers (or maybe you do, I dunno, but I try to keep it clean some times). This will help with any unfamiliar rules variations that your material might be embracing, as well.

AND I RAN, I RAN SO FAR AWAY!

So, the big day has arrived: you are at GenCon and you are at your table and you are ready to run! Introduce yourself, hand out some sheets, some pencils, some dice (if needed) and get to it!

Seriously- the only way to do this part is to just do it. I'm going to list some things that I do that make my games go easier - take what you will and leave what you won't.

1. **LUCK!** Award Luck if they make you laugh, if they make the table laugh, if they come up with something cool for a character name/background/location, and especially **IF THEY THINK OUTSIDE OF THE BOX!** Anyone can say "I hit it with my axe!" but the real fun comes from players who don't simply rely on the printed info on their character sheet but instead choose to embrace the most important tool in RPGs: **IMAGINATION**. Rules are boring, let's do something cool!
2. Keep it fast, keep it light. Explain that everything you ask of them will be a d20+ the appropriate mods *EXCEPT* for Luck checks, which are d20 rolls *UNDER* their Luck score. If you say this before you get going you will save yourself time.

There really isn't that much more to this game than those two things, mechanically speaking, for a funnel, and the same really applies for leveled play most of the time. Keep it moving. If you have a big table then let them know at the outset that you want to set a brisk pace. This will help you avoid getting stuck in the mire of a COMBAT SLOG, which is the worst. More on that in the next section. One last thing here, though: don't be afraid to let them have a few minutes to plan their attack/escapades/what-have-you on the ultimate boss. If you keep it tight then you should have plenty of time to sneak away for a bio break while they make their plans (which you will then rend asunder!!!).

3. Combat. So this is a tricky part - be sure that players know that you want initiative for them, not for each character, and that you want their d20 roll and the **HIGHEST INIT MOD FROM THEIR REMAINING CHARACTERS**. Also, go left to right, around the table, don't take a bunch of yelled out numbers - you need to keep a sense of order for yourself so that when true Chaos descends it seems that much more deadly. Of note here, as well, is to **BE NARRATIVE**. Nothing is more boring to hear than "you hit, roll damage, okay, it's dead." **BE DESCRIPTIVE!**

If you need help there are tons of resources on G+ and other social spots (hell, email me and I'll help you out) to make your combats more fun.

4. Don't let the rules get in the way. If you forget something, allow it and move on. Stick with the ruling until the end of the game and then **EDUCATE THYSELF!** You'll sometimes be lucky enough to have a player who has previous experience with DCC, but



Bearramlampcobblestone by Matt Sutton

keep in mind that you are the facilitator and that help is appreciated, rules lawyering is not.

5. Share the Spotlight. Move non-initiative actions around the table to include everyone. You're going to have some quiet players and some loud players - make sure everyone gets a turn to do something cool. I do this by going clockwise around the table for actions, then anti-clockwise, then start in the middle, etc. Everyone has some cool stuff to share, trust me.
6. The single most important thing I've ever been told: **IF YOUR ZERO DIES WITH LUCK THEN YOU AREN'T DOING IT RIGHT.** Explain how Luck can be burned and remind the players that they have the option for survival if needed. After the first few deaths, they'll figure it out.
7. **BE RUTHLESS BUT FAIR.** Don't hold back if they run straight into the dracolich's bedroom. I mean, what would you do if a bunch of smelly murderhoboes wandered into your house and started tearing things up, right? On the same hand, however, don't punish the players for knowledge that they don't possess. This is a classic tenet of modules like S1: there is no reason for anyone to ever die in that place **IF THEY PLAY IT SMART!**

Okay, so that should get you through your first DCC RPG session. How did you do? Ask your players what worked and what didn't. Don't be afraid to take some criticism - we all still have bad games. Mostly you'll get a lot of thank yous and high fives, though, because you've killed a bunch of zeroes (or leveled characters) and had some memorable laughs.

GUESS WHAT - YOU JUST WON DCC!!!

I hope this article was helpful and that you will go forth and spatter the walls of all of the tombs with the blood of oh so many delicious zeroes. Uncle Jarrett wants you to keep up the tempo and confidence and run as many games as you can in the coming years. We need more blood down here, don't we?

Oh, and because you've been such a good judge, below are some tips for running a DCC tournament funnel, a list of table gear, and some links. Tournaments are the best, most lucrative source of zeroes that you'll find around. Happy hunting!

TOURNAMENT FUNNEL ADDENDUM

1. **ALWAYS ALWAYS ALWAYS** have plenty of players. You need 8 at the table and at least 5 or more in line waiting to take their places as the killing proceeds. If you don't have enough, consider simply running a regular funnel.
2. Re: an assistant. Nice to have but not necessary if you can't find someone you can rely on. I would, however, delegate the tracking of initiative to a player waiting, as well as administrative stuff. If you have to deal with that while you're running, you're going to lose track.

Uncle Jarrett recommends the following tools for use with DCC RPG:

<https://thenoteboard.com/> is a foldable whiteboard with hexes and grids on one side and nothing on the other. I recommend two - one for the players to map on and one for you to keep track of initiative and monster hp.

<http://www.lulu.com/us/en/shop/jeremy-deram/dcc-rpg-reference-booklet/paperback/product-21753513.html> is the DCC RPG Reference Book compiled by Jeremy Deram with permission from Goodman Games. Yes, there is a free pdf at Jeremy's blog, but for 6 bucks (and Lulu always has coupons) having a couple copies of these at the table is simply the best idea ever.

http://puplesorcerer.com/create_party.php is the link to Purple Sorcerer. Again, I can't stress enough how important it is to utilize this site.



Artwork by Clayton Williams

BLOODY HOUND

A New Class for Nowhere City Nights

by Steven Bean

You set *out* to be a hero, but just wound up a *dick*.

You started as a beat cop but made detective in record time.
Or you were a “cub” reporter, but by making the front page,

You earned the title: *investigative journalist*.

There was nothing you couldn’t get to the bottom of,
No story you couldn’t break, no case you couldn’t solve.

You only answered to one authority - The Truth.

The Truth was your weapon. You wielded it:
Pure, divine, searing light that burned through all the *bullshit*.
And guys like *you*, you could *handle* it.

Until one day when you pointed that light at the deepest, darkest shadows.
You saw behind the veil of darkness, and, for a split second, you saw something *new*.
As the shadows *swallowed* the light you realized: the shadows, too, are The Truth.

For the first time in your life, you couldn’t *quite* handle it.
You wouldn’t say you *broke*, but you definitely *bent*... were *warped*, maybe.
Some people say you lost your edge but they’re wrong –
since then you’re nothing *but* edges.

Now you’re The Truth’s *fall guy*. A *patsy*. You let The Truth lead you into shadows.
And *it* wields *you* as a blunt instrument; not a torch but a brick.
Once you were a bloodhound, now you’re a pitbull –
You’re still good at sniffing out a trail,

BUT YOUR REAL KNACK IS NOT LETTING GO.

Even when you *really* should.

The bloody hound is a new class for Julian Bernick's *Nowhere City Nights* modern sorcery-noir setting for the Dungeon Crawl Classics RPG. The bloody hound is a contemporary, hard-boiled P.I. in the tradition of *Breaking Bad*'s Mike Ehrmentraut, *Blade Runner*'s Rick Deckard, or *Sin City*'s John Hartigan.

Bloody hounds are P.I.s: private eyes or independent investigators. They look deceptively like free agents - taking cases for money - but that's not their *real* interest, money is just something that pays the bills. Bloody hounds are obsessed with finding The Truth, no matter what the cost. For a bloody hound, experience is gained only by discovering clues, making successful deductions and finding answers.

Discovering Clues: For any clue a bloody hound finds, he receives an experience point.

Deductions: Bloody hounds gain additional XP for deductions - putting clues and leads together in a way that moves them significantly in the direction of completing a quest/mission, solving a mystery or finding an answer. For example, imagine the goal of an adventure is to stop a plot by a cabal of sorcerers. A bloody hound deduces that the mystic writing found on a scroll in the library of a mansion in Rivercross is written on reused paper from a rare book likely to be found in one of Rivercross's bookshops. The bookshop hides the entrance to the cabal's sanctum, so the bloody hound has moved himself and his allies in the right direction. For each successful deduction, a bloody hound gains 1-3 XP (as determined by the judge).

Finding Answers: When a bloody hound finds an answer, i.e. learns a significant truth about Nowhere City, the Shadow Conflict, or the nature of things as they really are, he gains 2-5 XP (as determined by the judge). Note that adventures involving the solving of a mystery or the uncovering of a plot typically provide answers and the successful completion of these adventures are a common way for bloody hounds to gain XP for finding answers.

Bloody hounds are halflings in all ways except the following:

Full Size

Bloody hounds are not half-men in terms of physical stature, they are regular joes whose overdeveloped sense of curiosity got the better of them.

It led them into a deep, dark world - the Shadow Conflict - where they learned *just how very small they really are*. This experience embittered them, but bloody hounds remain defiant, possessing a battered-but-tenacious spirit that doesn't know the meaning of the word "quit."

Multi-Tasker

Bloody hounds have mastered the art of doing two things at once, such as saving a dame while beating back the flames of a tenement fire or mentally chewing on a clue in the middle of a vicious firefight. A bloody hound can choose to use two 1d16 action dice each round whether fighting or not. But a bloody hound is a detective NOT a combat specialist, so he only scores a critical hit when both dice are used for fighting the same opponent AND one die comes up a natural 16 AND the other die roll is high enough to score a hit against the opponent.

Night Owl

Years of sleuthing through shadows have honed the bloody hound's night vision. A bloody hound can see 30' in *near*-total darkness (e.g. stray light from a window or a crescent moon). This ability conveys no benefit in pitch-black darkness, when the bloody hound is blindfolded, or if an NPC or monster is invisible.

Detective

A bloody hound is skilled in investigation. Rules for investigation are presented elsewhere in this year's *Gongfarmer's Almanac* as well as in the forthcoming *Nowhere City Nights* adventure *Shade Hunter*. Bloody hounds have four special skills related to investigation:

Leave it to the Pros, Mack...: Bloody hounds are expert - usually trained - detectives. As such, they can use all six investigation skills regardless of whether they possess an occupation listed alongside that skill. If they have one of the occupational backgrounds listed with the skill, they receive a bonus to that skill check equal to their class level (in addition to any bonus or penalty from the corresponding ability score modifier).

... 'Cause This Ain't Amateur Night: Bloody hounds automatically succeed at finding any clue with an "obvious" classification (a DC 8 check for any other class trying to find the same clue using an appropriate investigation skill).

Dogged: Bloody hounds can will themselves to exceed the normal limits of

their investigative instincts in order to find a lead. This is called “dogging a case.” It is a hybrid of Luck burn and a wizard’s spellburn. It works like Luck burn in that the bloody hound may choose to burn AFTER the roll, but it mimics spellburn in that it requires the voluntary reduction of ability scores other than Luck, namely the specific ability score associated with the detective skills being used in the extraordinary effort to discover a clue.

Follow a Hunch: Bloody hounds possess a sort of investigative “sixth sense.” This manifests in the games as a seventh investigation skill granted only to this class:

Investigation Skill	Ability Score	Backgrounds That Grant Use of This Skill
Follow a hunch	Luck	N/A (bloody hound class only)

A Bloody hound can use *follow a hunch* to generate a lead in an investigation when none of the clues are adding up, the case seems cold, or it is at a dead end. Success at *follow a hunch* gives the bloody hound positive traction on a case, investigation, or in a mystery (in games terms the judge gives the bloody hound a positive lead to follow). The DC for successfully follow a hunch should be determined by the judge and set at an appropriate level of challenge: typically no less than 18, and possibly as high as 25-30, depending on the challenge level of the adventure and the significance of intuiting a lead at that point.

Hard-Boiled

Bloody Hounds have a habit of getting into serious trouble, but also an uncanny knack for getting out of it - though rarely unscathed. Bloody hounds receive 2 bonus points to add to their die rolls for every point of Luck that they burn. The bloody hound’s Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum.

Bloody hounds have the unique ability of using Luck burn to reduce the damage they take from opponents’ attacks. Every point of Luck they burn in this manner reduces the damage from an attack by one hit point. A bloody hound can only use this ability on himself.

Bloody hounds’ tendency to stick their noses where they aren’t wanted frequently lands them and their friends/allies in hot water. Not only does a bloody hound NOT act like a halfling good luck charm, but each time a bloody hound burns Luck, he must choose an ally within 120’. That ally

temporarily loses a single point of Luck. Allies who lose Luck in this manner recover it at the same rate as the bloody hound. If the bloody hound has no ally within 120' when he burns Luck then his Luck burn only provides one bonus point for every point of Luck burned.

Obsessions

The Truth is out there, but it's big. Really, REALLY BIG. WAYYY too big for a bloody hound to completely wrap his head around. So bloody hounds are forced to focus their burning need to discover The Truth on something small enough to comprehend. This singular focus becomes the object of their truth-seeking and very quickly becomes an obsession - the thing they MUST understand, no matter what the cost to themselves, their friends and loved ones, or the city they call home.

Obsessions

Roll 1d14 Obsession

- 1 Understanding the fundamentals of sorcery or collecting sorcerous lore.
- 2 Discovering lore about Veiled Ones who have sorcerous servants in Nowhere City.
- 3 Uncovering as yet unknown Veiled Ones and their cults.
- 4 Mapping Nowhere City's underground (safe houses, cult cells, black markets, etc.).
- 5 Learning the secret of Sainted Steel.
- 6 Finding a particular ancient relic or uncovering lore about ancient relics on general.
- 7 Identifying cultists and sorcerers.
- 8 Exposing the influence of the sorcerous cults on city politics.
- 9 Exposing the corruption of the city police by dark forces, organized crime and/or corporations.
- 10 Keeping tabs on corporate interests and their influence in the city.
- 11 Learning the nature, characteristics and weaknesses of monstrous creatures.
- 12 Gaining insight into how religion fits into the cosmology of patrons and sorcerous cults.
- 13 Identifying and honoring/remembering the unknown or forgotten victims of the Shadow Conflict.
- 14 Learning the identities, bases of operation, networks, resources, and vendettas of powerful free agents.

Rules and Skills for Detective Work in *Nowhere City Nights*

by Steven Bean

Julian Bernick's *Nowhere City Nights* is a modern, sorcery-noir setting for the Dungeon Crawl Classics role-playing game. But what is a noir setting without a hard-boiled detective hell-bent on uncovering the truth no matter who it hurts? And how can you have a detective story without investigation skills? Answer: you can't! What follows are DCC-compatible rules for investigation skills similar to thieving skills. These are designed for the *Nowhere City Nights* setting but with a little work they could be placed into any setting using the DCC rules.

There are six investigation skills: search scene, analyze physical evidence, examine medical evidence, interrogate (charm), interrogate (intimidate), and conduct surveillance.

Bloody hounds, a new class for *Nowhere City Nights* (presented elsewhere in this year's *Gongfarmer's Almanac*) automatically possess all six of these skills. If you don't want to add the bloody hound to your *Nowhere City Nights* game, or if none of your players opt in to that class, you, as judge, can opt to give other PC classes access to these skills. The character backgrounds listed alongside each skill give a PC with that background access to those skills. The table, below, lists the skills and identifies an ability score that modifies each skill:

Table of Investigation Skills and Modifiers to Skill Check Rolls

Investigation Skill	Ability Score	Backgrounds
Search scene	Intelligence	Police officer (patrol), police officer (detective), bodyguard, criminal (petty crime), professor, journalist
Analyze physical evidence	Intelligence	Writer, police officer (detective), artist, criminal (corporate), bureaucrat, tradesman, professor, janitor
Examine medical evidence	Intelligence	Artist, homeless, professor, school teacher, athlete, chef/cook
Interrogate (charm)	Personality	Musician, police officer (detective), politician, bartender/waiter, stripper, prostitute, entrepreneur/small business, executive, journalist
Interrogate (intimidate)	Strength	Police officer (patrol), police officer (detective), bodyguard, criminal (petty), criminal (corporate), bureaucrat, prostitute, pimp, IT worker, executive, journalist, cab driver, janitor
Conduct surveillance	Stamina	Delivery guy, writer, police officer (patrol), police officer (detective), bodyguard, criminal (petty crime), criminal (corporate), homeless, IT worker, professor, journalist, cab driver, shopkeeper/retail

As PCs find themselves in situations where they want to uncover clues, judges should ask players to identify which skill they are using. If the skill is applicable to any of the clues available for discovery in an encounter or setting, the judge should determine the DC for finding any and all such clues. Players using an applicable skill then roll 1d20 and add any ability score modifier that applies to using that skill. Remind players that characters can spend Luck to aid their investigation rolls. Also, award extra bonuses for especially clever deductions or exceptionally good role-playing describing a PC's investigative activity. Finally, reward both innovative and successful investigation with Luck points!

The following table gives guidance on assigning DCs to clues:

Investigation Difficulty Classes

Classification	Example	DC
Clue is out in the open.	Murder weapon carelessly discarded at or near scene.	8
Clue is subtle-but-observable.	Bloody shoe prints indicate that suspect was limping.	12
Clue is concealed or obscured.	Suspect in video footage is wearing a disguise.	15
Effort was made to destroy clue.	Wine glass was wiped down, but one smudged, partial fingerprint remains.	18
Clue must be deduced from piecing together two or more subtle or obscure clues.	Not applicable. The judge does not need to identify the specific clues that the PC is able to piece together - if the player makes the roll, the deduction yields a clue.	20

Bloody hounds add their class level to investigation skill checks. At the discretion of the judge, other classes using these skills could be allowed to add their class level -1.

THE LOST PATROL

A Zero-Level Funnel for Trench Crawl Classics

By Eric Betts

The Lost Patrol is a 0-level funnel set in the last six months of World War 2. It is designed for 3-6 players each running four 0-level Soviet conscript soldiers. The conscript soldiers can be created with the Trench Crawl Classics (TCC) rules found elsewhere in this year's *Gongfamer's Almanac*. Keep those rules handy for weapon damage and effects.

Judge information: the Soviet command is planning to continue their attack the next day, but they are unsure where the German defensive line is. As a result, they have recently sent out a couple of patrols to scout the German lines – that have disappeared. It is now the PC's turn.

What has happened up to now: the war is going against Hitler and in a desperate move, the Nazis have taken up an offer of Doktor Victor Stein, a disreputable scientist, and Dieter, an occultist, who promise to destroy the Soviet army using hideous scientific and occult means. Stein, Dieter, and a small troop of German soldiers are all that is holding the surrounding area. Dr. Stein has been making zombie soldiers as quickly as he can and Dieter has been summoning creatures from the outer dark. Even with this, the last two patrols have killed many of the German soldiers and monsters – so the player's patrol has a chance.

Running the scenario: this can be run as a pure location-based adventure. If the German soldiers in locations 2 or 3 are not encountered, they will not come to the aid of Stein and Dieter. So if the characters are victorious, the Germans will sneak off to their lines (Stein has used dead German soldiers in their experiments and the Germans just want out). **However**, if desired, play the Germans as an intelligent enemy who try to ambush the characters once the open fighting starts. The German sergeant mobilizes the defenses, ordering the zombies and demons into a formal defense and using the halftrack with the machinegun.

Identify one of the characters as the platoon leader. This is easy if one of the zero level characters created with TCC rules has the role of sergeant or corporal. Sergeants outrank corporals, but if multiple players have sergeants (or if there are only corporals but several of them) have them each roll a d20. The player with highest roll is the platoon leader. If no character has either of those roles, have all players roll a d20 and the highest gets to pick one character who has been placed in charge of the other privates.

Player Introduction

Your infantry group, the 1023rd Rifle Regiment, has been attacking into Romania striking toward Hitler's oil fields...or so the rumors say. You are not really sure where you are, just that you arrived by truck less than two weeks ago and have been marching and fighting since. Mostly, fighting consists of running for cover when German artillery starts to blow your fellow soldiers apart. Three days ago, the regiment stopped on this rise and you dug the trench you've been living in since. It is miserable, but at least you have a place to hide from the artillery.

You watched the first recon platoon head out two days ago. You know a couple of those guys – veterans all. They went down the hill into the woods that morning. They haven't been seen since. Yesterday, you watched the survivors from 2nd platoon head down the very same hill. They didn't come back either.

Now your platoon leader has come back from a meeting with the Commissar. He looks pale...you can guess who is going out next.

Mission: the Commissar has ordered the PC's platoon to leave the trenches and take the farmhouse on the opposite hill, killing or capturing any Germans that are there. If they are successful, they are to send a runner back to the trenches with word of success. If not, they are not to come back alive.

The characters should be nervous about heading out after the last two (and better trained) platoons disappeared. However, they should be more afraid of running afoul of Stalin's political Commissar. Not only can the Commissar have them killed on a word, their surviving family would suffer from their treason as well.

If the players ask if they hear gunfire from ahead, describe that there are echoes of small arms and artillery fire all the time...none could be directly attributed to the two earlier patrols.

Once they leave the trenches, they will have to cross a creek that is surrounded by woods and then climb another hill where the farmhouse is located (they cannot see the farmhouse as it is surrounded by dense forest). The party can walk off of their hill without any trouble...but feel free to play up the tension by describing distant gunfire or artillery. Remember, there is a war on!

LOCATIONS

Area 1 - The Creek and the Woods: At the base of the two hills (one with the Russian trenches on top, the other with the farmhouse) is a shallow creek surrounded by dense woods. Up to this point it has been a nice walk in the park for the players. But once they cross the creek, they will find signs of a fight – rifle and submachine gun brass, burn marks from grenades and blood everywhere. BUT no bodies. Also, if the characters take the time to search they will find fresh claw marks in the trees, usually near a lot of blood (while there is no threat in this encounter area, play up the quiet and dark creepiness of the woods and the mystery of what kind of fight happened here).

The party is now faced with a decision about climbing up the hill to the farmhouse. They can approach the farmhouse directly by climbing the hill in the open, or they can try to approach through one of three sets of woods.

Ambush!

If the party chooses to walk between the woods marked 2 and 3, the Germans see them and prepare an ambush. The four German soldiers in location 2 and the five in location 3 all open fire from cover when they are midway between the two woods. Have each player make a DC 14 Luck check with their best Luck modifier. A success means that that PCs can roll Initiative with the Germans, otherwise they are surprised. Half of the Germans will throw their grenades on the first round of combat.

Maybe Ambush?

If the party approaches between the woods marked 2 and 4, the Germans in location 2 have a 25% chance to spot them and will then ambush the players as in **Ambush!**

SKETCH MAP OF NAZI OCCUPIED FARM _____, ROMANIA

BUILDING SPACING
 NOT TO SCALE
 SEE OVERLAND MAP

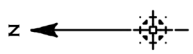
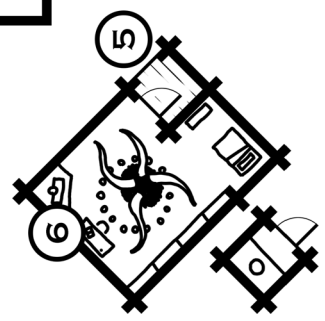
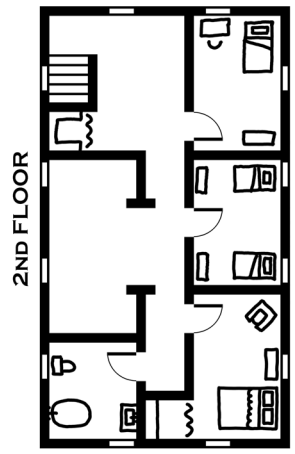
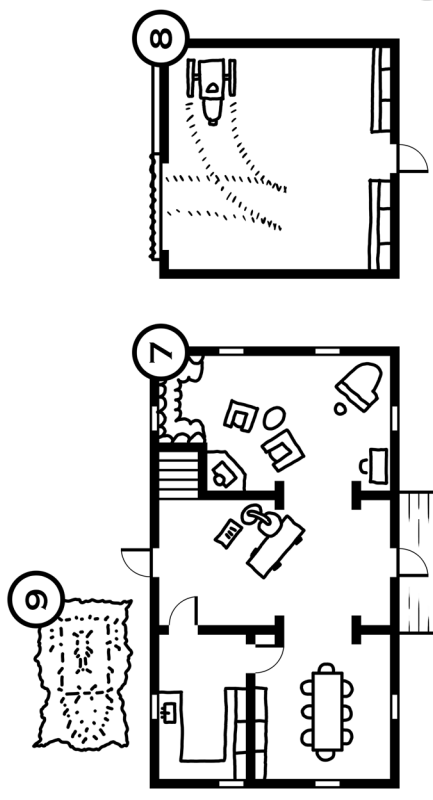
LONG _____ E
 LAT _____ S

MAP 13

1023RD RIFLE REGIMENT
 No. 200 A DATE: 15-1-45

AUTHOR: ERIC BETTS
 ARTIST: SHYLOH WIDEMAN

1. CREEK
 2. CENTER WOODS
 3. WEST WOODS
 4. NORTH WOODS
 5. DEMON MOUTHTRAP
 6. CABIN
 7. FARMHOUSE
 8. WAREHOUSE
 9. HALFTRACK



□ = 5 FEET

Area 2 - Dark Woods: This is a large and thick copse of trees. As the characters move inside the light is filtered by the branches and the shadows crowd in. Patrolling through the woods is a squad of German soldiers. Unless the PCs are being very loud, the Germans do not surprise them.

German infantryman (4): Init +0; Atk rifle +1 ranged (1d10, 5 rounds per magazine) or bayonet +1 melee (1d4 off rifle, 1d8 on rifle); AC 10; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP grenade; SV Fort +0, Ref +0, Will +0; AL L.

The Germans wear field grey uniforms, but are otherwise are just regular guys in the wrong place at the wrong time. Each German infantryman carries a single grenade that they will throw upon initiating combat (grenade +0 ranged, 2d6+1d6 for shrapnel, 10' radius, half damage with DC 12 Ref save, range 50').

Area 3 - Dark Woods: This is a large and thick copse of trees. As the characters move inside the light is dimmed by the branches and the shadows crowd in. Patrolling through the woods is a squad of German soldiers and their Sergeant. Unless the PCs are being very loud, this will be a straight initiative combat.

German Sergeant: Init +1; Atk MP40 +1 ranged (1d8, fires 3 times, each time after the first -1 adjustment to hit, 30 rounds per magazine) or bayonet +2 melee (1d4+1); AC 11; HD 1d8; hp 7; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL L.

German Infantryman (4): Init +0; Atk rifle +1 ranged (1d10, 5 rounds per magazine) or bayonet +1 melee (1d4 off rifle, 1d8 on rifle); AC 10; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP grenade; SV Fort +0, Ref +0, Will +0; AL L.

Each German infantryman carries a single grenade that they will throw upon initiating combat (grenade +0 ranged, 2d6+1d6 for shrapnel, 10' radius, half damage with DC 12 Ref save, range 50').

Area 4 - Woods: This is a large and thick copse of trees. As the characters move inside the light is dimmed by the branches and the shadows crowd in. Half-way into the woods waits an insect demon summoned by Deiter that is guarding the woods by concealing itself in the earth. A burrowing, armored multipede, it is an intelligent, but lower level demon.

Sensing the characters approach, it bides its time until they are right on top of it. It will burst from the ground in front of the foremost characters. All will need to pass a DC 12 Will save or run away in terror! It immediately attacks the nearest character with its gore attack and on the second round casts darkness.

Insect demon: Init +0; Atk gore +5 melee (1d10); AC 12;
HD 3d6; hp 12; MV 20'; Act 1d20; SP infravision, *darkness*
(spell check +4), half damage from non-magic weapons;
SV Fort +2, Ref +2, Will +3; AL C.

Area 5 - Demon Mouthtrap!: Just before the entrance to the wooden shed-like building and detectable only on a DC 18 Luck check is a demon mouthtrap. The mouthtrap is a living beartrap and will open and try to bite the first person heading for the door. If undetected and it gains a +2 attack bonus and surprises the party.

Demon mouthtrap: Init +0; Atk bite +6 melee (2d6); AC 8;
HD 2d10; hp 4 (tongue), 12 (mouth); MV none; Act 1d20;
SP hide; extra vulnerable to grenades and AT rifles;
SV Fort +0, Ref +0, Will +0; AL C.

When attacking, a tentacle-like tongue whips out to pull a character into its teeth. The mouthtrap takes double damage from grenades and AT rifles.

Area 6 - The Occultist's Shack: *A rough wooden log cabin with a single door in front and a stone chimney. It is small, large enough for maybe three rooms.*

Judge's note: under the outside right in front of the front door, the demon mouthtrap waits! See area 5 above. Once the PCs fight past the mouthtrap and open the door, the characters see...

A bearded man in a hooded red robe, his arms raised, a staff in his right hand and a black grimoire in the left, stands in the center of a room lit by dozens of ceremonial candles. Before the man is a portal that looks as though it opens into darkness. Coming out of the dark portal are four red and pink tentacles waving in an unholy manner. The man turns his gaze from the portal to the door and shouts, "Holen Sie sie meine Haustiere!"

Any PC that speaks German understands the words “Get them, my pets!”. This is Dieter the occultist and his tentacled allies, the exposed part of something MUCH worse located beyond the portal....

Dieter the Occultist: Init +0; Atk staff +1 melee (1d8); AC 10
HD 3d4+3; hp 15; MV 30'; Act 1d20; SP spellcasting;
SV Fort +2, Ref +1, Will +1; AL C.

Dieter is a mad wizard from another dimension and can cast the following spells with a +4 spell check: *chill touch, choking cloud, sleep, monster summoning, spider climb, tadpole transformation, glorious mire, invoke patron* (Bobugbubilz).

Tentacles from the void portal (4): Init +0; Atk grab +6 melee (1d8+2);
AC 15; HD 1d8; hp 6 each; MV reach 10'; Act 1d20;
SP turn to dust when killed; SV Fort +2, Ref +1, Will +1; AL C.

Area 7 - Farmhouse: You see a two story rustic farm house with entrances in both the front and rear, with windows all around.

Once the PCs enter, read the following:

Inside the front door you see what looks like an operating room complete with operating table, body, large light, doctor in a white coat and nurse in a sexy white mini dress (covered in blood). In the corner stands a hulking corpse.

This is Doktor Stein and Nurse Hilda working to create another “monster.” Stein is a bedraggled mad scientist, with a penchant for creation. His assistant, Hilda, is a cute blonde in cap and mini-nurse dress. She is a fanatical Nazi and former competitor with Eva Braun for Herr Furher’s affections.

The current monster is the hulking corpse in the corner. Stein orders the monster to attack the players as he and Nurse Hilda try to escape through a door opposite where the players entered. If they can get out, they will make for the halftrack in area 9 and attempt to flee.

Doktor Stein, Reanimator: Init +0; Atk Lugar +0 ranged (1d10, 2 shots/round, no penalty) or scalpel +0 melee (1d4); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +3; AL L.

Nurse Hilda: Init +1; Atk Lugar +1 ranged (1d10, 2 shots/round, no penalty); +3 melee scalpel +3 melee (1d4+3); AC 12; HD 1d4+2; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +2; AL L.

Stein's monster: Init +6; Atk fist +6 melee (1d6+1); AC 13; HD 5d6; hp 20; MV 20'; Act 1d20; SV Fort +8, Ref +4, Will +4; AL N.

The monster is Doktor Stein's masterpiece. Created from the bodies of at least eight soldiers, it is a hulking 8' monstrosity, with metal plates protecting its vitals and more plates over its massive fists. The creature is powered by an engine strapped to its back, which belches exhaust from a large pipe. The monster fights until destroyed.

Area 8 - Industrial Warehouse: This is a rough looking industrial type warehouse, just a brick square with a door each in the front and back. It doesn't even pretend to have any architectural style.

This is where Doktor Stein stores his zombies. There are eight inside and they attack any living thing other than Stein, Hilda, and Deiter.

Zombie soldiers (8): Init +0; Atk claws or bite +2 melee (1d6); AC 12; HD 2d8; hp 10 each; MV 20'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

The zombie solders are reanimated German and Russian soldiers, with Doktor Stein's 'improvements' like dermal metal plates, hatchet hands, scalpel fingers, and a power drill face.

Area 9 - Halftrack: Hidden under a tarp behind the farmhouse is Doktor Stein's getaway plan: a German halftrack. It takes a round to start, and in two rounds can be off down the German side of the hill. It also mounts a MG42 machine gun with effectively unlimited ammunition:

MG42 machine gun, damage 1d12, 5 shots or automatic, range 120/240/360, ammunition 100 rounds, weight 30lb.

Fighting the halftrack: The following weapons can be used when fighting against the halftrack. Each weapons lists a target AC for that weapon to hit along with a results table to determine the damage inflicted.

Anti-tank Rifle (AC 12)

Roll	Damage
1	Engine hit; mobility kill.
2	Wheel hit; mobility ½.
3	Track hit; mobility ¼.
4	Deflected; no damage.
5	Penetrated, but no damage.
6	Gas tank/ammo hit; blows up, along with any occupants.

Molotov or Frag Grenade (AC 12)

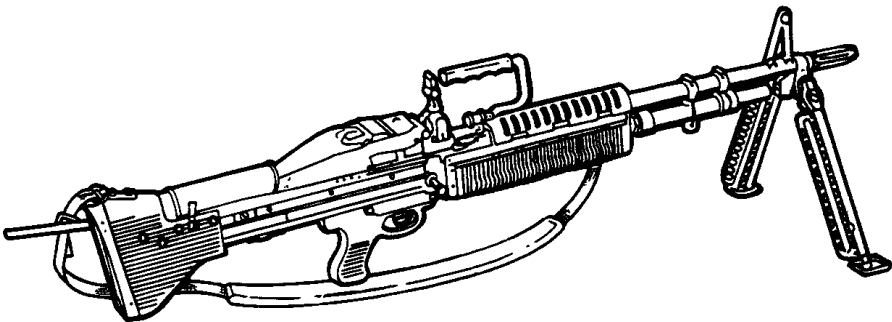
Roll	Damage
1	Exterior armor hit; on fire, paint scared, but otherwise no effect.
2	Exterior tracks and or wheels hit; on fire, but otherwise no effect.
3	Interior hit; crew on fire, vehicle explodes.
4	Interior hit; crew on fire, vehicle salvageable.

Magnetic Grenade (AC 14)

Roll	Damage
1	Grenade does not stick and falls off, explodes harmlessly.
2-4	Grenade sticks and destroys vehicle. Crew escapes with successful DC 14 Ref save.

CONCLUDING THE ADVENTURE

There is a lots of opportunity for crazy here – soldiers could be pulled into where ever those tentacles are from, the PCs could make off with Deiter's black grimoire, or who knows what else?



Inspirations:

Enemy at the Gates - There is a scene where the new Soviet soldiers are getting off a barge and being rushed into Stalingrad. A sergeant is standing there handing a rifle to every other man, the next man in line gets handed a clip of ammunition. The whole time the sergeant repeats, *"You are to run forward firing. When the man with the rifle in front of you falls, load the magazine and continue to run forward firing."* A zero-level funnel if ever there was one.

Frankenstein's Army - A direct (and cheesy) inspiration. Resurrection of dead soldiers with attached power tools. Good stuff.



TRENCH CRAWL CLASSICS

By Eric Betts

Introduction to Trench Crawl Classics

This rule hack takes Dungeon Crawl Classics and applies it to World War 2 Red Army conscript soldiers. The rules that follow...

- Contain basic firearms, weapons, and explosive rules needed to play the scenario *The Lost Patrol*, a 0-Level funnel for Trench Crawl Classics.
- Allow for the creation of Soviet conscripts (0-level player characters).
- Cover the structure and weapons of a basic World War 2 Red Army infantry platoon.

These rules are not complete and require the Dungeon Crawl Classics rules from Goodman Games. We also recommend the firearms rules from *CRAWL! Fanzine #8: Firearms*, by Reverend Dak, which would add more details to the limited rules contained herein.

FIREARMS & FIGHTING RULES

Firearms function as DCC missile weapons (using a character's Agility modifier). On a natural 20, an attack with a firearm is a critical hit. A natural 1 is a fumble according to the standard rules. Firearms have a rate of fire (RoF) rating, reload time, and weapon speed.

Rate of fire: additional shots may be taken, up to the RoF, but each subsequent shot is -1d lower. For example, a 0-level with a 1d20 action die and a SMG may attempt a second shot with a 1d16 and a third shot with a 1d14.

Reload: reloading a firearm takes one round.

Automatic weapons are indicated by an (A). Automatic weapons affect multiple targets in a 10' square area. An automatic fire attack uses 10 rounds of ammunition. The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, allowing a DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.

WEAPON	EXAMPLES	DMG	ROF	RANGE	AMMO	WEIGHT
Pistol, semi-auto	(Lugar, TT-33)	1d8	2	60/120/180	10	
Submachine gun	(MP40, PPSH41)	1d8	3 (A)	60/120/180	30	10 lb
Rifle, bolt	(German K98, M-N)	1d10	1	120/240/360	5	15 lb
Machine gun	(DP1929)	1d12	5 (A)	120/240/360	47	30 lb
Rifle, anti-tank	(PTRD41)	4d10	1	120/240/360	1	25 lbs
Bayonet		1d4				
Bayonet on rifle		1d8				
Hand grenade/bomb:						
10' area, 2d6 + fire (Molotov), 2d6+1d6 for shrapnel (grenade), ½ damage with Ref save						

Mosin-Nagan (M-N): This rifle was the main weapon of the infantry. The M-N is an unremarkable weapon with no features that stand out. However, it was reliable, and easy to manufacture.





Tokarev TT-33: The standard Soviet pistol of WW2 was the Tokarev TT-33 automatic pistol. This was basically a copy of a 9mm Browning pistol, modified for easier mass production. The Tokarev replaced the aging Nagant revolvers but there were still some in service at the end of the war.

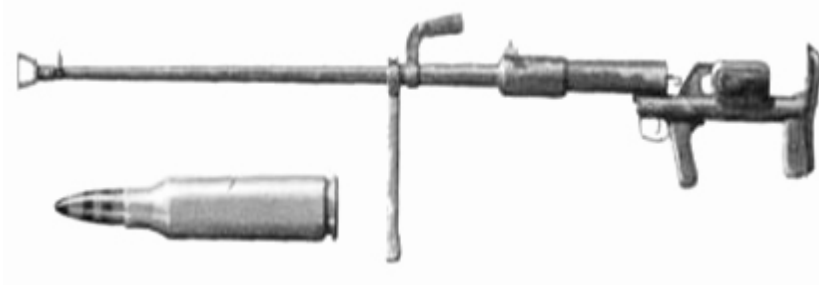
PPSh-41: The Soviets, like the British with their Sten gun and Germans with their MP40, had to have a design that was easy and quick to produce. The PPSH-41 was quick and simple to produce; even old rifle barrels were cut down and used in its construction. It characterized the Soviet offensive approach well: move quickly and engage at short range en masse, and keep engaging until you have victory.



DP 1929: The Soviet light machine gun that saw service throughout the war was the rugged DP 1929 with its distinctive round, flat overhead magazine. It was a typical Soviet weapon: robust and simple to manufacture. Easy to maintain and reliable, it was popular among the troops to which it was issued.



PTRD-41 ATR: The Soviet army never equipped its infantry with an effective anti-tank rifle. The only weapon available to the forces was the PTRD-41 ATR, a woefully inadequate weapon. Only useful when employed at close ranges against vulnerable areas of a tank, it required nerve, skill and luck to utilize successfully.



Red Army Conscript/0-Level Character Creation

All conscripts are proficient with squad weapons (firearms, bayonets, grenades, etc.). If a conscript tries to use another weapon or vehicle, they either cannot use it or incur the standard -1d proficiency penalty UNLESS they have a related occupation and can make the argument to the judge.

Occupations/role: Characters are all conscripts in the Red Army. As a result, each has both a civilian occupation from before the conscription and the role in the squad (oft times just the weapon that was shoved in their hands). The two are mutually exclusive: players roll d% for their occupation and then d11 to establish their role. The role determines what weapons and ammunition the conscript starts with. After determining the occupation and role, roll a d24 twice on the personal items table to further personalize the conscript by identifying what gear and personal items the soldier is carrying.

Roll	Soviet Era Occupation
1	Accountant
2	Actor
3	Animal trainer
4	Artist
5-12	Athlete. Roll 1d8: (1) basketball; (2) fencing; (3-4) football (soccer); (5) hockey; (6) swimming; (7) tennis; (8) wrestling.
13	Baker
14	Barber
15	Beekeeper

16	Brewer
17	Blacksmith
18	Bricklayer
19	Butcher
20	Bus driver
21	Carpenter
22-25	Clerk
26	Cobbler/shoemaker
27	Comedian
28-29	Construction worker
30	Cooper
31-38	Criminal. Roll 1d8: (1) conman; (2) pickpocket; (3) gambler; (4) gang member/thug; (5) minister (or other religious type); (6) smuggler; (7) wrecker (capitalist); (8) psycho murderer.
39	Dentist
40	Doctor
41	Ditch digger
42	Electrician
43-51	Farmer. Roll 1d8: (1) potato; (2) wheat; (3) turnip; (4) corn; (5) rice; (6) parsnip; (7) gong; (8) dairy.
52	Gypsy
53	Garbage collector
54	Gas station attendant
55	Communist party wannabe
56	Healer
57	Herbalist
58	Herdsmen
59	Hunter
60	Industrial machinist
61	Janitor
62	Lawyer
63	Lifeguard
64	Mailman
65	Mechanic
66	Miner
67	Mortician
68	Motorcycle courier
69	Musician (player pick of instrument)
70	Nurse
71	Orphan
72	Ostler

73	Photographer
74	Plumber
75	Policeman
76	Psychologist
77	Radioman
78	Rope maker
79-87	Scientist. Roll 1d8: (1) archeologist; (2) astronomer; (3) biologist; (4) chemist; (5) entomologist; (6) mathematician; (7) geologist; (8) physicist.
88	Secondary school teacher
89	Secretary
90-91	Student
92	Surveyor
93	Tailor/seamstress
94	Taxi driver
95	Taxidermist
96	Trapper
97	Truck driver
98	Waiter
99	Welder
100	Woodcutter

Roll	Red Army Role	Trained Weapons
1	Squad leader Roll 1d2:	Rifle, bayonet, four extra (1) sergeant; (2) corporal magazines.
2-7	Rifleman	Roll 1d6: (1-2) one magnetic grenade, rifle, bayonet, four extra magazines; (3) two molotov cocktails, rifle, bayonet, four extra magazines; (4-5) fragmentation grenade, rifle, bayonet, four extra magazines; (6) anti-tank rifle, bayonet (as knife only – cannot attach to the anti-tank rifle), 14 anti-tank rounds.
8-9	Assault trooper	PPSh-41 SMG, fragmentation grenade, bayonet (as knife only – cannot attach to SMG).
10	Machine gunner	DP 1929 light machine gun, bayonet (as knife only – cannot attach to LMG).
11	Assistant machine gunner	Rifle, bayonet, four extra magazines, (aka the pack-mule) box of 200 loose machinegun rounds.

Personal Items

Roll	Item
1-2	Backpack
3-4	Bedroll (tied blanket)
5-6	Satchel
7-8	Pen and notebook
9-10	Brass knuckles + 1 unarmed damage
11-12	Comb
13-14	Flashlight
15-16	Flask w/vodka
17-18	Swiss army knife (fights as dagger)
19-20	Holy symbol
21-22	Pack of cigarettes and lighter
23	Paperback novel
24	Wristwatch

Red Army Organization Basics

Soviet infantry platoon = 1 x platoon headquarters + 4 x squads (note: all listed at full strength, which never really happened).

Platoon Headquarters

- 1 Platoon commander armed with a pistol
- 1 NCO armed with a SMG
- 1 Messenger armed with a rifle
- 1 NCO armed with a rifle, commanding the mortar squad
- 1 Mortar gunner with a 5cm mortar, also carrying a pistol
- 2 Ammunition bearers for the mortar, both armed with rifles

Basic Squad

- 1 Squad leader, an NCO armed with a rifle
- 2 Soldiers armed with SMGs
- 6 Soldiers armed with rifles
- 1 Machine gunner with an LMG, and pistol sidearm
- 1 Assistant gunner armed with a rifle



Artwork by SGT Dave

The Vampire, Returned

By Terra Frank

"The power of the vampire is very great and many-sided, even in his lifetime. He can kill people and even eat them alive; can bring into being, or remove, various sicknesses and epidemics, storms, rain, hail, and such; he casts spells on the cows and their milk, the crops and the husbandry generally; he knows all secrets and the future, etc. Besides this he can make himself invisible or transform himself into various objects, especially into animal forms."

-Julian Jaworskij (Galacian folklore)

Upon finding an empty grave, the vampire is either (d2):

1. Absent
2. Invisible

The vampire may see into (d4):

1. The Future
2. The Past
3. The Mind
4. The Soul

He may also cast spells of (d4):

1. Charms and enchantments
2. Fear and illusions
3. Shadows and light
4. Death and revival

In his presence, the weather begins to (d4):

1. Rain
2. Thunder
3. Hail
4. Fog

And he may cause (d6):

1. Plague
2. Miasma
3. Locust swarms
4. Fires
5. Madness
6. Floods

His true appearance is (d6):

1. Swollen
2. Bloated
3. Burnt
4. Skeletal
5. Unfathomably beautiful
6. Otherworldly horror

He may appear as a (d8):

1. Nobleman
2. Peasant
3. Maiden
4. Beggar
5. Priest
6. Merchant
7. Pilgrim
8. Identical to a party member (chosen at random)

As an object (d10):

1. Haystack
2. Goatskin filled with oil
3. Door
4. Blood-filled Pod
5. Scarecrow
6. Plow
7. Gravestone
8. Signpost
9. Curtains
10. Cloak

Or an animal (d12):

1. Wolf
2. Horse
3. Donkey
4. Goat
5. Dog
6. Cat
7. Pullet
8. Frog
9. Butterfly
10. Mouse
11. Owl
12. Bat

His favorite meal is the (d20):

1. Liver
2. Heart
3. Flesh
4. Intestines
5. Blood
6. Kidney
7. Bones
8. Eyes
9. Brains
10. Tongue
11. Nose
12. Lips
13. Ears
14. Digits
15. Teeth
16. Hair
17. Full Body
18. Soul
19. Memories
20. Roll twice on this table



Nakeem by Matt Sutton

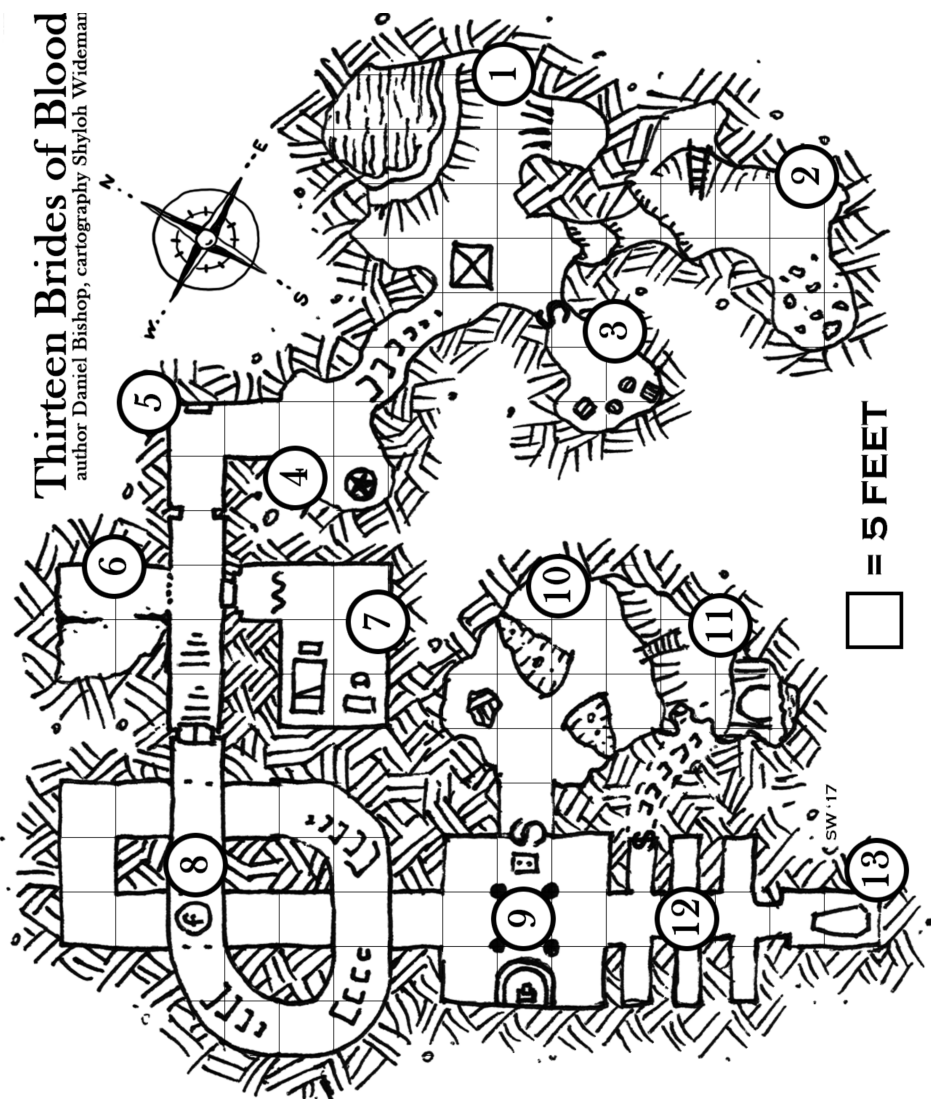


Thirteen Brides Of Blood

*A 0-level funnel by Daniel J. Bishop
Based off cartography by Shyloh Wideman
Artwork by Shawn Brewer*

Thirteen Brides of Blood

author Daniel Bishop, cartography Shylah Wideman



Introduction & Adventure Start

Vampires haunt the land! Erasmus Cordwainer Blood has existed for countless centuries, feeding off the villages closest to his hidden lair almost as a form of sport. Usually, his victims are those who remain out beyond the setting of the sun, lone travellers, or the inhabitants of isolated farmsteads. Once every seven years, though, villagers from number of nearby communities simply disappear. It is said, in hushed whispers, that Blood has taken them to feed his Brides.

That time is night once more. But this time it will be different! This time, you will seek him out in his lair, and put an end to him before he can strike!

Allow the players to plan, purchase equipment (with their meager starting money), etc. As soon as their preparations are ready, read or paraphrase the following:

Your heads throb. The plans of the night before, to be undertaken in the full light of day, have become a mockery. You are in pitch blackness. You can hear the moaning of others nearby – hopefully these are your would-be comrades, and not some ghouls from the deepest pits of hell. Or should you even be wishing that on your friends? No one has ever returned after they disappeared into the night.

After centuries of un-dead existence, utter nihilistic boredom have set in, and Erasmus Blood began to court his own true death. To this end, he has bargained with the arch-demon Ahriman to ease his apathy. Once every seven years, Ahriman transports a group of villagers to the vampire's lair, and supplies them with the means to end Blood's existence, if they are brave and clever enough to use them. At the same time, Ahriman wishes to retain Blood's services, and only transports victims from the untested peasantry. This time, those victims are the PCs. Regardless of what gear the PCs had intended to bring, they do not have it. Apart from normal clothes, each PC may make a Luck check to retain *one* item he or she was carrying.

Note that neither Erasmus Blood or his Brides ever enter **Areas 1-5**. Until they pass the arch southwest of **Area 5**, the characters are safe (from the vampires, at least).

Area 1 - Awakening: What the PCs can determine about their immediate surroundings is a matter of what senses they have available to them. Non-humans have a significant advantage here. Without sight, the PCs can smell a musty smell like damp stone. The floor is uneven. The air is moist and cool, and there is a regular drip-drip-drip as water falls from stalactites into the pool at the north end of the room.

There are several features in this area that can provide hazards or opportunities for the players:

- **Pit:** There is an open pit in the area, 20' deep that characters may well stumble into in the dark. Falling damage is only 1d6, as the lower 10' are filled with ice-cold water. Characters falling into the pit (and surviving) take 1d3 points of temporary Stamina damage each round unless they succeed in a DC 15 Fort save. A DC 5 Strength check is required to tread water, but the DC increases by +2 for each failed Fort save. Failing three Strength checks causes a character to begin drowning, suffering 1d3 temporary Stamina damage per round. Drowning damage is recovered at 1 point per minute if the character is rescued. It requires a DC 15 Strength check to climb the pit's slimy walls if no help comes from above.
- **Pool:** The pool is ice-cold, but relatively shallow (maximum 1½ feet deep).
- **Ledge:** A ledge on the southeastern side of the area is 5' above the floor level, and easily missed by those without the ability to see. On this ledge is a bundle of six torches wrapped in heavy cloth, as well as flint and steel.
- **Secret Door:** The rock face is smoother here, making the secret door easier to find by touch than by sight (DC 10 Intelligence check either way, characters that cannot see roll on 1d24). The secret door can be pushed in and then slid to the left by anyone with a Strength of 10 or better. Unless blocked or wedged, it closes after 1 turn, and cannot be opened from **Area 3**.
- **Drop Off:** The passage leading to **Area 2** has three natural drop offs. These are 5', 3', and 5' respectively. Any character can easily clamber down these, but characters who cannot see may fall for 1d3 damage (Luck check prevents). Getting up is a bit

harder. Non-halfling characters without a penalty to Strength can climb up all of these drops without a check. Halflings without a Strength penalty can climb up the 3' drop without a check. Other characters need help, or may use the ladder in **Area 2**.

Further area descriptions assume that the PCs have gained a light source. The judge should determine what the PCs can discover without sight.

Area 2 - Old Mineworks: *This cave forms the bottom of a shaft, whose ceiling is lost in the darkness. An ancient wooden ladder to the northeast leads to a ledge or another passage 12' above the floor – it is uncertain which from here. There are signs of old mine workings here, including splintered fallen beams, and the area to the south contains a great deal of fallen rock or old mine tailings. The air in here is moist, and water glistens on the walls.*

PCs spending at least 1 turn looking through the tailings may make a Luck check on 1d16. On a success, they find 1d3 + Luck modifier small uncut emeralds worth 1d10 gp each. On a failed Luck check, a PC must succeed in a DC 10 Fort save or take 1 point of temporary Stamina damage. Each failure (by any PC) increases the die for the Luck check up the dice chain – from 1d16 to 1d20, then 1d24, then 1d30. If three sequential Luck checks fail, no further emeralds are found on a success, but damage may still be taken on a failure.

Examining the old beams uncovers two mining picks in usable condition (1d6 damage; breaks on a natural “1” or “20” in addition to any other effect). Splinters from the beams may be used as wooden stakes; 3d4 such may be obtained with minimal effort. In addition, three rusty iron spikes can also be recovered, although these are only found if PCs continue searching after noting the picks and the beams. Splinters can be used as makeshift weapons doing 1d3 damage (1d5 vs. vampires).

Climbing the ladder requires no check, and gives access to a small ledge, which is barely 6' high. Herein can be found a dwarf-made hand axe and a small leather bag containing 5 uncut emeralds worth 25 gp each. Cutting these gems increases their value by 3d4 x 10%.

Area 3 - Secret Storeroom: *The secret door opens with a clatter of bones and a rush of foul air. There is a 1 in 3 chance that torches are extinguished (1 in 5 for lanterns). Half a dozen skeletons decorate the floor of a small storeroom, their brown bones held together by bits of mummified flesh and ligament. Mining tools – some of them broken – are scattered among them. Four barrels are near the far wall; two of them have been tipped over and whatever they may have once contained has probably been spilled away long ago. The air in here seems bad, causing torches to die back dramatically, offering only the feeblest of light.*

The secret door cannot be opened from this side. These remains belong to past victims of Ahriman's game, who became sealed in here and died when the air ran out. If the judge so desires, the PCs may even recognize one or more of these poor souls. Marks on the door show that these folk tried to break through it before they expired. Sadly, this did little but mark the door and use up the oxygen faster. The door closes automatically, unless blocked, 1 turn after it has been opened.

Four unbroken picks can be found here, but these only do 1d5 damage because they are blunted somewhat from trying to break through the secret door. Two of the barrels are empty. One sealed barrel contains water; the other contains ale which long ago went off.

Searching the bones discovers a sheathed dagger near one and a silver ring with an onyx stone (15 gp value) on another. If this ring is removed, the skeleton animates and attacks. The skeleton **only** attacks the character with the ring, and **only** seeks to claw the ring back if that PC is slain. If a PC is slain while wearing the ring, and it is looted, his body will rise as a zombie-like revenant to recover the ring. This can also be triggered by the skeleton taking the ring from a dead PC. Any character who dies wearing the ring will rise as an un-dead being if the ring is subsequently taken.

Skeleton: Init +0; Atk claw +0 melee (1d3 plus 1d3 cold); AC 9; HD 1d6; hp 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, chilling touch; SV Fort +0, Ref +0, Will +0; AL C.

Revenant: Init +0; Atk claw +1 melee (1d3 plus 1d3 cold); AC 9; HD 3d6; hp 10; Act 1d20; SP un-dead, chilling touch; SV Fort +4, Ref +0; Will +2; AL C.



Area 4 - Statue of Ahriman: *Although the passage seems natural, the stairs leading to upward were obviously worked by skilled hands long ago. At the end of the passage is a small chamber, half natural cavern and half worked stone. To your left you can see a nine-foot tall statue of a demon, carved in dark stone, whose black horns sweep another foot over his head. A long bent dagger or sword is carved in one hand, held close to the statue's chest. Ahead of you to the northwest is a worked stone passageway 5' across and 9' high.*

This statue is the image of Ahriman, demonic lord of disease and death. If the PCs make a blood sacrifice to the statue (even 1 hp of blood, or the equivalent of 1 point of spellburn, will do), the statue's head animates and will converse with them: "Mortals, be welcome to the Game of Ahriman! Entertain my servant, Erasmus Blood, and his brides to the best of your abilities, and you may win your lives, though none ever has." This is followed by the demon lord's booming laughter. The wound used to animate the statue never heals naturally; instead, it becomes infected so that the damage is permanent until the character receives 3 HD of magical healing.

The statue will impart any of the background that the judge desires, based upon the PCs' own comments and questions. If asked how to win, Ahriman's idol answers: "A trifling thing for those who would hunt vampires. Merely find the exit while evading those you would hunt. The sun will set in three hours. Find the exit before that time, and the hunters will be unable to follow you. After this, and the hunt will continue until you or they are dead." The statue's final words are: "Once past the arch, there is no turning back." After this, it is once more unmoving stone, and no sacrifice brings it to life again.

If a PC attempts to harm the statue, have him make an attack roll against AC 10. Any damage caused is taken by the offending PC instead of the statue.

Area 5 - False Door and Arch: *After 5', the corridor turns to the left. On the right-hand wall, there is a wooden door in the northeast corner. Five feet down the southwest passage is an archway beyond which there is only darkness. The archway is inscribed with numerous mystical symbols and runes.*

The door is a false door. Opening it releases a spring-loaded thrusting spear trap (Atk +1 melee, 1d8 damage). The spear can be taken after the trap is sprung or disabled.

The arch is one-directional. Not only matter, but even light and sound can only pass in one direction (northeast to southwest). Under the best of circumstances, a PC who pushes an arm through the arch cannot withdraw it. These, of course, are not the best of circumstances – two of the Brides of Blood wait on the far side, ready to pull any prey through which is partially extended through the arch. The judge should remember that the Brides can hear and see the PCs, even if the reverse is not true, and will not bother with pulling poles, torches, etc. through the arch.

Because nothing can pass through the arch in the “wrong” direction, this also means that nerve impulses do not travel – a PC who sticks his head through cannot control his body, which instantly goes limp and is pulled through by the Brides. A limb pushed through has no sensation, but the PC realizes that there is something wrong with his circulation almost immediately as the blood pools on the far side (DC 15 Fort save each round or suffer 1 point of temporary Strength, Agility, or Stamina damage; on a natural “1”, the damage is permanent).

Brides of Blood (2): Init +1; Atk touch +3 melee (paralysis) or bite -2 melee (1 plus blood drain); AC 9; HD 2d6; hp 7 each; MV 30'; Act 1d20; SP un-dead, infravision 60', paralysis (DC 10 Will save negates), blood drain, regenerate unless staked; SV Fort +1, Ref +0, Will +2; AL C.

NOTE: PCs pressed up against the portcullis bars blocking Area 6 from the corridor may encounter the three Brides located in this area immediately, as they attempt to pull arms or legs through the bars to drain blood.

Area 6 - Prison Cell: *To the right, there is a portcullis set into the corridor with a half-collapsed dungeon cell beyond it. As you catch your breath, three women press themselves to the bars – one dusky skinned with almond-shaped eyes, another so pale as to be almost an albino beneath her platinum blonde hair, and the third freckled with wild red-gold hair. They are dressed as brides in torn finery. “Please release us,” one says, “before we are made into such as they!” There is a lever near the portcullis, which could presumably open it. Opposite the portcullis is a wooden door.*

These three Brides of Blood have fallen out of favor with their un-dead lord. They do their utmost to convince the PCs to open their cell: “If we were already turned, why would they imprison us here?” A daring PC who sticks an arm into the cell soon discovers their true nature, though, for their desire to feed outweighs their need for release. If attacked, they retreat into the southwest portion of the cell, where they cannot be targeted. A PC with a mirror can also determine that they are not what they seem, for they cast no reflections.

Brides of Blood (3): Init +1; Atk touch +3 melee (paralysis) or bite -2 melee (1 plus blood drain); AC 9; HD 2d6; hp 7 each; MV 30'; Act 1d20; SP un-dead, infravision 60', paralysis (DC 10 Will save negates), blood drain, regenerate unless staked; SV Fort +1, Ref +0, Will +2; AL C.

Area 7 - Bedchamber: A red velvet curtain, stained in places so that it is almost black, hangs beyond the door. PCs must push past it to see into the room.

This small chamber contains a single well-appointed bed with red satin sheets and a red velvet coverlet. A wooden chest sits at the end of the bed. In the far corner, a chair sits before a woman's vanity. The mirror has been covered with a drapery of black cloth.

This chamber is shared by Ophelia and Portia (see **Area 5**), as the PCs may be able to deduce by impressions left on the mattress. The chest contains various bits of burial clothing and women's finery that is threadbare almost to the point of dust. One of these dresses has hundreds of tiny pearls sewn into it, and can be sold for 25 gp.

A silver-handled brush (15 gp) and a carved ivory comb (10 gp) are on the vanity. The mirror behind the cloth has been removed; there are still

some tiny shards of silvered glass in the frame (worthless). Drawers in the vanity hold 2d10 pieces of jewelry worth 2d6 gp each.

Area 8 - Trapped Doors and Trapdoor: The double doors leading to this area have a built-in trap. Unless a hidden catch is moved, opening the doors starts a reaction that causes the portcullis to **Area 6** to open up within 3 rounds.

There is a hidden trapdoor in the floor (DC 5 to discover, but requires a specific search to do so except for elves). This trapdoor, once uncovered, can be easily pulled up, giving access to the corridor beneath. If the trap in the door is not found (DC 10) and disabled (DC 5), the Brides in **Area 6** will use the trapdoor to attempt to surprise any PCs in the corridor below.

Area 9 - Temple of Ahriman: *The corridor enters into a black stone room some 15' square, with a raised dais to the right and an altar to the left. Opposite you is another passage. Another 9' tall statue of the demon-like figure you saw earlier is poised on the dais, its face carved in an expression of malignant humor. Two silver candlesticks bearing lit black candles, a golden bowl, and a chalice of silver and black horn are upon the altar. Four slender black pillars support the center of the room.*

Willow-thin Isadora hides behind the black pillar to the south, seeking to surprise the PCs. She wears the (un)holy symbol of the demon lord around her neck – a black-eyed skull surmounted by two upsweeping black horns.

Bride of Blood (1): Init +1; Atk touch +3 melee (paralysis) or bite -2 melee (1 plus blood drain); AC 9; HD 2d6; hp 7 each; MV 30'; Act 1d20; SP un-dead, infravision 60', paralysis (DC 10 Will save negates), blood drain, regenerate unless staked; SV Fort +1, Ref +0, Will +2; AL C.

The statue of Ahriman is similar to that found in **Area 4** – characters seeking to harm it only bring harm to themselves. If awakened (as in **Area 4**), the demon immediately demands that the sacrificing mortal become his worshipper and vassal. If the PC agrees, he may immediately level as a cleric of Ahriman (level 1), potentially to the woe of his companions. If he does not wish to become a cleric, roll a *patron bond* spell check using the “when cast on other” column. This

check is made by rolling 1d7+10 plus Personality modifier. If the check fails, Ahriman rejects the would-be vassal.

Vassals of Ahriman are no longer targeted by the Brides of Blood, but if they target either the Brides or Blood himself, non-cleric vassals immediately lose the demon lord's patronage and become targets of choice. Clerics of Ahriman suffer 1d3 points of disapproval each time they target a Bride or Blood, and this disapproval *does not* reset until they perform a suitable quest at the demon lord's bidding.

The items on the altar are:

- Silver candlesticks worth 5 gp each. One is attached to a mechanism which, when pulled, opens the secret door (otherwise DC 15 Intelligence check to locate, and cannot otherwise be opened).
- Gold bowl worth 25 gp (shows signs of dried blood within).
- Silver-and-horn goblet worth 20 gp (shows signs of dried blood within). A wizard or elf who performs a sacrifice to Ahriman may store up to 3 points of spellburn taken from another intelligent creature (willing or not) in the goblet. The caster gains the benefits of this spellburn when the blood spilt into the goblet is consumed. If the goblet is spilt or capped, the potential spellburn is lost.

Area 10 - Cave and Chasm: *Five feet beyond the secret door is a natural cavern about 40' in diameter, which shows signs of ancient minework. The cave is bisected by a chasm running north to south. It appears to be no more than 5' wide at the farthest point, and is spanned by a natural stone bridge in the center. The air is somewhat damp, allowing faintly glowing blue-white mushrooms to grow across every available surface, except where patches of leathery red-brown lichen have taken hold.*

Although the vampires are aware that this area exists, they seldom go here. The chasm is fully 15' deep at its deepest point, but the bridge offers easy access over it, and at either end it could be leapt easily by any character without a Strength penalty (such characters falling only on a natural "1-3" on 1d20, equal to their Strength penalty).

On the southern side of the chasm, a fungi-choked squeeze leads into the exit passage (see **Area 12**). This area is difficult for PCs to squirm their way through; a DC 10 Agility check is required (halflings roll

THE BRIDES OF BLOOD

Erasmus Cordwainer Blood's brides are all statistically identical, but the judge should attempt to differentiate them nonetheless. All wear bridal costumes that have been ripped or torn in the most revealing way, and all appear to be living women until they attack. They cast no reflections.

The touch of a Bride saps the will of male characters (or those of either gender who are attracted to females), paralyzing them so long as contact is made unless a DC 10 Will save is successful. A character who has thrown off this effect is immune to it for 24 hours.

A Bride who bites a target drains blood at the rate of 1d3 temporary Stamina points each round. A struggling victim gains an opposed Strength check (vs. +3) each round to throw the Bride off. A Bride who has drained 9 or more points of Stamina is sated, and goes off to rest. A resting Bride is helpless, and can be easily staked. Being slain by a Bride does not cause a character to rise as a vampire.

A Bride reduced to 0 hp without being staked regenerates 1 hp per turn until restored to full hit points. At this point, even if previously sated, she rejoins the hunt. Barrel staves, spear shafts, etc., can be used to make stakes. A stake must be wooden to be effective. If used as a weapon in combat, it does 1d3 damage.

The Thirteen Brides of Blood are:

- Fair-haired Ophelia and raven-tressed Portia (Area 5).
- Dark Calliope, pale Gretna, and fiery-haired Patricia (Area 6).
- Willow-thin Isadora (Area 9).
- The six sisters in Area 12 (From oldest to youngest: Amara, Bella, Calandra, Damaris, Eldoris, and Faustine). They range in apparent age from 13 to 40, with an average of 2 years between them.
- Beloved Sapphira, who shares Blood's coffin (Area 13).

1d30). Failure indicates that the character is stuck, and it will take either a DC 20 Strength check (made by others, and causing 1d3 damage to the victim unless a DC 10 Fort save succeeds), or a DC 18 Agility check by the character to get free (one attempt only). A character stuck in the passage blocks all forward progress; any behind him in the squeeze must succeed in a DC 10 Agility check to back out.

Area 11 - Treasure!: *The cave ends in a drop-off, where an old wooden ladder leads down to a pool of oily water. The lichens and phosphorescent mushrooms of the upper region grow down almost to the water's edge. The drop to the water seems to be about 12'.*

The dark water (not shown on the map) is only 2' deep, and is not enough to ameliorate falling damage (1d6). Hidden under the water are four rusting (and heavy!) iron boxes containing 150 gp each. The ladder is not in good enough condition to take the weight of a PC carrying one of these boxes, and the PC would need to use both hands to climb the ladder anyway. There is a small fortune here if the PCs can come up with a way to carry it.

Area 12 - The Six Sisters: *This passage is about 20' long, ending in a darkened archway. Six side passages, each a mere 2½' wide and 5' tall, appear to be burial niches, three to each side. You can just make out what appears to be a large black coffin in the darkness beyond the archway.*

The six sisters (Amara, Bella, Calandra, Damaris, Eldoris, and Faustine) lurk here, one down each of the side passages. If characters are not cautious, they will all emerge once the PCs are more than halfway to Area 13. The sisters, like Isadora in Area 9, feed with relative frequency, and are capable of biding their time until opportunity strikes. Even so, if the PCs flee from them, the sisters will give chase, attacking 1d3 at a time as chance allows. They know that the exit is in the northeastern-most niche, so escapees are going nowhere. They are aware of Area 10, but not the potential passage out.

Brides of Blood (6): Init +1; Atk touch +3 melee (paralysis) or bite -2 melee (1 plus blood drain); AC 9; HD 2d6; hp 7 each; MV 30'; Act 1d20; SP un-dead, infravision 60', paralysis (DC 10 Will save negates), blood drain, regenerate unless staked; SV Fort +1, Ref +0, Will +2; AL C.

The secret door is partially ajar, and is automatically found by anyone who examines the end of its niche. It can be pried open with a DC 12 Strength check. A pick or crowbar could be used to gain a +4 bonus to this check. Alternatively, a cunningly hidden catch can be found (DC 20 Intelligence check).

The secret door leads downward to a hidden cave entrance – the exit! Along the way, to the northeast, there is a fungus-choked crawl which leads to the bottom of the chasm at **Area 10**. If the judge is kind, a stuck character might even be visible, allowing another chance of rescue.

Area 13 - Erasmus Cordwainer Blood: *The passage ends beyond the archway in a dry crypt, about 5' wide and almost 10' long. It is dominated by a large black coffin half-shrouded by heavy cobwebs. The air here seems distinctly cool, and you can see your breaths in the chill.*

This is the resting place of the vampire, Erasmus Cordwainer Blood. Here he rests for ever-longer periods, seldom even taking part in the games devised for him by Ahriman. His most recent Bride, the beloved Sapphira, rests in the coffin with him, and will awake to attack anyone who opens the lid.

Bride of Blood (1): Init +1; Atk touch +3 melee (paralysis) or bite -2 melee (1 plus blood drain); AC 9; HD 2d6; hp 7; MV 30'; Act 1d20; SP un-dead, infravision 60', paralysis (DC 10 Will save negates), blood drain, regenerate unless staked; SV Fort +1, Ref +0, Will +2; AL C.

The vampire lord appears as a classic Nosferatu-style vampire, wearing stiff black clothing that went out of fashion several centuries ago. The PCs have 2d3 rounds from the time the coffin lid is opened to when Blood awakens. If they can manage to defeat Sapphira in this time and stake Blood, they win! The cramped conditions will make it difficult for the PCs to all attack at once, however.

The master vampire is more difficult to face than his Brides. His touch also paralyzes through fear, and he can paralyze any living target (except elves) that fails a DC 13 Will save. A successful save makes that character immune forever after. Blood can use an action die to attempt to charm a single foe with his gaze (treat as *charm person* with a +4 bonus to the spell check). Although it will not occur in this adventure, the vampire can also take the form of a wolf, gaining a bite attack and improved AC and move.

If reduced to 0 hp but not slain, Blood regenerates 3 hp/round, and can act as soon as he has regained half his original hp. If staked, he gives a blood-curdling shriek. Then a look of peace comes over his features – one can almost see the man he was in life – before he collapses into dust.

Note: The PCs do not need to defeat Blood to succeed in this adventure! If a final battle is going badly for the characters, the vampire may let the survivors flee. “At least you have made it interesting, this time.” The PCs discover that Blood expects service for his lenience. He may even desire that one or more PCs become (or supply) new Brides for those slain!

If Blood is defeated, he wears a silver chain worth 20 gp, a gold signet ring worth 25 gp, and an iron ring with a hematite gem that allows a living wearer to cast the following spells once per week: *animal summoning* (wolves and dire wolves only), *ward portal*, and *phantasm*. The spells are cast using 1d20+3 for the spell check regardless of caster class or level. In addition, the character gains 60' infravision, and is ignored by un-dead (unless he interacts with them first). A character who dies with this ring on his finger rises as a vampire on the next full moon. The newly risen un-dead's first goal is to recover the ring if it has been taken.

Erasmus Cordwainer Blood: Init +3; Atk touch +5 melee (paralysis) or bite +0 melee (1d3 plus blood drain) or bite +4 melee (1d5) (as wolf); AC 10 (12 as wolf); HD 5d6; hp 19; MV 30' (40' as wolf); Act 1d20; SP un-dead, infravision 60', paralysis (DC 13 Will save negates), blood drain (1d4 temporary Stamina), regenerate unless staked; SV Fort +4, Ref +3, Will +8; AL C.

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The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



2017 MASTER ZINE INDEX

VOLUME 8 OF EIGHT BOOKLETS

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Volume 8: 2017 Master Zine Index

DCC RPG Master ‘Zine Index

The DCC RPG community organizes and runs games in all sorts of venues and under all sorts of genres. It has also birthed a number of ‘zines that supplement and support the DCC RPG system. The number of ‘zines currently available stands at thirteen, and includes the following: Black Powder Black Magic, The Cities of Zorathi, CRAWL!, Crawling Under a Broken Moon, Crawljammer, D.A.M.N.!, Dungeon Lord, The Metal Gods of Ur-Hadad, Myassari, Prayers of the Forgotten, Sanctum Secorum, the 2016 Doug Kovacs Sketch Book, and The Gongfarmer’s Almanac itself!

This Index incorporates all currently released issues of these thirteen DCC RPG ‘zines as of July, 2017.



The Index presents the ‘zine articles alphabetically under the following Categories:

Adventures	Patrons
Gadgets & Gear	PC Classes & Races
Magic Items	Rituals & Spells
Monsters	Rules, Rumors & Campaign Seeds
NPCs	Other Miscellany

The following reference notation indicates the ‘zine name abbreviation, the ‘zine issue number, and the beginning page number for the listed index entry:

ZZZZYYXX, where

ZZZZ refers to the specific ‘zine name abbreviation,

YY refers to the ‘zine issue number, and

XX refers to the beginning page number

The Index uses the following name abbreviations in place of the actual ‘zine names throughout the Index to conserve space:

‘Zine Name	Name Abbreviation
Black Powder, Black Magic	BPBM
The Cities of Zorathi	CZOR
CRAWL!	CRWL
Crawling Under a Broken Moon	CUBM
Crawljammer	CJMR
Crawljammer Demon Drums	CJDD
D.A.M.N.!	DAMN
Dungeon Lord	DLRD
The Gongfarmer’s Almanac	GA##
The Metal Gods of Ur-Hadad	MGUH
Myassari	MYAS
Prayers of the Forgotten	POTF
Sanctum Secorum	SSEC
Sanctum Secorum Christmas Bonus	SSCB
The 2016 Doug Kovacs Sketch Book	DKSB

Note: the completed 2017 Gongfarmer’s Almanac articles and other content have been added to the list of Index entries as these articles are available and have been assigned their page numbers. The Gongfarmer’s Almanac ‘zine entries in the Index are referenced as follows ZZZZ = GA## (Gongfarmer’s Almanac Year Number), YY = volume number, and XX = beginning page number.

DCC RPG Master 'Zine Index



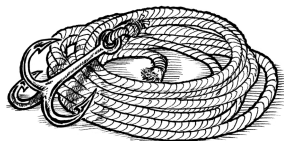
Adventures

Arwich Grinder, The	(o-level funnel)	CRWL0903
Betrayal at the Admiralty	(o-level adventure)	GA170406
Big Trouble in Little Punjar		GA160524
Bruno's Cruel Dungeon	(mid-level)	DLRD0307
Calcified Caves of the Slime Yeti	(low to mid level)	DLRD0102
Castle Oldskull	(level 1 or above).	CUBM0517
Cave of the Maggot Witch	(any level)	MGUH0120
Caves of the Sacred Seven, The	(levels 1-2)	DLRD0106
Circle of Fury, The		POTF0121
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Demon's Conscripts, The	(mid-level)	GA150612
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Devil's Cauldron, The	(o-level funnel)	BPBM0126
Dimvale Dungeon, The	(low to mid-level)	DLRD0329
Elysia: Land of the Space Elves		CJMR0403
Escape from Innsmouth.	(o-level funnel)	SSEC0910
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(May Flowers), The.	(o-level funnel)	GA150332
Forsaken Reavers of Praeder Peak	(levels 2-4)	DAMN0102
Hail Bob's: The Coldest Drinks in the Phlogiston Flux		CJMR0216
Heist, The	(any level)	MGUH0308
Hemlock Bones Mystery Adventure #1:		
The Coal Snoot	(level 1)	GA150304
Hidden Shrine of Saint Osthene's, The		POTF0111
Into the Dark Lands	(any level)	CUBM0514
Lost Patrol, The (o-level adventure for WWII setting)		GA170729

Mall Maul, The	(o-level funnel)	CUBM0307
Marrow Web Bridge, The	(any level)	MGUH0324
Marvelous Myriad Myconid Caverns, The	(levels 3-4)	GA150316
Mysterious Valley, The	(any level).	DAMN0126
Oblivion Syndicate and the Millennial Mead, The	(level 4)	GA160629
Operation: Jekkara (adventure, level 3)		SSEC1608
Orm Lies Down on Punjar, The	(any level)	GA160404
Palace of Alkmeenon, The	(level 2)	SSEC1407
Prison of Orvun the Corrupted, The	(low to mid levels)	GA160439
Rail Tunnels of the Delphia Beast, The	(variable level)	CUBM1310
Recruitment Day for the Perilous League		CJMR0621
Red Planet Rendezvous: The Arcadian		CJMR0218
Red Planet Rendezvous: The Phaseship of the Starmongers		CJMR0321
Secrets of the Serpent Moon	(any level)	MGUH0208
Snow Queen, The	(level 4)	DAMN0144
Space Pirates from Beyond the Grave		CJMR0420
Spine Wizard's Closet		DKSB16__
Starcophagus of the Crimson Prophet	(any lvl)	MGUH0224
Street Kids of Ur-Hadad	(any lvl)	MGUH0108
Tainted Forest Near Thorum, The		CRWL0403
Thirteen Brides of Blood		GA170749
Tomb of Khaemhet (any level)		SSEC2005
Tomb of the Thrice-Damned War-Witch	(level 4)	GA150342
Tomb of Zarfulgar the Lost, The		DLRD0122
Until the Sun Goes Down Forever	(any level)	GA160412
Vault of Ash, The	(level 5)	CJMR0801
Virtual Funnel, The	(o-level funnel)	GA150644
Weird Worm-Ways of Saturn (Crawljammer Adventure)	(level 5)	CJMR0701
Worm Cult of Laserskull Mountain, The	(scaleable)	GA150355
Wreck of the Dimensional Skiff, The		POTF0116
Zeron Protocol	(low-level)	GA160427

Gadgets & Gear

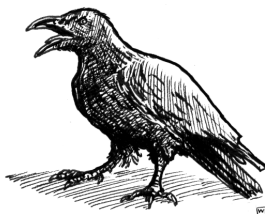
B is for Barter Goods	CUBMo804
Baloon Bombs (Marvelous Myriad	
Myconids Caverns)	GA150323
Battlecraft	CJMR0103
Bazaar of the Bizarre	GA170627
Pipes of the Nuclear Chaos	GA170628
Thunderous Book of Agrizaneus	GA170630
Ring of Gibdit the Great	GA170631
Icon of St. Bhlad	GA170632
Brown Jewels	CUBMMG54
Buffalo Gun	BPBMo429
C is for Computers	CUMBo806
Can Grenade	CUBMI120
Cannon	BPBMo429
Carbide	BPBMo429
Carbide lamp	GA170447
Chainsaw	CUBMI120
Common Armor Types	CUBMI118
Common Homemade Weapons	CUBMI120
Compound Bow	CUBMI120
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Crawljammer Ships – The Axe, The Grinder,	
and The Masher . . . (Floating Longships)	GA160632
Crawljammer Ships – Battlecraft	CJMR0107
Crawljammer Ships – Booster Transport	CJMR0107
Crawljammer Ships – Deepspace Dreadnought	CJMR0107
Crawljammer Ships – Floating Longship	CJMR0107
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Forgotten Tech of the Un Men	CUBM0509
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Forgotten Tech – Power Harnesses	CUBM0511
Forgotten Tech – Power Sword	CUBM0512
G is for Garbage.	CUBM0814
Garrote	BPBM0429
Gatling Gun	BPBM0429
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J is for Junkyard Gadgets.	CUBM0820
K is for Keys & Klaxons.	CUBM0822
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Killbot	CUBM1811
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Laudanum	BPBM0431
Light Beamer	SSEC1609
Living Crystal	CUBMMG46
Living Crystal Weapons	CUBMMG46
Mad Merchant’s Treasures, The	GA170633
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Bethyl, the Maltlord (magic item)	GA170637
Harrah, the Flowering Vine (magic item)	GA170639
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Meat Fungus Pod (Marvelous Myriad Myconids Caverns)	GA150323
Memory Tomes	CUBMMG54
Musket	GA170447
Necro-batteries	CUBM1718
Nexoskeleton (gear)	CUBM1715
Organic Data MULE	CUBM1617
Pipe Gun	CUBM1121

Pistol	BPBM0429
Pistol	GA170447
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Promethean Lance, The (weapon)	CJMR0319
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Rear gun	GA170447
Rose (weapon)	SSEC2311
Rare Armor Types	CUBM1119
Saw Blade Slingers	CUBM1121
Scrap Gun	CUBM1121
Shotgun	BPBM0429
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Weapons of the Wasteland	CUBM1118
X is for Xenotech	CUBM0922
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Duck	DLRD0305
Goat	DLRD0306
Goose	DLRD0306
Hen	DLRD0306
Herding Dog	DLRD0306
Sheep	DLRD0306
Sow	DLRD0306



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Bag of Winds	DAMN0142
Barbed Blade	DLRD0108
Barbed Mace	SSEC0918
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Black Onyx Teeth	GA160435
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Broadhead, +1 Long Spear	DAMN0122
Broom of Flying	SSEC2710
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Cortana (magic item)	SSEC2407
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Dragon of Deva, immature	SSEC1109
Dragon of the River (Hargn)	CRWLo421
Dryad, true	GA160541
Dweller in the Mist	SSEC2207
Eagle, giant	GA160520
Eadicous Encephalon	CUBMMG60
Eddies	GA170720
Edgar the Giant Spider (Marvelous Myriad Myconid Caverns)	GA150320
Eldritch Leach	CJMRo617
Elemental, Data	CUBM1609
Elemental, debris (Trash Titan) . . . (Twisted Menagerie)	CUBMo119
Elemental, Desert	SSEC2610
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Elemental, heavy metal (Rocker) . . . (Twisted Menagerie)	CUBMo424
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Endoskeletons	GA170121
Enraged corpse	GA170348
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Falcon wolf (Cirque de Bizarre)	CUBMo210
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Feral Tigerwoman	CJMRo226
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Flower Zombie (May Flowers).	GA150334
Flying Attack Drone	CJMRo519
Flying Howler Monkey	DAMNo137
Flying Laser Ursine	CUBM1011

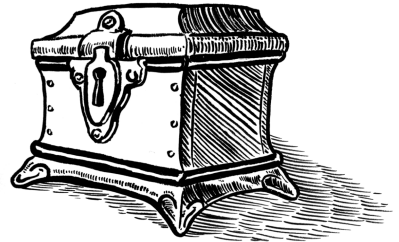
Focal servitor	GA170333
Forest Floor	GA160539
Forsaken	DAMN0120
Forsaken, reavers	DAMN0121
Frab	CUBM1612
Fridoline (demon, type IV)	CRWL0417
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Glarion	CJDD0108
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Goat, Pack	BPBM0437

Goblin Forager	CJDD0103
Golan, explorers	DAMN0133
Golan, hunters	DAMN0129
Golan, villagers	DAMN0129
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Golem, avatar	CUBM1226
Golem, Iron	GA170249
Golem, mud	DLRD0317
Golem, synth-flesh	GA160611
Golem, undead horror	DAMN0116
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Gore cow swarm	GA170348
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Greater Corruption Ooze	GA160420
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Harpy, jungle	SSEC1409
Hedgehogs, giant	CRWL0411
Hell Horse	SSEC2409
Hellish Razorback	CRWL0412
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Hippotaur	CUBM1824
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Hollow Knight	SSEC2409
Hoppard Kin	SSEC0709
Horned Monster (Wendigo)	SSEC0605
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Horse of the Hills	SSEC1906
Hounds of Erl	SSEC2712
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Howling Serpent	DAMN0133
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Hungry Dead (Hecate)	GA150245
Hungry honey hippos	GA170208
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Hunter	SSEC1308
Hybomination	CUBM1827
Hydra Worm.	CJMR0720
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Iormungar, sea dragon	SSEC1213
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Jack-O-rang-utan	CUBM1015
Jagged	GA170421
Jawbolter (monster)	CUBM1718
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Jungle Tribesmen	SSEC2010
Kangaroo	SSEC2513
Killer Dolly	SSCB1508
Klarashton, The (demon, type VI)	CJMR0815
Khom	SSEC1612
Knight of Elfland	SSEC2712
Knights of Yoz (type III demon)	GA170137
Leopards	DAMN0130
Lich	SSEC1213
Lilitu, demonette	GA170239
Leng Spider	SSEC1804
Leviathan	GA170241
Living Flesh Mound	CRWL0415
Lxitos (type II demon)	GA170352
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Lizardmen, green	CJMRo429
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Lobstrosity (Alien Crustacean) (Twisted Menagerie)	CUBMo122
Lobstrosityrant	CUBMMG63
Loper	SSEC1308
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Macrobius' Golem	CRWLo416
Malcupine, The	BPBMo329
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Marsupial face hugger	GA170254
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Martian Skeleton Men, commander	CJMRo809
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Mechanoid Soldier	CJMRo519
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Men-Beast-with-Elephant-Head	CRWLo412
Menfish	CUBM1826
Mermaid, Argonian	SSEC0511
Migjoyon	DAMNo130

Mimic	DLRD0315
Mimic, beaker	DLRD0316
Mimic, chest	DLRD0316
Mimic, chest	DLRD0117
Mimic, door frame	CRWL0414
Mimic, pipe	DLRD0316
Mine Wight	BPBM0233
Minokar	SSEC1214
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Minotaur, Elder, The	GA170159
Miserable Flamesquat	DKSB16__
Monkey	DAMN0137
Monkey, rampaging	DAMN0106
Monsters of the Big Festering Giant	GA170225
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Bacterial Swarm	
Bacteria, spirochetes	
Filaria	
Lymphocytes	
Macrophage	
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Protozoa	
Tardigrades	
Hookworms	
Roundworms	
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Moon Octopus	CJMR0226
Moon Octopus	CJMR0613
Moonrock Crawler	CJMR0627
Mossbear	CJDD0103
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Mutant, The	CUBM0203
Mutitan (Twisted Menagerie)	CUBM0216
Muttaborrasaur	CUBM1522
Necrocornicon	CUBM1017
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Parts Pile	CUBM1727
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Peanut brittle monkeys, winged	GA170212
Penumbral Bees (May Flowers)	GA150335
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Phane #1	SSEC0211
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Pierceblossom (May Flowers)	GA150335
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Pirates	GA170420
Pit Roses (May Flowers)	GA150335
Plague of Locusts (Ghrelín)	GA150222
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Plesiosaur	CUBM1522
Potato-man	GA170211
Primordial Ooze	DAMN0140
Prismatic seneschal	GA170333
Pseudodragon, Bronze	CJMR0230
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Railipede	CUBM1325
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Red Claw Raiders	CUBM1503
Red Martians	CJMR0225
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Reindire	CUBM1623
Reptile Ghouls	DAMN0109
Reptilian, chieftain	DLRD0108
Reptilian, elite	DLRD0108
Reptilian, female	DLRD0107
Reptilian, female, muscular	DLRD0107
Reptilian, warrior	DLRD0107
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Revenant of Zin	CJMR0826
Rhamphorhynchus	DAMN0135
Rheddosus	DAMN0135
Ring Bats	CJMR0714
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Robodemons	GA170126
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Robo-Lich (Twisted Menagerie)	CUBM0215
Robonanny	MGUH0216
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Robot Gunner	CJMR0433
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Rust Monster	DLRD0318
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Sandcat	SSEC1309
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Scorpion Monkey	CJDD0103
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d30 Crud Creature Compendium	GA160710
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Lich lichen (devil goat)	GA160711
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Slough sloth	GA160720
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Rucker's ectoplasm	GA160726
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Riker's radioleria	GA160729
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Sharkworm Leeches, Baby	CJMR0324
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Sky-Scavenger	CJMR0630
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Snapper	SSEC2208
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DAMN0130



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Spider, Azdorian SSECI1212

Spider, giant DAMN0140

Spider, relatively colossal GA160515

Spider-bear SSECI1110

Spider-bear (#2) SSECI307

Spider-cap (giant spider) SSECI908

Spirit Phantom DAMN0133

Spirit Toad GA160508

Spore Slavers CJMR0204

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Ssethmariss DAMN0131

S-s-s-space Pirate Ghosts MGUH0216

Stains, The (gang members) SSECI2316

Starmonger CJMR0329

Starmonger, phase-shifting CJMR0329

Starvation Spirit Swarm (Ghrelin) GA150224

Steelshark GA170414

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Stomoan, hunters DAMN0131

Stomoan, shaman DAMN0131

Stomoan, villagers DAMN0131

Stomoan, warriors DAMN0131

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Stone Ape-Men Guardian CJMR0822

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Un-Men (Robotic Tyrant) (Twisted Menagerie)	CUBM0523
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Whisperer	DAMN0141
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Wild Man	DLRD0119
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Wolves	CRWL0906
Woodworm	CJDD0105
Worm Men of the Colossus	DAMN0110
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Zanatar	DAMN0132

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Zombies, petrol (Twisted Menagerie)	CUBM0627
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NPCs

Adwick (Dwarf)	DAMN0145
Aggor, Ape-Man Priestess	CJMR0727
Alabbac of Mnardis	SSEC0807
Alberic	CRWL0418
Arwin Lost	SSEC2317
B'Groll B'Nukk, Beetle Wizard ..	CJMR0229
Beeracuda, the Never-Breathing Street Shark	GA160529
Beerspitter, the Giant Cheeked	GA160530
Bessie Curwen	CRWL0922
Blacksun	CUBM0514
Bob N' Thorg	CJMR0217
Boundless Philosopher	DAMN0139



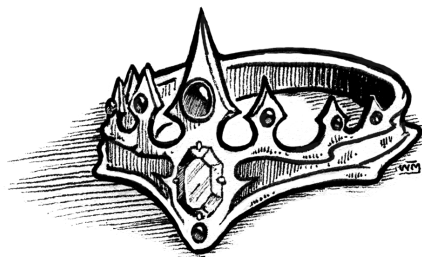
Brigadier Bellows	BPBM0138
Buyantu	SSEC2317
Cass Alphawave	CJMR0221
Cedrick	CRWL0417
Chicken Jeff	DLRD0231
Cyron of Varaad	SSEC0807
Demi-Lich Rj’Nimajneb~Yor, The (Black Blood Pass)	GA150411
Dieter the Occultist (NPC)	GA170735
Doktor Stein, Reanimator (NPC)	GA170735
Dudley	SSEC2318
Egrysst	CJMR0122
Eibon, Son of Milaab	SSEC0808
Elahai the War Witch (Mummy)	
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Emperor’s Artist, The	SSEC0410
Erasmus Cordwainer Blood (vampire NPC)	GA170763
Esmeralda	CRWL0418
Farmer Roundtree (May Flowers)	GA150340
Fillis	CRWL0420
Five, The (NPCs)	SSEC2317
Flaming Moe, the Fireproof	GA160529
Gary, skeletal warrior	CUBM1705
Gelt Scholar	CJMR0325
Gingerbread Sorceress, The	(NPC) GA170210
Gingerbread children	GA170210
Gormiak	SSEC2308
Gorp	DLRD0110
Grandpa Ike Curwen	CRWL0922
Great Santini, The	BPBM0135
Greel Karaxxus, Zanist Eugenicist	CJMR0128
Grumguzz, Troglodyte Chief	
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Grydris, Alpha Female Ape-Woman	CJMR0722
Gypsies	(NPC classes) SSEC0509
Gypsy Dancer	SSEC0509
Gypsy Groom	SSEC0509
Gypsy King/Queen	SSEC0509
Gypsy Musician	SSEC0509
Gypsy Urchin	SSEC0509

HARI (robot)	GA170127
Harood of Kalnoora	SSEC0808
He of the Many Iron Necks	GA160528
Headmistress of the Constellations (NPC)	GA170136
Hezzemuth the Painmistress (Demon of Brimstone)	BPBM0423
H'Grunth H'Grugthorr	GA160631
Honest Orkoff	CRWL0216
Hormagor, the wizard of Abormis	SSEC0809
Iasmin	CRWL0419
Illico	CRWL0410
In'Sada (undead lord)	DAMN0121
Jaaf Starshard	CJMR0434
Jarig	SSEC2314
Joe Fang	CUBM1503
Jrab'Oast	CJMR0316
Junior Curwen	CRWL0916
Kala Makta the Broodmother (Demon of Brimstone)	BPBM0423
Kaspar	DLRD0231
Knight Commander Armand Tergen, Paragon of the Knights Bethine	GA160446
Krolas	CRWL0420
Lady Fairchilde (NPC)	GA170254
Leaky (robot)	GA170127
Lella, Priestess of Denderon (Wizard of Mars)	SSEC1613
Lifthrasir the Gray	SSEC2318
Loke Starshard	CJMR0430
Longstrider, Baddy Long-Legs, the Long-Limbed	GA160528
Lord Kulemides	DAMN0139
Lurlene Curwen	CRWL0915
Macrobius	CRWL0417
Mai, Priestess of the Hidden Lord	DAMN0139
Mattock	DAMN0148
Maxxazon, Villainous Blue Lizardman	CJMR0229
Mektar Starshard	CJMR0435
Merlin	SSEC0113
Morghy the Inquisitor	SSEC0809
Mors Mercator (NPC)	GA170641
Mosh Sedation, the Wizard of Krone Lamp	GA160421
Myrta (witch)	SSEC2307

Necrosaur, The	GA160636
Northern Enchantress (NPC)	GA170246
Nurse Hilda (NPC)	GA170736
Oll Zen	GA160530
Old Mac	BPBM0438
Oliver	SSEC2318
Pere Warri	BPBM0138
Pridestar	DLRD0229
Prince Nesbitt	DLRD0229
Princess Thalidia	DAMN0139
Queldo, White Martian Technomancer	CJMR0330
Quigly	SSEC2314
RevoNet (robot NPC)	CUBM15 11
Rhe'magrah, Regent of the Forest ... (type III demon)	GA170263
Richter	CRWL0419
Ruhnkar	SSEC2313
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Satrampa	CJMR0802
Sheenara Rex	DLRD0230
Sheriff Owen	DLRD0230
Shugh Mah the Putrid (Demon of Brimstone)	BPBM0423
Snug'goo, the Sentient Snuggie™	GA160419
Space Pirate Captain Hrusk Valbon	CJMR0426
Space Pirates of Pluto	CJMR0204
Syon Starshard	CJMR0426
Syon Starshard	CJMR0430
Tamika	SSEC2314
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Tora Korv	CJMR0123
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Veiled Woman, The	GA170261
Wampl'rji the Pyromancer	SSEC0810
Warrior Lich Skull-Or, The	CUBM0515
Witch of the Mountains	SSEC1909
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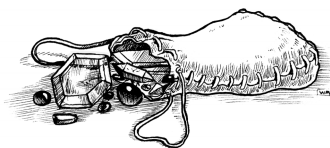
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Black Powder Black Magic. stormlordpublishing.com
 The Cities of Zorathi! (TBD)
 CRAWL! crawlfanzone.blogspot.com
 Crawling Under a Broken Moon
 crawlingunderabrokenmoon.blogspot.com
 CrawlJammer crawljammer.blogspot.com
 D.A.M.N.! DrivethruRPG.com
 Dungeon Lord. (Death Machine Press) DrivethruRPG.com
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 Myassari. orderofthequill.com
 Prayers of the Forgotten stormlordpublishing.com
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