

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

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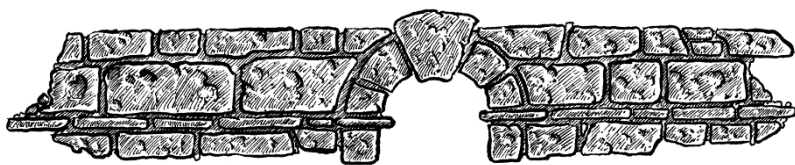
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Gates

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 multi-verse. 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:

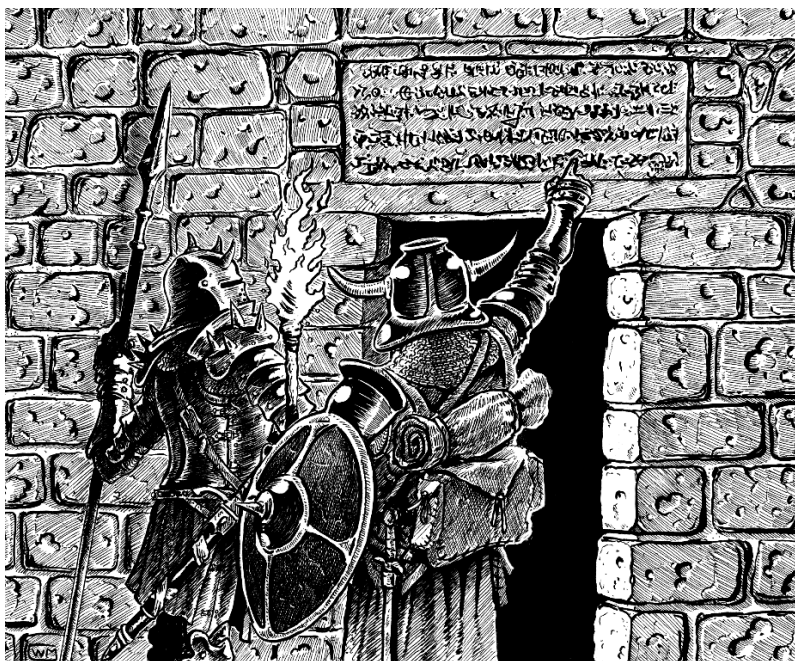
Roll	The realm manifests as...
1	A rippling pool of water. In the reflection the PCs can make out the next world.
2	A long, dark cave. Characters can hear voices echoing in the gloom, providing clues to the next world.
3	A tall mirror. The PCs see themselves reflected in the next world.
4	A tall archway, 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.

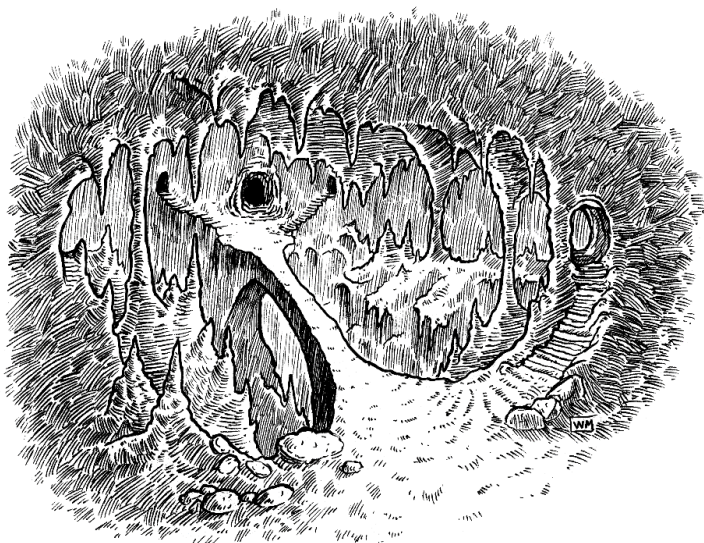
Pandemonium Hex Locations (d30)

Roll	The next Pandemonium hex encountered is...
1-7	Deadlands
8-14	The New Lands
15	<i>Abyss of Automaton</i> s (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 Manateecuhlti 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 Automatons, 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-again 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



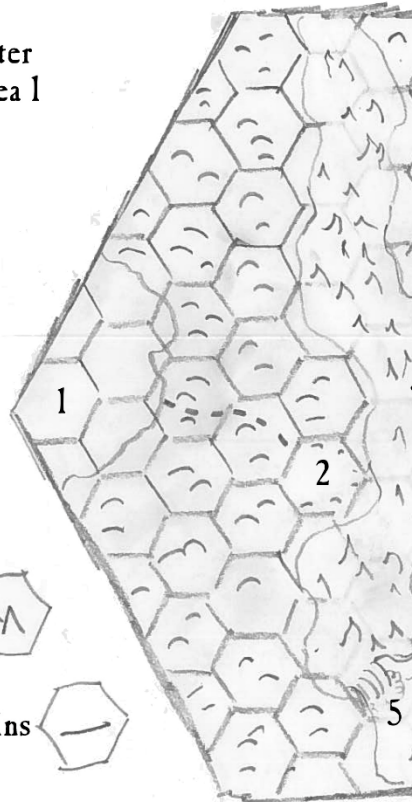
Broken Hills



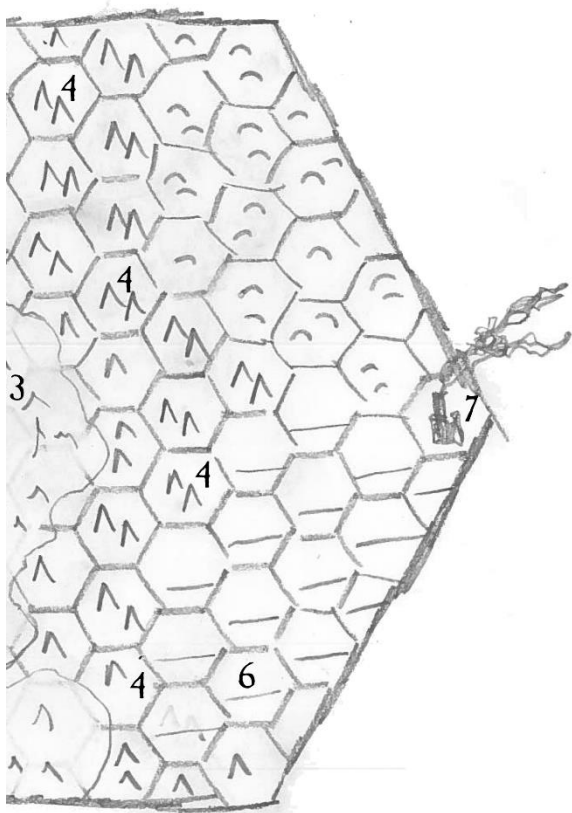
The Artificial Forest



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.

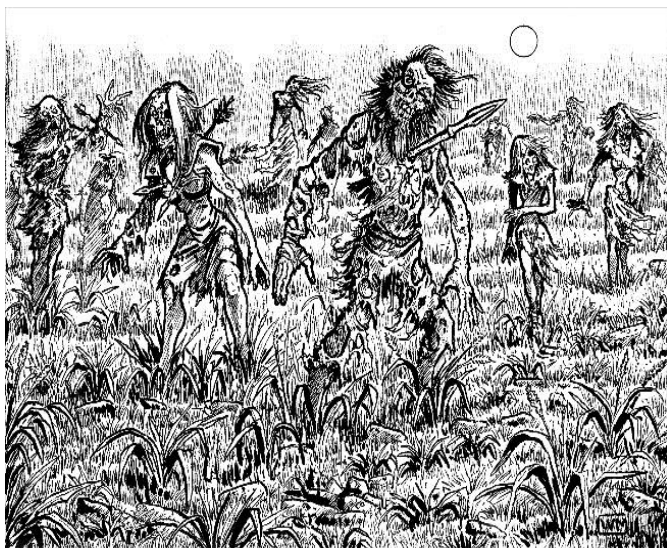
Area 6 - Robot Graveyard: Past the fembot falls stretches a vast plain. In the distance stands a rectangular stone building that belches fire from numerous smokestacks. This is the torture factory in area 7. Between the factory and the party lie countless disabled robots of every variety, scattered across 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.



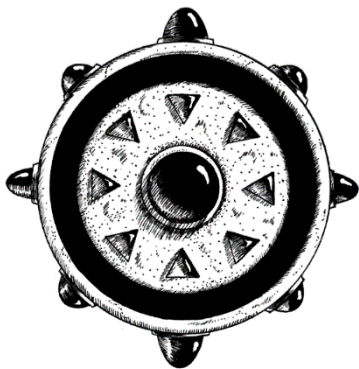
Area 7 - The Torture Factory: At the heart of the Abyss of Automatons lies a multi-level stone-brick structure filled with machinery, sparks, smoke, and the warbling laughter of insane robots. The PCs arrive on a factory floor that contains countless robots bound and stretched on rack-like mechanisms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

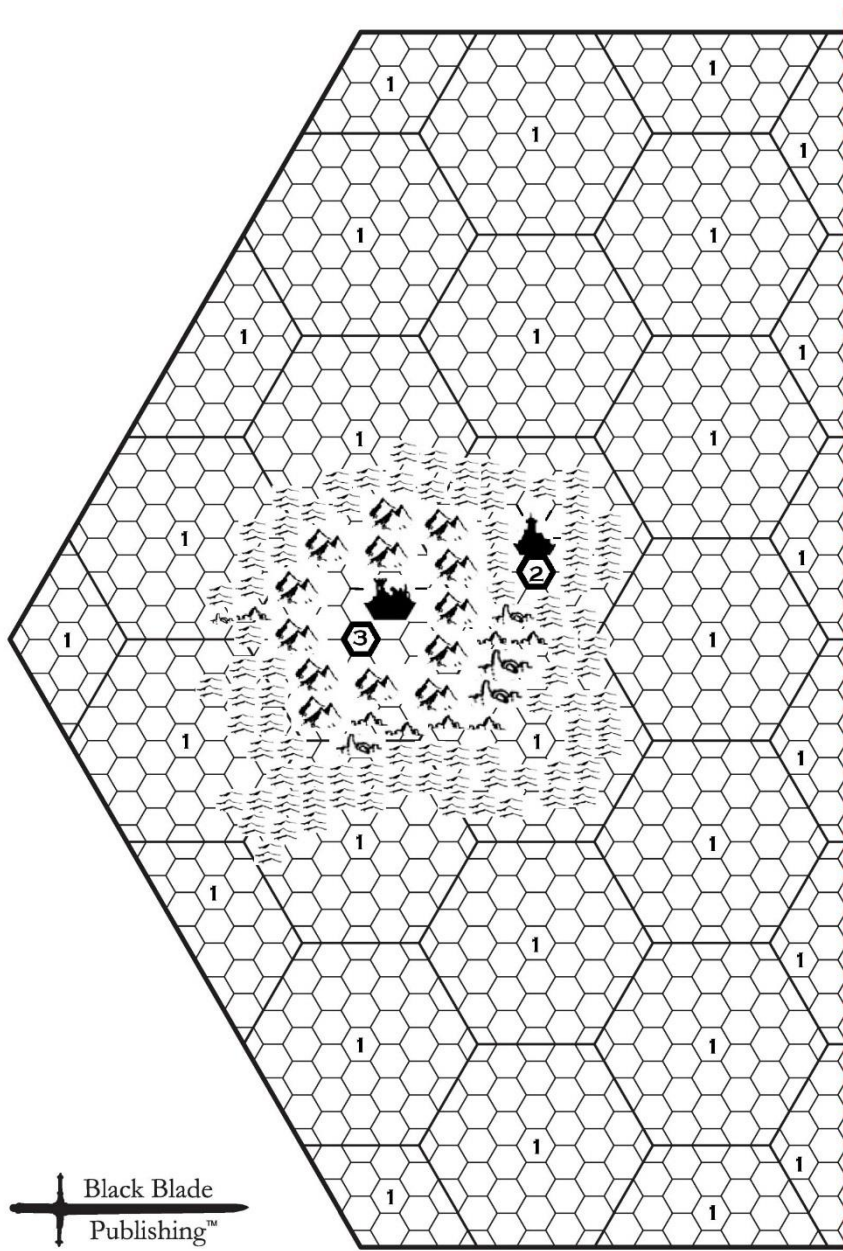
The only foodstuffs and water in the observatory are what is needed for their prisoners. The voidlings are quartered communally in the main floor and live amidst the soulburners and the caged prisoners they have captured. The top level, accessed by a broad stair, has five enormous telescopes, all of 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.

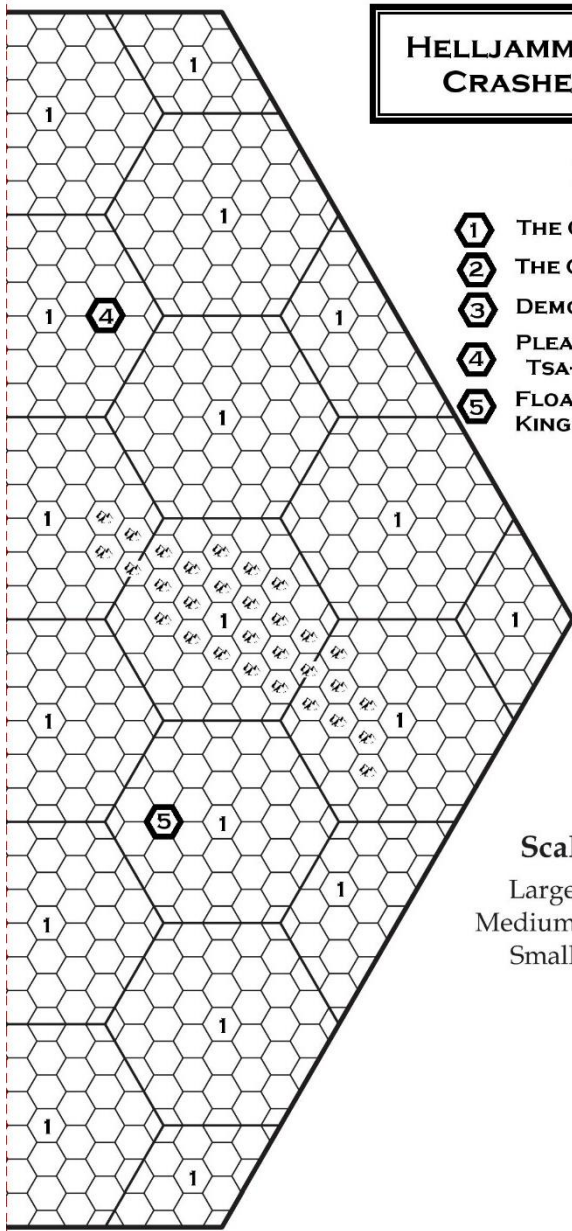
Voidlings rarely fight with weapons, perhaps because they are not able to easily handle solid objects. Instead they form short, sword-like objects out of their own starry void-bodies whenever needed. A character struck by one of these weapons must make a DC 10 Fort save or drop whatever weapon he's carrying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

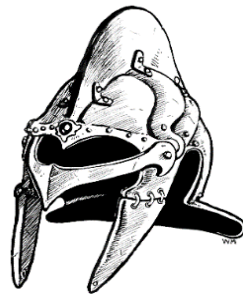
Lady Veemyn is beautiful and rodent-like. She chews for 3d8 points of damage.

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).

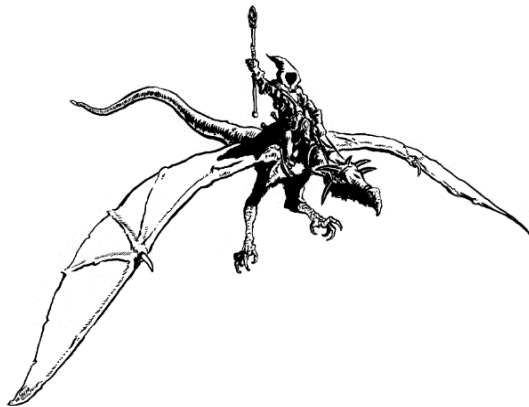
These skiffs are powered by souls who are ritually sacrificed. Prisoners are gathered and stored in the Crucial Observatory for this purpose. Each level or hit die of a prisoner translates directly into one, 20-hour cycle of power for a skiff. The ritual's leader is then bonded to a specific skiff for 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

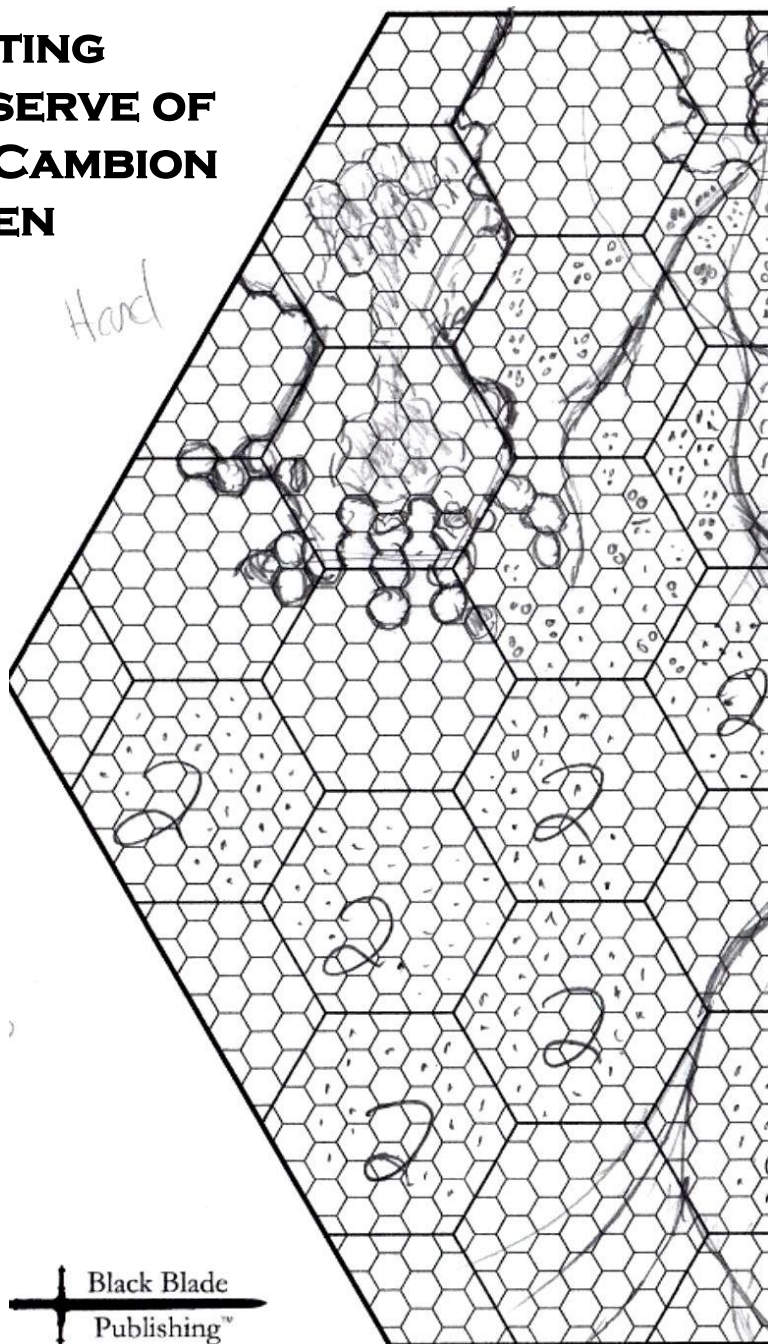
population finds themselves favorably inclined toward the character, effectively interacting with that character (and that character alone) as though they possessed an 18 Personality.

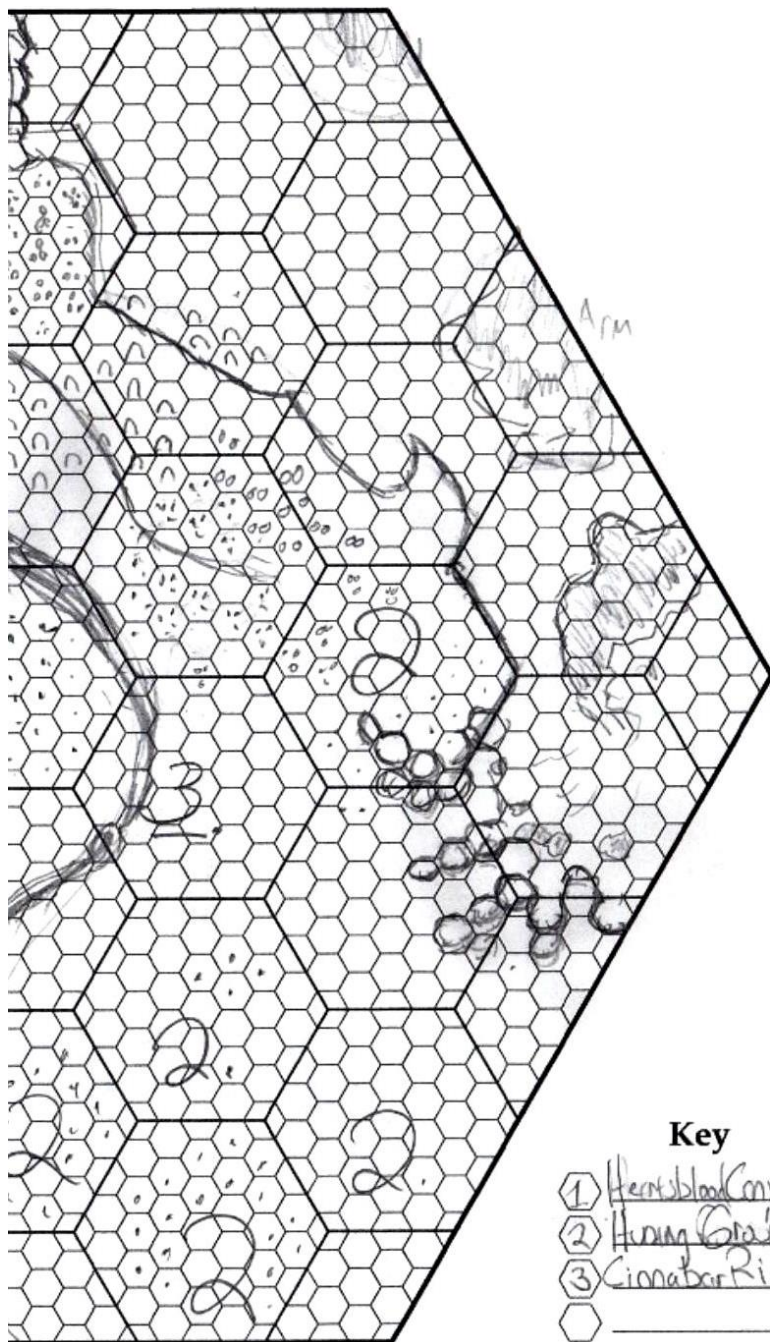
Area 2 – The Hunting Grounds: Thousands of tall, thin, faintly tree-shaped glass spires expand outwards in a myriad of colors in every direction and reflect light and images - it is a majestic, unearthly sight. Amidst this 'forest' of gleaming glass spires, made of cold-forged and crystallized hatred 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





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".

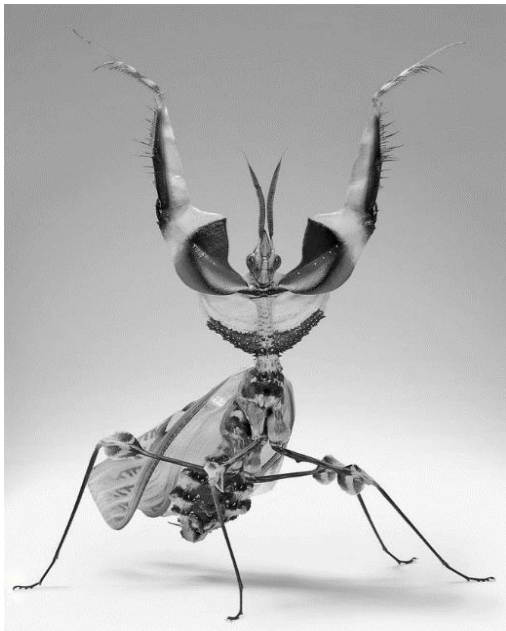
Maziket's hunting lion (alien animal): Init +2; Atk claws +3 melee (2d5+1) or bite +2 melee (2d7+2); AC 15; HD 3d8; hp 21; MV 60'; Act 2d20; SV Fort +3, Ref +5, Will +1; AL C.

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 1d14 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 1 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.

Labyrinth of the Elder Minotaur

By Tony Hogard, Cartography by Shyloh Wideman '17

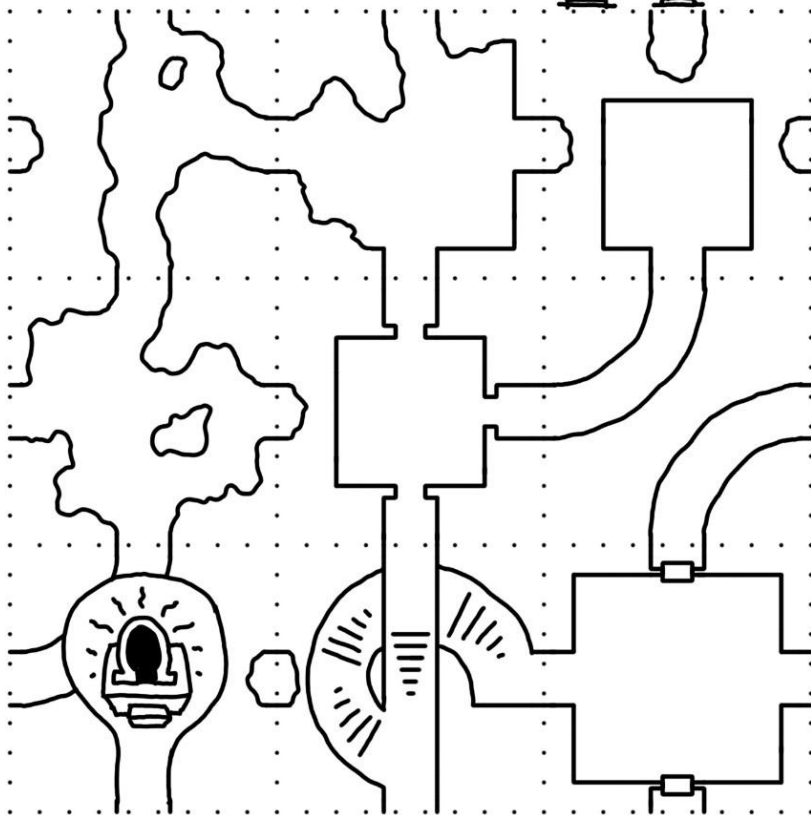
To Prepare

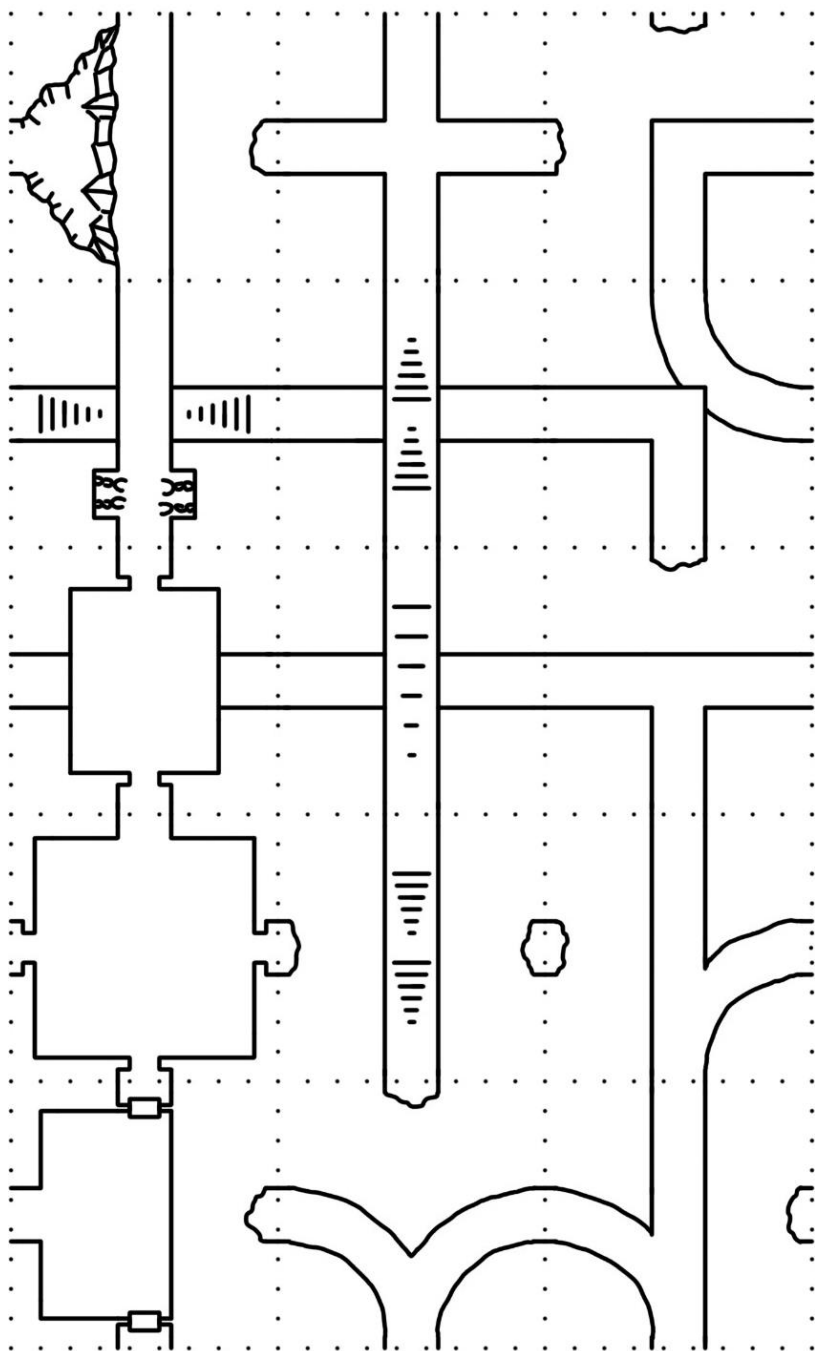
1. Print 4 or more copies on cardstock
2. Cut along dotted lines
3. Put the large "location" tiles in one bag
4. Put the small "modifier" tiles in a second bag

Hint: Draw your own locations and modifiers on the backs of the tiles for even more options!

To Use (Optional Tile-Based Rules)

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.

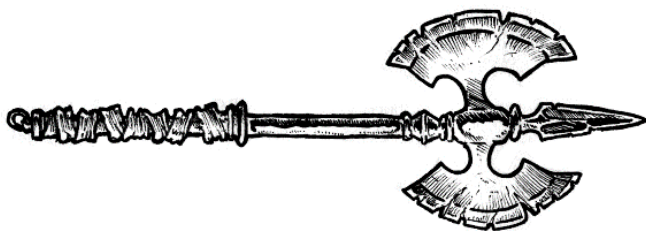
The pool is adorned with four stone foxes at its rim. Anyone gazing into the still water may scry any person or place familiar to the gazer. The fountain will only show scenes of danger and destruction, which may or may not be true.

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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