

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

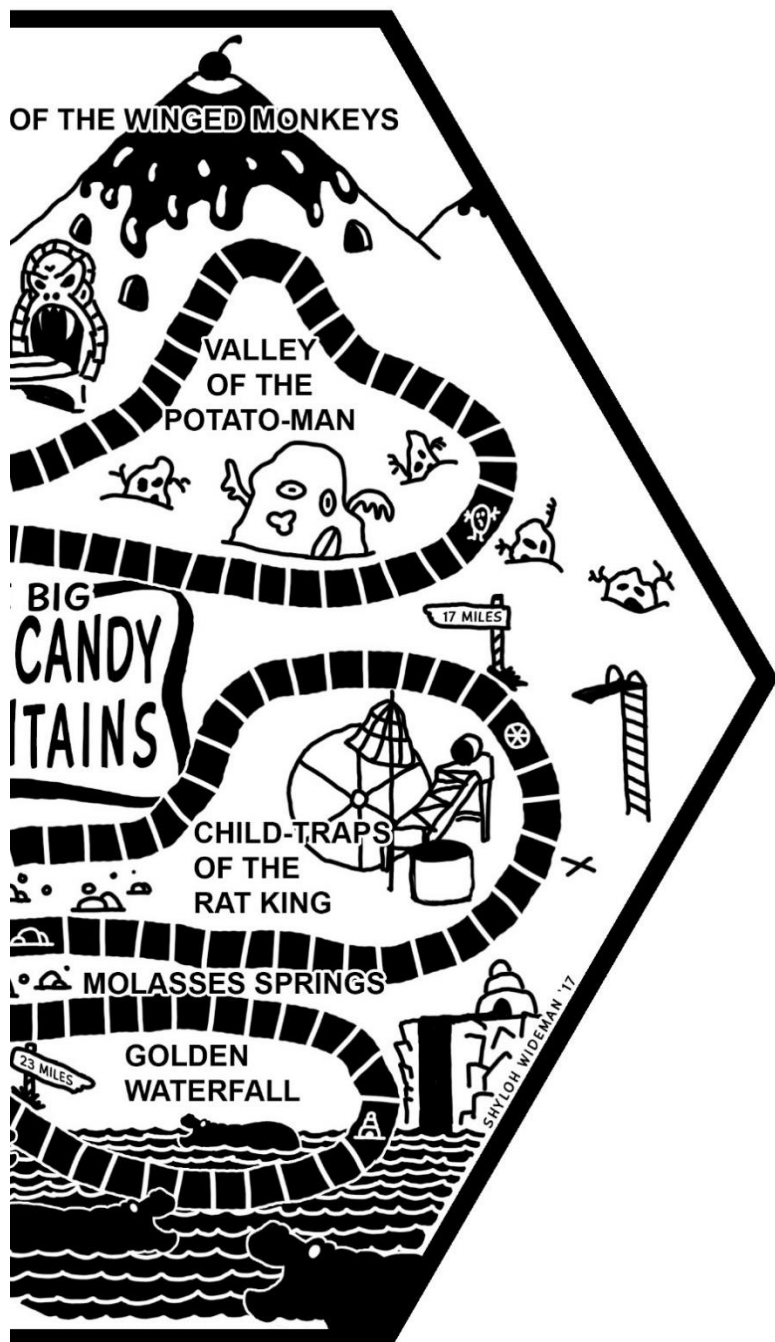
Missing children have been the catalysts for many a great adventure. Someone with wealth and influence has a missing kid or two and they hire the adventurers to find them. Other kids have gone missing and it seems to happen in the woods that are rumored to be infested with mischievous sprites. After 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

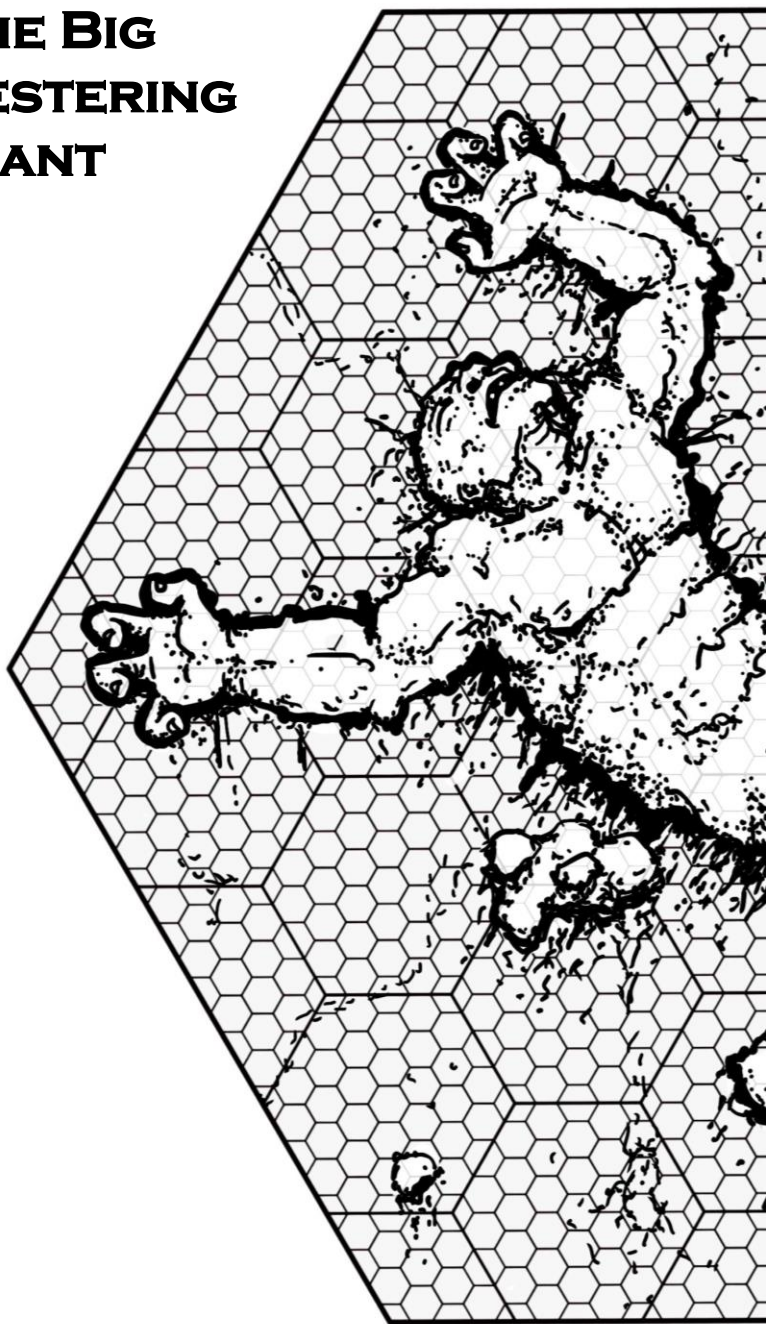
The Big Festering Giant (BFG)

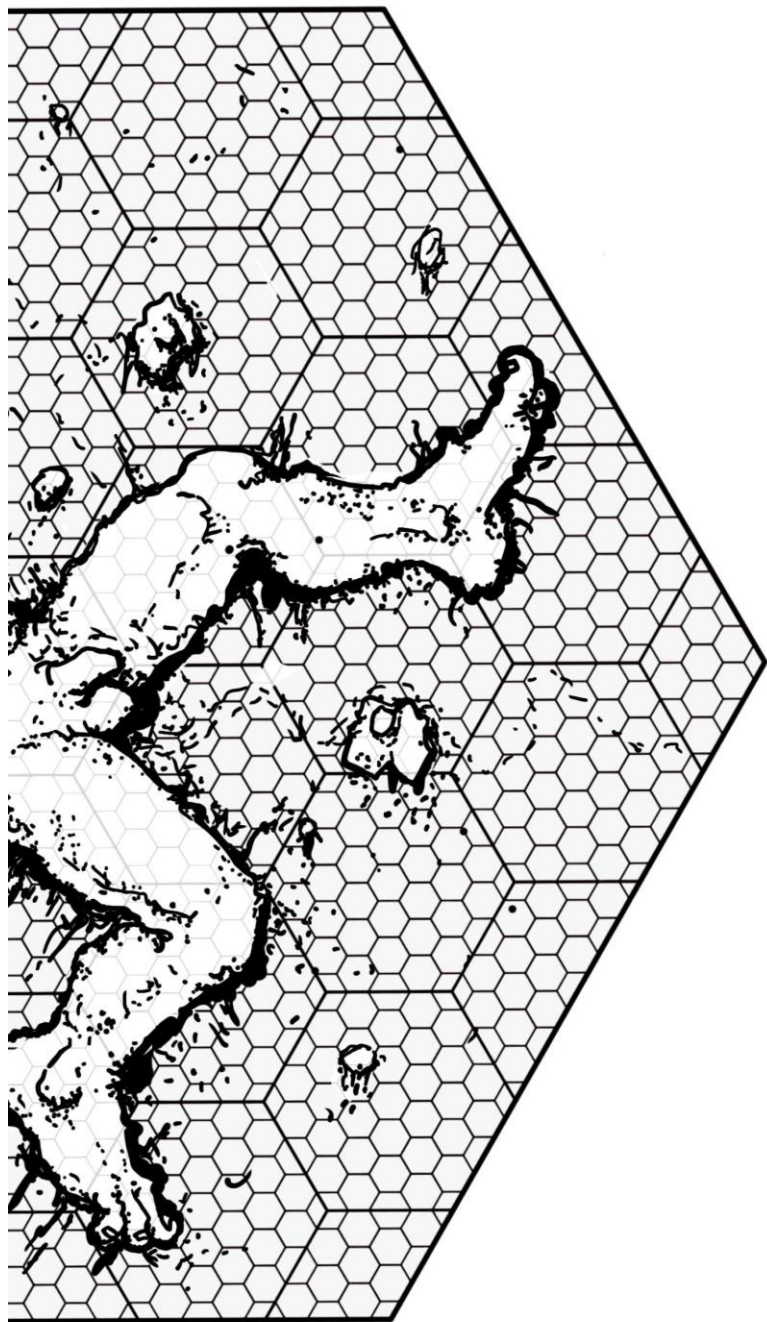
By Keith Nelson

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.

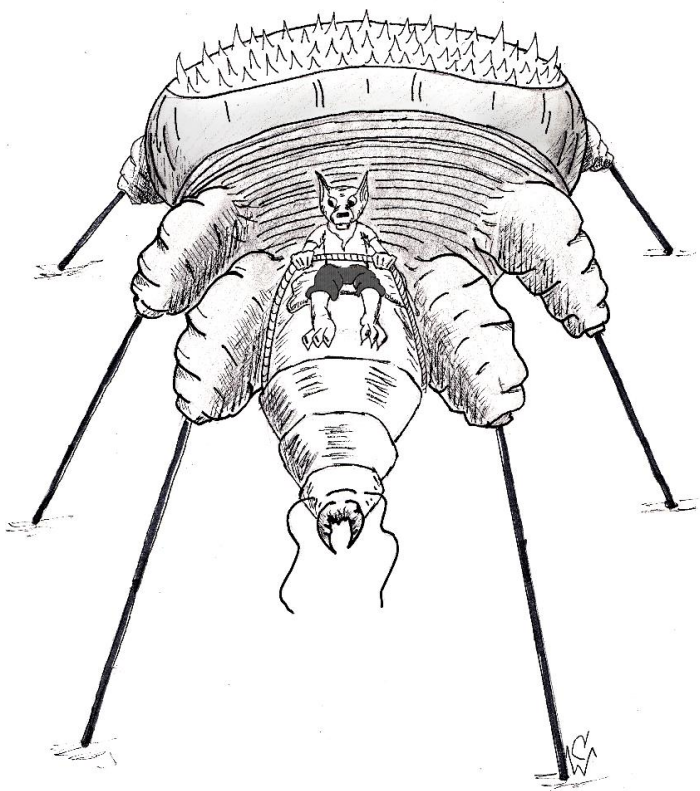
Roll	Respiratory System Encounters
1-2	White blood cells. Roll 1d6, with number appearing equal to the result: (1-2) macrophages; (3-4) neutrophils; (5-6) lymphocytes.
3	A swarm of small bacteria burst out of the wall.
4	Thrombus. A large clot has broken loose and comes tumbling down upon the PCs. DC 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 gastro-intestinal 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/alchemy 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

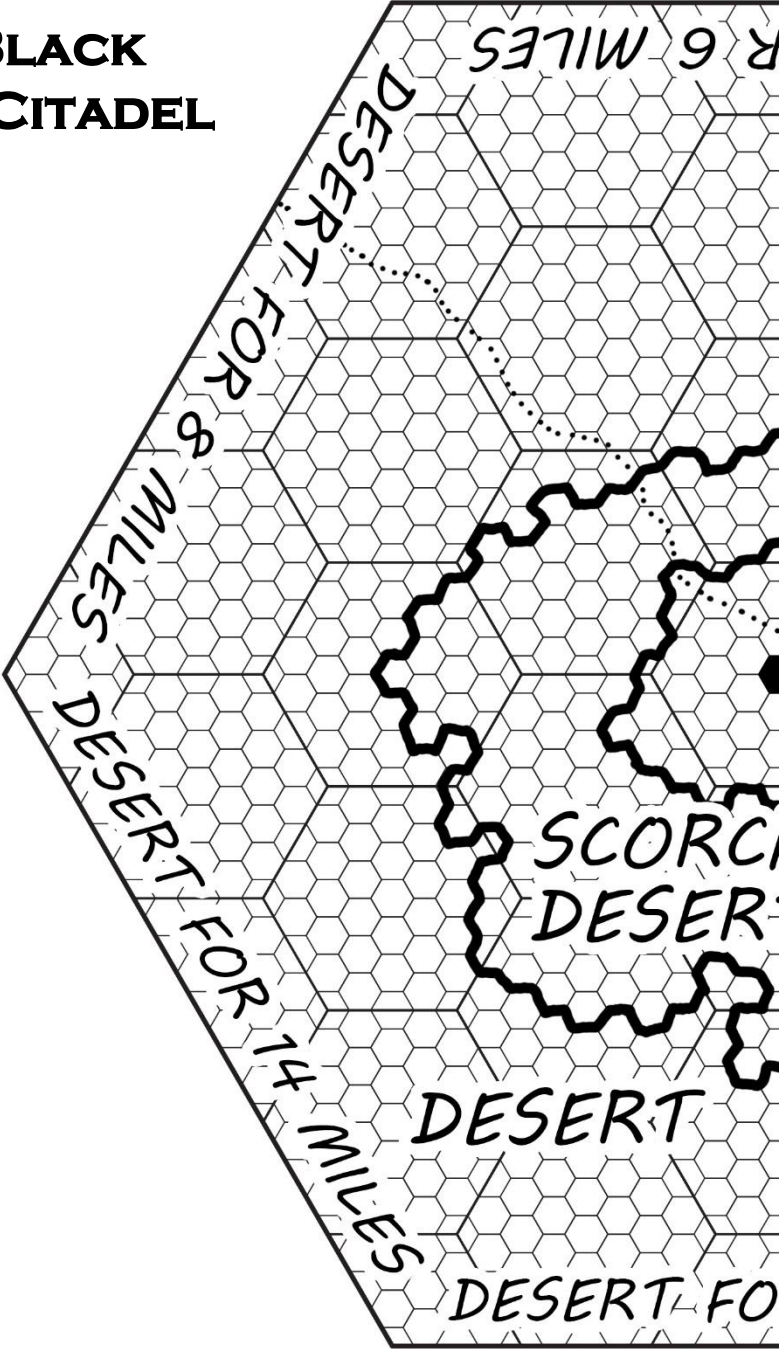
This area is dominated by a column of black smoke rising to the roof of the windswept cavern of Pandesmos, lit from below with a dull reddish-yellow light. The column of smoke can be seen from several miles away, given an unobstructed view and provided the winds of Pandemonium are not blowing this foul 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.

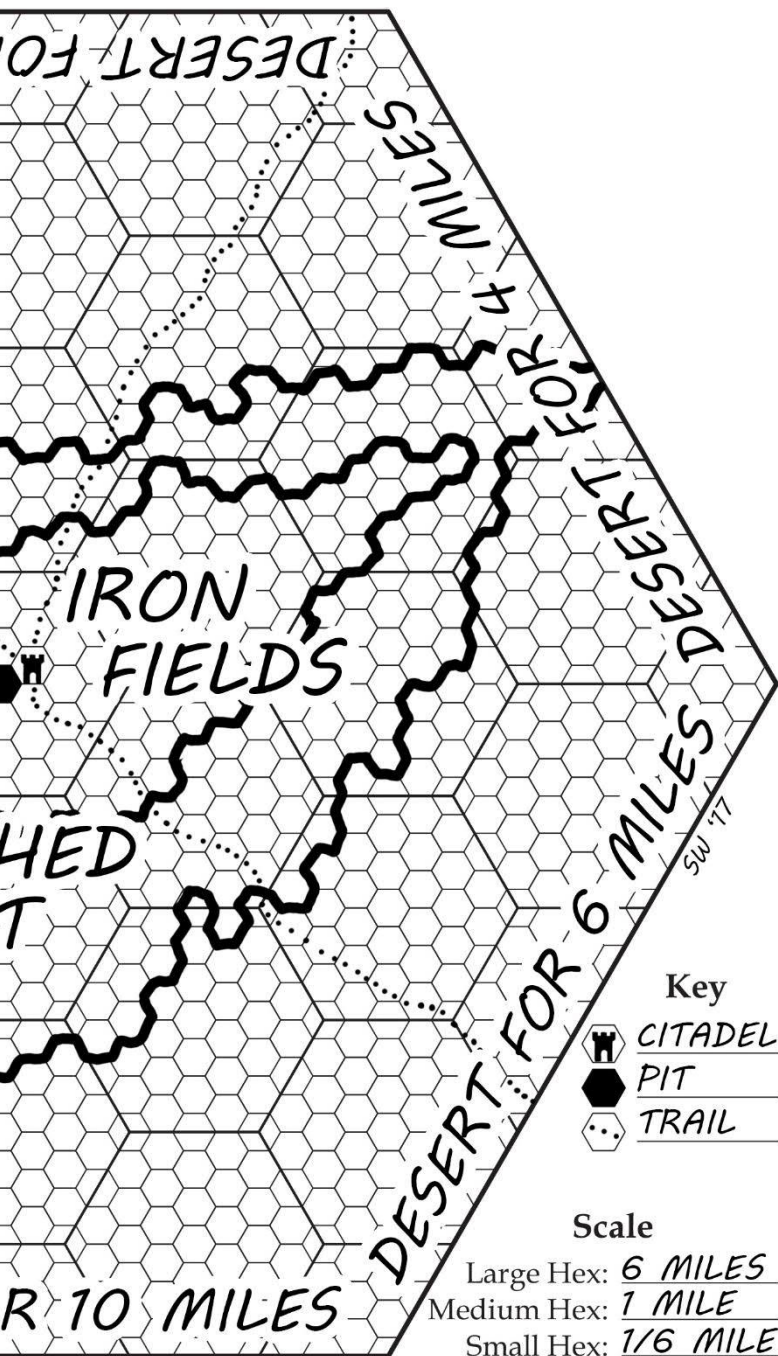
Standing next to this pit is a massive structure with the shape of a colossal humanoid form, seemingly crouching in a pitiful, cowering position, with massive arms thrown over its tusked face as in a final ward against its doom. The structure appears to be a shell, made of a massive, single pouring of iron poured over the form of a titan figure, which is itself 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.

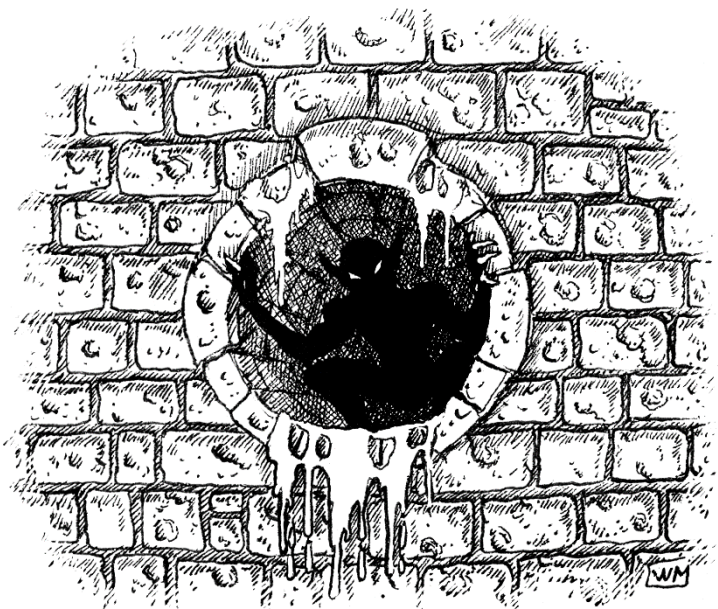
If the PCs are captured by Pazuzu's minions, they are imprisoned in a circular room used for condemned travelers awaiting torture and death after judgement for their trespass or other crimes against Pazuzu. This room is dimly lit with a single, guttering torch near the only door. 4' wide and 15' deep 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.

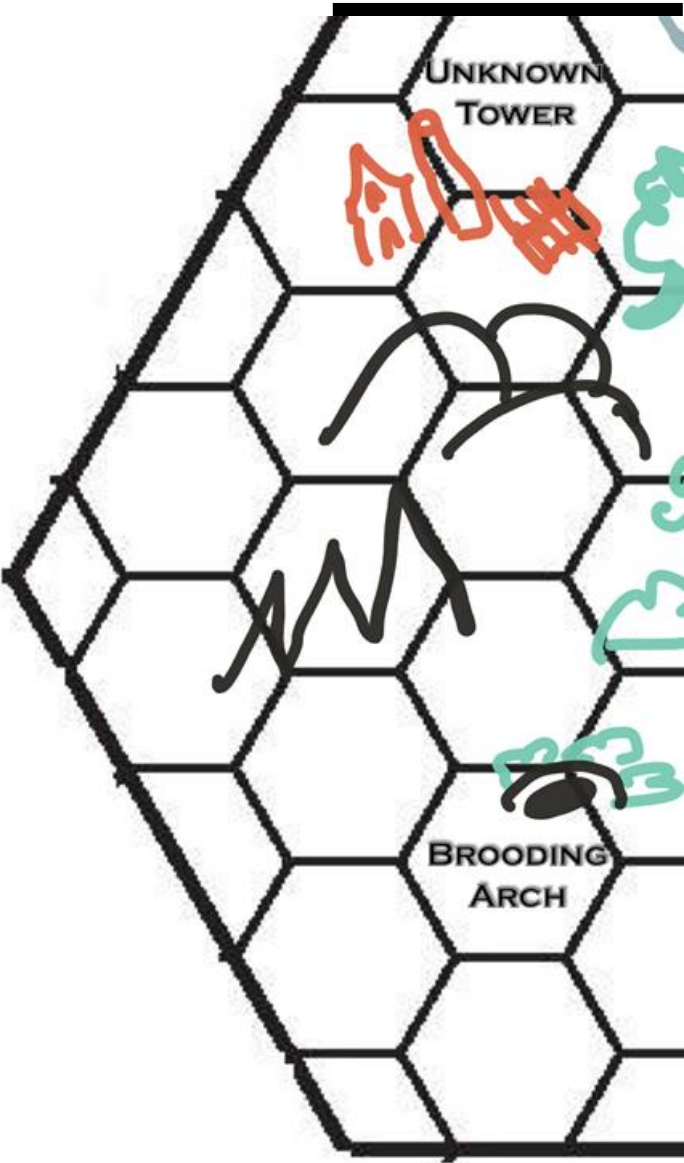
Area 3 – Unknown Tower: An ancient tower built by unknown hands long ago still stands among the crumbling ruins scattered across the frozen wastes. Covered with ice and stone, it appears as a weary white sentinel on the far horizon.

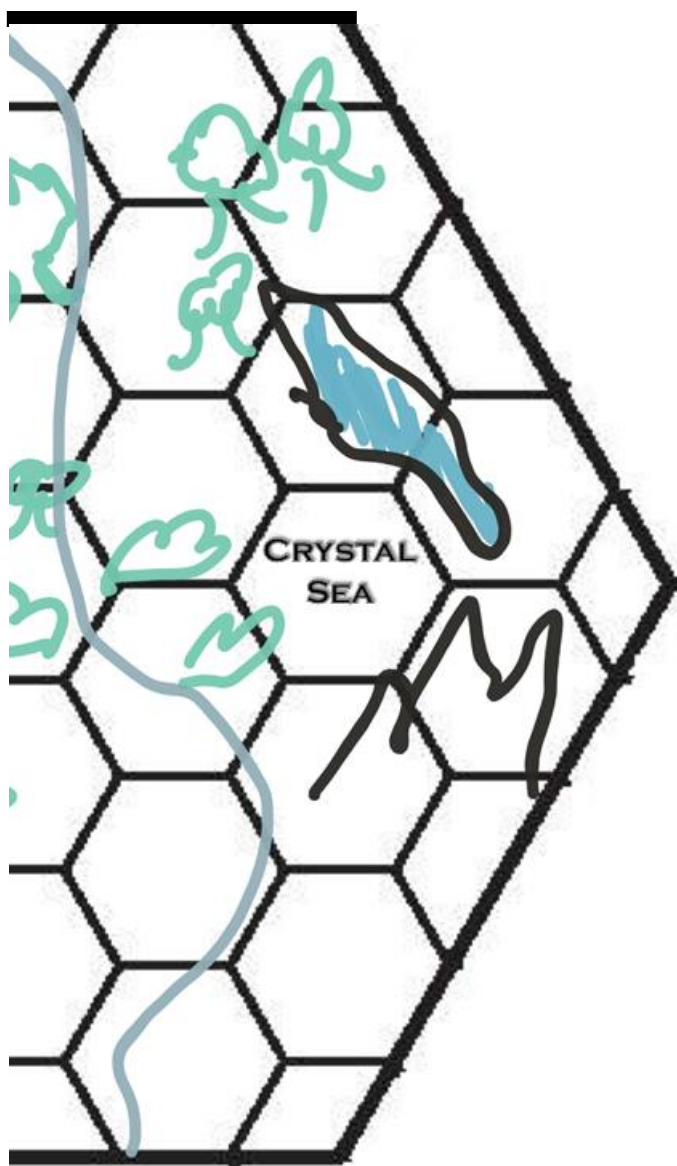
The tower rises 100' from the surrounding rifts. PCs investigating the spire find it completely sealed, without signs of windows or even arrowslits along the curved walls. Dwarves note that exceptional craftsmanship went into the stonework, creating almost seamless layers that show no sign of cracking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

	<p>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.</p> <p>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.</p>
10	<p>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.</p> <p>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.</p> <p>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.</p> <p>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</p>

	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	<p>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.</p> <p>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.</p> <p>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.</p>
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.

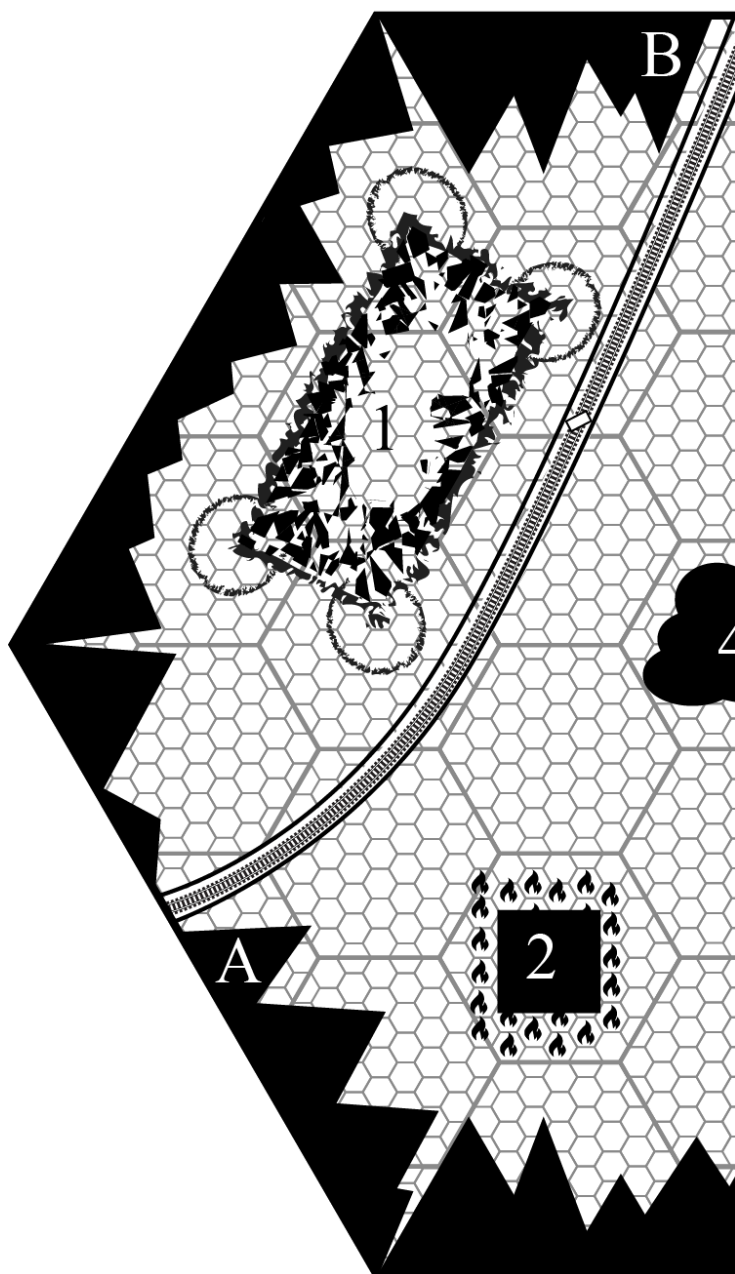
Lady Donkey: Init +4; Atk kick +4 melee (1d8, plus special); AC 15; HD 3d6; hp 13; MV 30'; Act 1d20; SP kick (DC 15 Fort save or stunned); SV Fort +2, Ref +4, Will +2; AL C.

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.

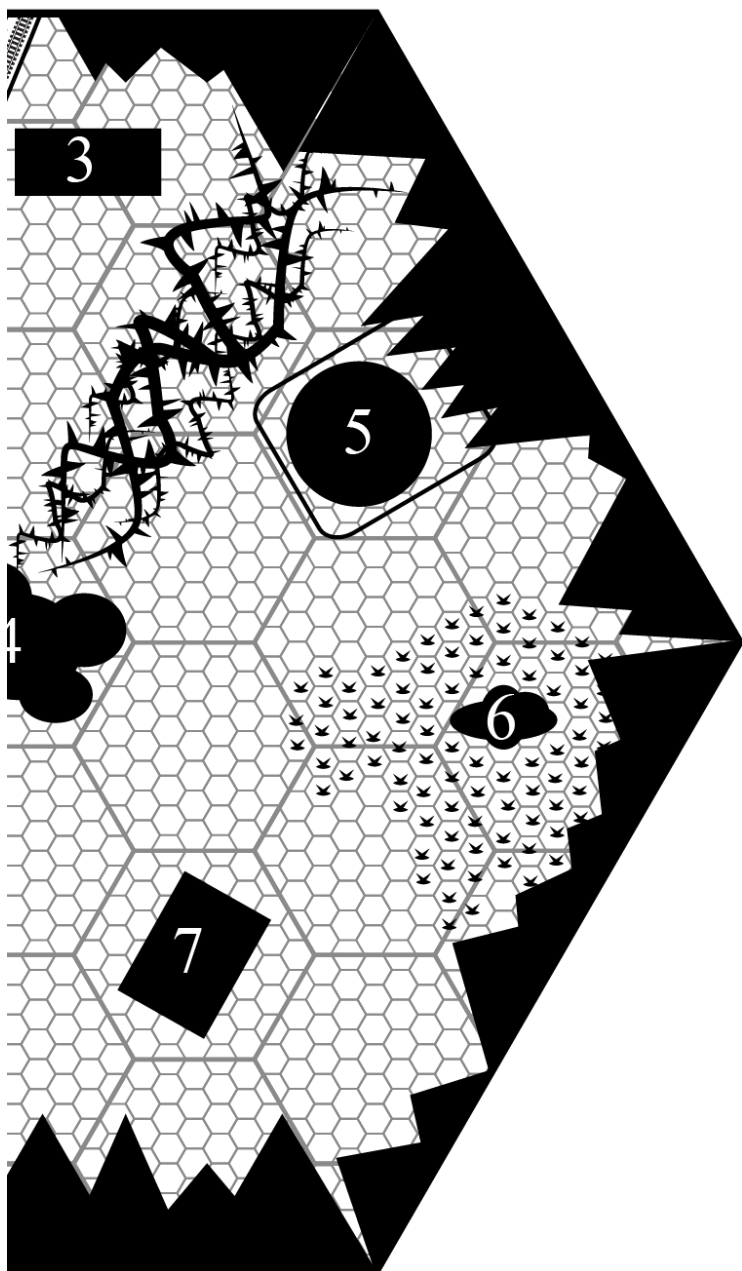
Lady Fairchilde: Init +3; Atk dagger -1 melee (1d4); AC 12; HD 3d12+4; hp 33; MV 30'; Act 1d20; SP spells (+5 spell check): *charm person, chill touch, ekim's mystical mask, levitate, mirror image, shatter, spider web, turn to stone*; SV Fort +1, Ref +2, Will +9; AL N.

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.

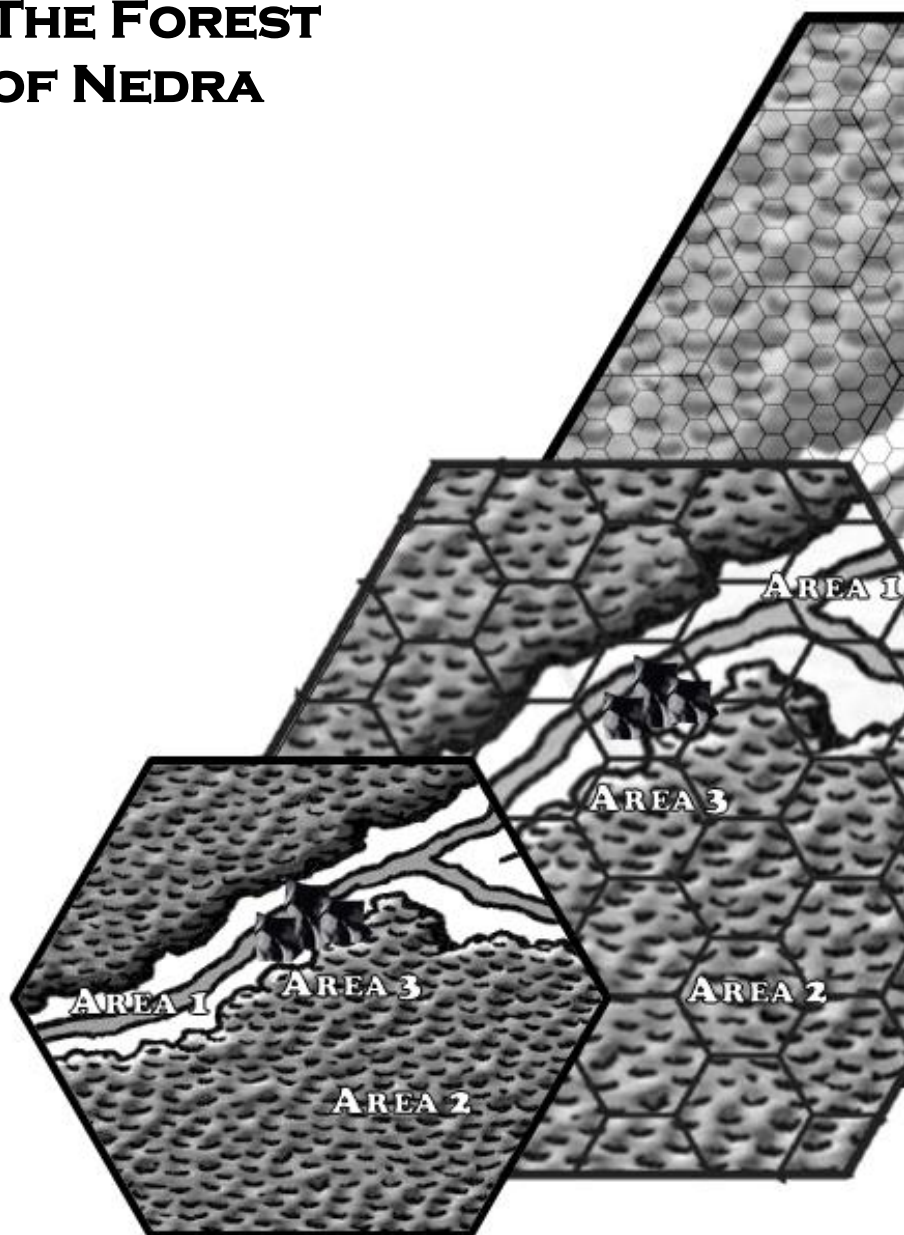
Encounter Areas

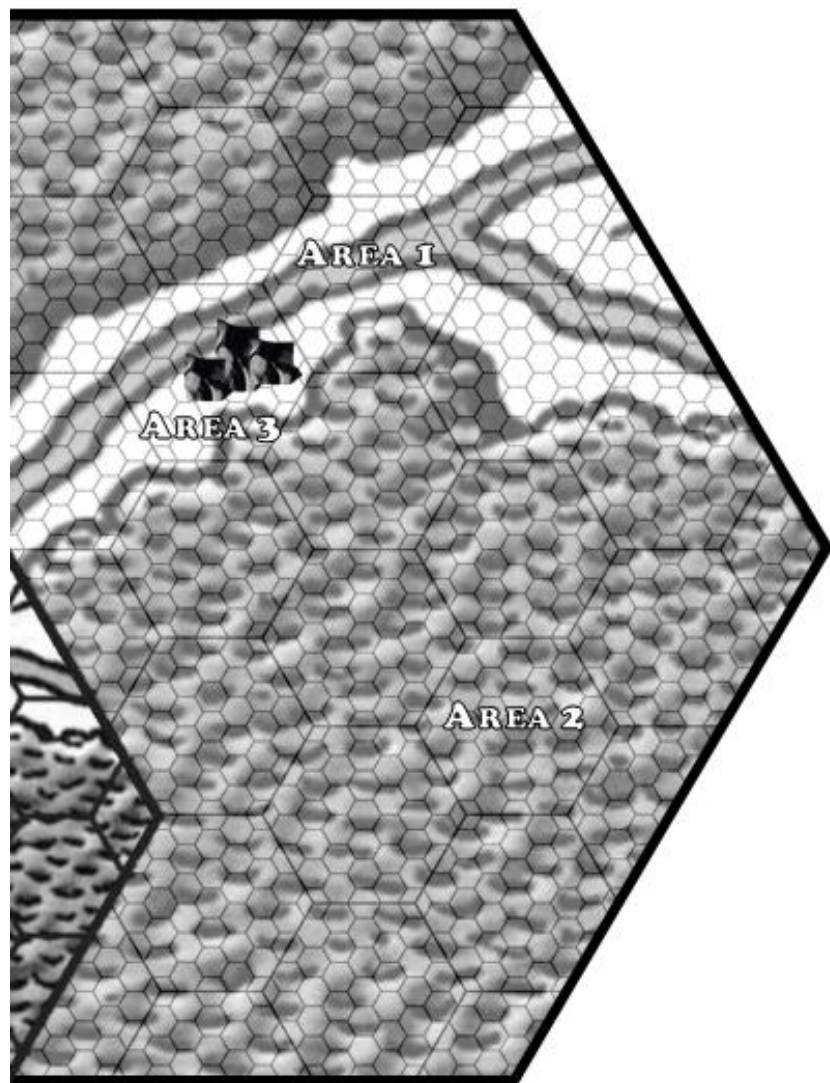
Area 1 – The Dark River: Bourns and rivulets of black, mirror-like water run throughout the forest, flowing outward like veins from a heart. The largest of these is the dark river, a slowly flowing stream that eventually becomes a tributary to the mighty rivers of phlogiston that course through Pandemonium. 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 1 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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