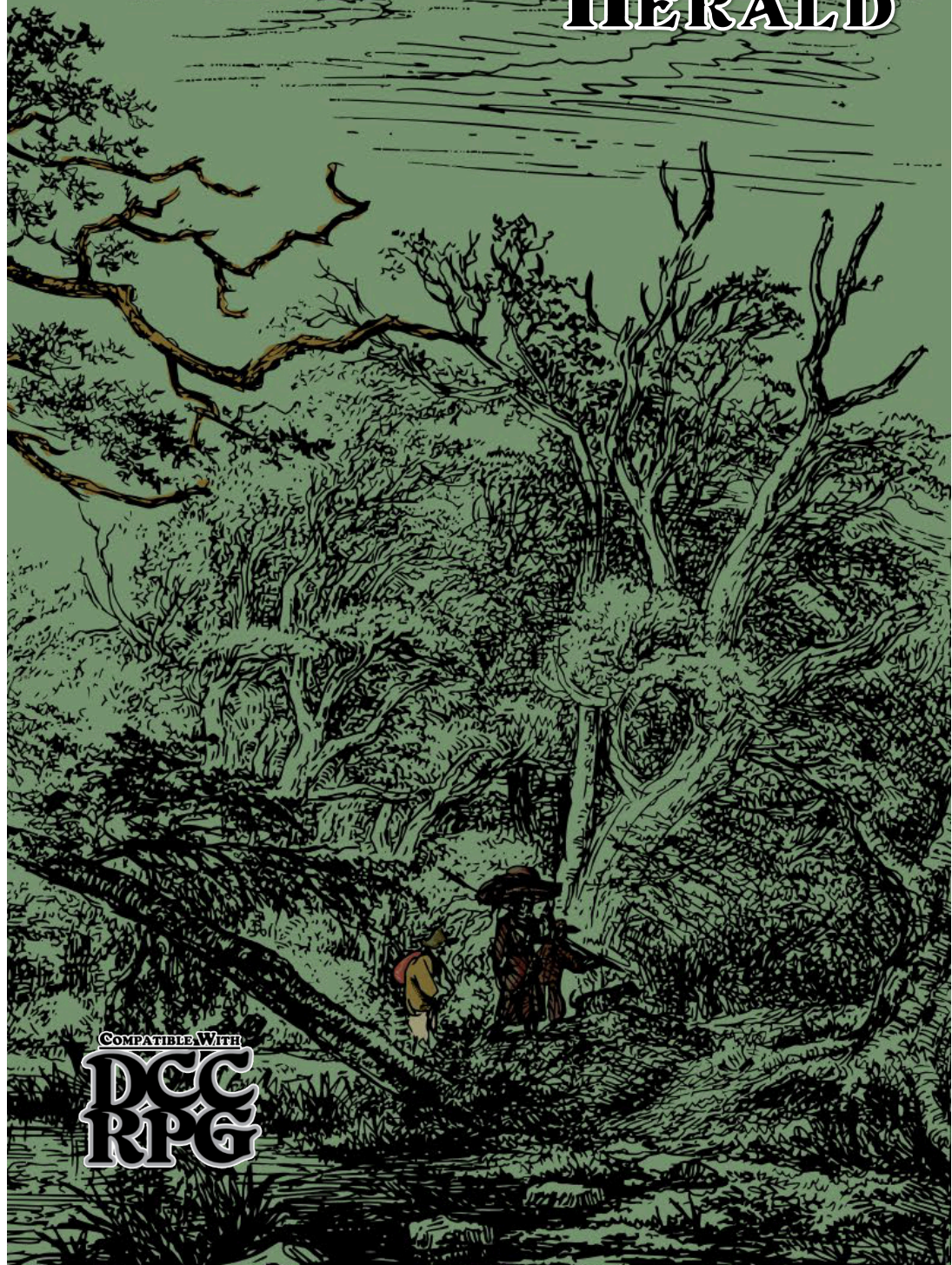


# THE ASHMORE HERALD



COMPATIBLE WITH  
**DCC  
RPG**





Swamps  
of  
Procyon

Ashmore

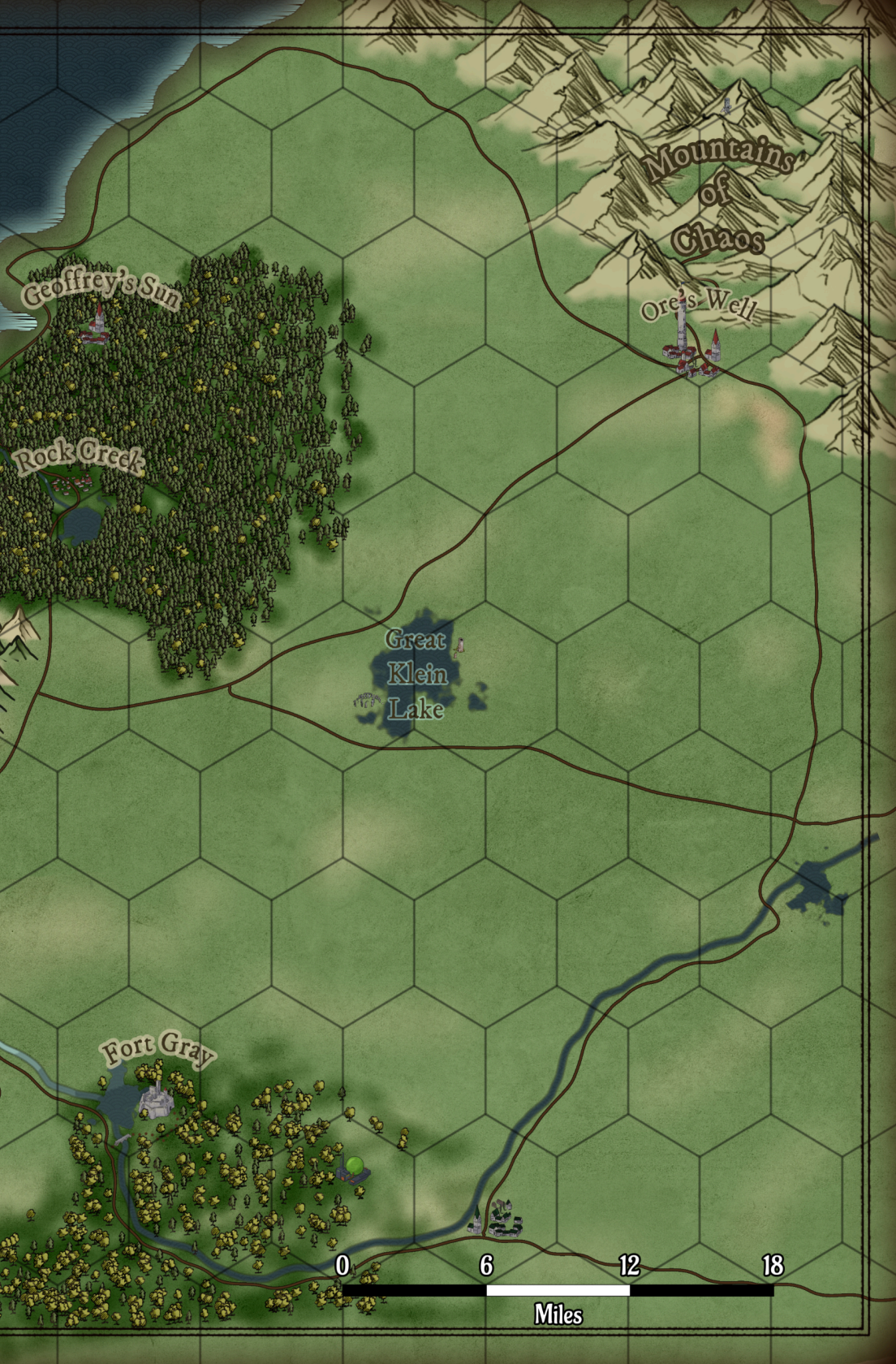
New Ashmore

Tabula

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Mountains  
of  
Chaos

Ore's Well

Geoffrey's Sun

Rock Creek

Great  
Klein  
Lake

Fort Gray

0

6

12

18

Miles

# THE ASHMORE HERALD

Volume 1

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### Acknowledgment

Chapel of the Harvest was created in Dungeon Scrawl by probabletrain under the Creative Commons CC0 1.0 Universal License. You can find Dungeon Scrawl at <https://dungeonscrawl.com>

The Vine Rat was created by Stephanie Scruggs for this zine. Commission her on twitter [@ScruggleIsReal](https://twitter.com/ScruggleIsReal)

All other art was sourced from Open Clipart under the Creative Commons CC0 1.0 Universal License. You can find their work at <https://openclipart.org/>

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## THANK YOU TO 208 BACKERS THAT HELPED BRING THIS PROJECT TO LIFE!

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# INTRODUCTION

Ashmore started back in late 2019 as an attempt to create a city mega dungeon heavily inspired and influenced by gothic horror and video games like FromSoftware's *Bloodborne*. After a few years of quiet writing and pivoting to a setting, I created Ashmore County as a vague area outside of the city of Ashmore, which was heavily influenced by a playthrough of Avery Alder's fun and wonderful map drawing game, *The Quiet Year*. After playing several sessions inside this dark and dangerous city with some friends during the pandemic, I pulled back and wanted to focus on the area surrounding Ashmore, and the life of the people that escaped a terrifying event that shuttered the city and left people wondering what goes on inside the city's walls.

Welcome to the surrounding areas of Ashmore County, a swampy, forested area with dots of farmlands gracing its sloping hills. Inspired by the areas where I worked during the summers in my late teens and early adulthood. The areas, names, and places are inspired by some of the stories of my time working at camps and living in more rural areas of my home. This zine, titled *The Ashmore Herald* issue 1 is meant to be a standalone endeavor so that even if I only ever do this single zine, it's still useful to GMs and players. Nothing in these pages is particularly groundbreaking, but they are personal to me.

A lot of the inspiration for working on a rural county set in a fantasy world comes from Michael Curtis's *The Chained Coffin*, an adventure module for the DCC RPG by Goodman Games. Michael uses a lot of references to the Appalachian area of the United States, the people, the stories, the songs, and the feelings of those that live in the eastern mountains of the US. So, if you would like to get into the right mindset of what made me want to write down all of this, you can use this as my little Appendix N on what inspired me to do all of this.

I couldn't have done any of this without the support of my friends, Mash and Emily, who gave me my first writing gig in gaming and once paid me in a PS4 and *Bloodborne*, Nyx, whose endless positivity is always there to let me know that I can write better than I think I can, the rest of my tabletop gaming group for letting me roll dice and have fun, and my wonderful partner in life Kira for being supportive of any hare-brained scheme I have.

Thomas Sweo, 2022



# ROCK CREEK, TOWN OF NEW FELLOWS

**Population:** 200 Residents

**Commodities:** Corn, Lumber, Cattle (Oxen)

**Religion:** Chapel dedicated to deity of Light, Shrine dedicated to deity of the Forge. On the outskirts of the city is an abandoned chapel to harvest/nature.

**Government:** Council of five elders. The council is led by Old Denny, a steward of land for the last decade.

**Law Enforcement:** Rock Creek is a peaceful town, and as such, the local guard is a single man, who goes by Flea. A disheveled individual, but friendly to a fault, Flea started helping folks whenever they needed it, and slowly that morphed into keeping the town's peace. Flea isn't the brightest individual but does his best. If necessary, he can round up 1d10+3 peasants with tools and arms to act as a posse.

## City Landmarks

### Rock Creek General Store

**Owner:** Johnny Paray, portly, mustachioed man with a frock of salt and pepper hair. Johnny gives a 10% discount to those that he knows or those that have helped the town.

**Description:** This small store is stocked well along the two aisles with goods and equipment. Characters looking for specific equipment can find any non-magical item (not armor or weapon) that is at most 30 gold.

### Innkeeper's Chase

**Owner:** Eldrawal, a stout elf woman. She has an undercut with her long hair tied back in a ponytail. She knows some simple spells to keep up with the cleanliness of the tavern

**Description:** The Innkeeper's Chase is a 2-floor building. Besides the town hall, this is the largest building in Rock Creek. The first floor has a simple kitchen with a large wood burning stove with messy soup pots. On the side of the stove is a flap that can open where the tavern's specialty, a flattened bread that is cooked with a layer of a sauce, some aged cheeses and dried meats can be cooked. The main tavern area is a moderately sized bar with a handful of tables where locals and travelers can relax and eat some food. The second floor consists of several moderate rooms with beds



of clean straw, simple blankets, and a lantern to illuminate the room at night

### Merritt's Forge

**Owner:** Merritt is a stout dwarf with a pair of finely crafted spectacles, and brown hair that is braided in the traditional style. Metal rings and clips are held in his beard when he's not working. Since he prefers to craft tools rather than weapons and will charge 5% more to craft a weapon than what is listed in an equipment list.



**Description:** Across the street from the Rock Creek general store and Innkeeper's Chase is this simple forge and smithy that provides tools for the town. Characters can get custom tools and the occasional weapon from Merritt. Outside, where Merritt works the forge is a small shrine dedicated to Ingenuity, God of the forge. It is set up so that devotees can pray at the shrine without interrupting Merritt while he works.

Merritt, Dwarf Blacksmith

Merritt is a Level 1 Dwarf, that can be hired by parties that require additional muscle. He provides his own arms and armor. Due to his skill he demands payment up front and double what is listed in the DCC RPG Rulebook, and will return to Rock Creek if he feels the danger is too much.

Merritt: Init: +0; Atk Warhammer d3+2 (1d8+2+deed) or Handaxe d3+2 (1d6+2+deed); AC: 15; HD 1d12; hp 6; MV 20'; Act 1d20; SV Fort +1, Ref +0, Will +1; AL L

### Town Hall

**Caretaker:** Old McCahill, a wizened old man that smells of the peat of the nearby swamps is one of the town's five elders.



He is responsible for educating the town's youth. When not teaching, he can be found in one of the smaller rooms of the town hall reading or keeping meticulous records for the town.

**Description:** This large, three roomed building serves as the community center, record hall, and schoolhouse. During the day, characters can usually find Old McCahill teaching a handful of children the basics of writing, reading, and simple counting. Since Rock Creek is a mostly agrarian town, attendance isn't mandatory during planting and harvest seasons. In addition to the academic topics he teaches, Old McCahill also takes weekly field trips to teach the children useful survival skills.

### Chapel of Light

**Caretaker:** Evelyn Rose, a demure human acolyte of Sojourner. While working or performing services, she keeps her thigh length hair tied up in a simple bun with a short ponytail. She has been welcomed into the town since she arrived a year ago to replace the late Parson Broadbent.

**Description:** The small chapel is dedicated to Sojourner, goddess of light. It sits on a hill facing east. The chapel is made from stone brought to the town from the nearby Paradise Lakes Quarry. Inside is a simple chapel with a few pews made of wood from the area, and a small altar where Evelyn performs services every morning at daybreak and once a week in mid-morning, when most of the town's faithful attend.



Evelyn Rose, Acolyte of  
Sojourner

### Sawmill

**Description:** At the southern end of town lies the town's eponymous Rock Creek. Lumber from upstream gets shipped down to Rock Creek where it is processed at the sawmill. Lumbered wood then rides down the rock creek until it reaches the Grand River where it eventually passes by Jefferson Hall and finally, Ashmore.

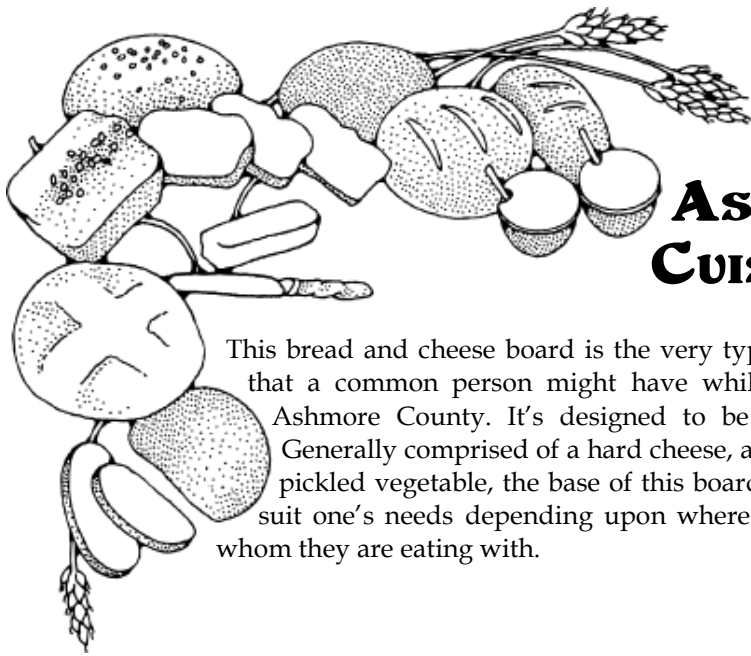


# RUMORS

You can use the table below to continue to seed additional adventures in and around Rock Creek. Most of these rumors can be overheard at Innkeeper's Chase on almost any evening.

D6	Result
1	There is an old chapel in a cave that has been taken over by bandits.
2	Cattle have been disappearing in the middle of the night. Local farmers have reported that there are no tracks, just missing cattle.
3	A great white wolf has been spotted in the woods to the northwest of Rock Creek.
4	There is a cave that was found in the Paradise Lakes Quarry. The miners that found it describe the smell of rotten eggs emanating from the cave.
5	There is a hidden treasure at an abandoned farmhouse outside of town. The locals say an evil witch has moved in and unknowingly guards it.
6	A ghoul was spotted out by the old, abandoned Fort Gray. Headner saw it and was stricken dumb.





## **ASHMORE CUISINE**

This bread and cheese board is the very type of roadside meal that a common person might have while traveling around Ashmore County. It's designed to be cheap and filling. Generally comprised of a hard cheese, a loaf of bread, and a pickled vegetable, the base of this board can be adjusted to suit one's needs depending upon where they are eating, or whom they are eating with.

### **Ingredients**

- 8 ounces of Yellow Cheddar, the sharper the better.
- 4 ounces of Pear Jam or Apple Butter
- 4 ounces of pickled radishes
- 1 loaf of crusty, seeded bread
- 8 ounces of cured or smoked turkey breast, if it can be afforded
- 8 ounces chicken sausage, if it can be afforded

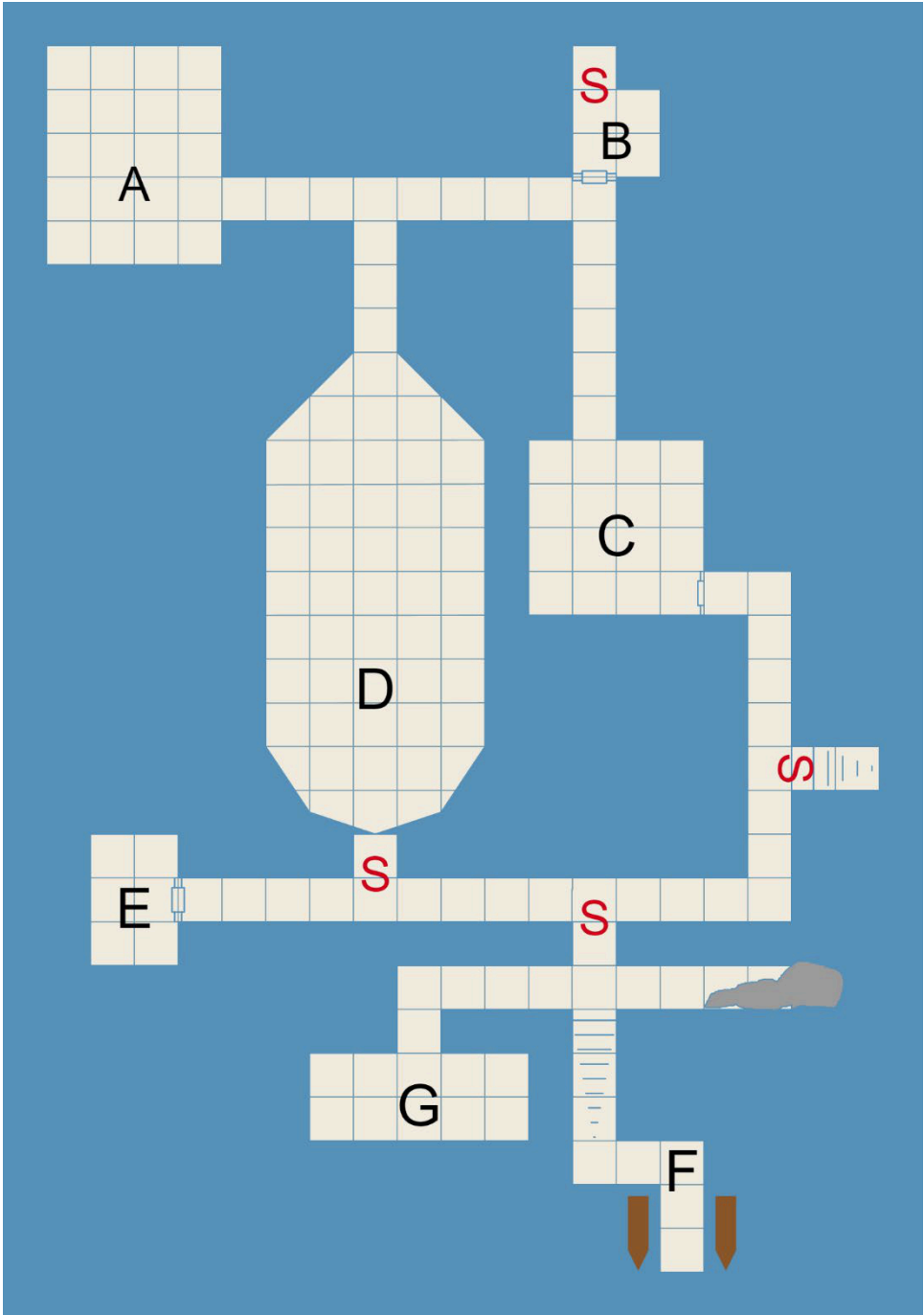
### **Preparation**

1. Slice the chicken sausage into round pieces and tear the turkey into bite-sized portions
2. Slice the cheddar into thin pieces, roughly the size of the chicken sausage
3. Place the radishes and jam(s) into a serving dish or stick a spoon into the jars if you're traveling.
4. The bread can be sliced or torn into chunks depending upon the company or location of the meal, such conveniences cannot always be taken on the road.
5. Arrange on a board in a manner that you find pleasing, and serve with a wine, if available.





# CHAPEL OF THE HARVEST



## Background

100 years ago, the Chapel of the Harvest was originally built poorly in the swampland north of Rock Creek and sank slightly. The faithful took this as a sign that the chapel was laying down roots of its own, and slowly the chapel covered with more earth, grass and even the occasional tree. It was a well-regarded chapel in the lands surrounding Rock Creek and served the community for 40 years until something swept through the land, killing many people where they stood, and a blight occurred on the town's harvest for about a decade. About 5 years ago, Reed Macintosh found the overgrown chapel and claimed it as his own. The Bandit leader harasses the area stealing what he and his gang needs. They use a hidden exit that feeds into the grand river to enter and exit via water.

Any number of reasons could send the characters to the Chapel of the Harvest, but most of the town's residents wouldn't know the exact location. Old Denny was around when the Chapel fell out of use after the blight, he can give characters landmarks and trails they can use to make any sort of navigation efforts easier. He offers 25gp per character that accepts the job, but will offer up to 30gp if pushed.



A fearsome rogue in  
Reed's employ.

The Bandits have been hiding in the chapel for the last two or three months. Part of the reason why is due to the hidden location, the access to both water and land routes, and the consistent clean source of water. Little do the bandits know, the water seems clean, cool, and refreshing, but is tainted with magics from deeper in the dungeon.

This tainted magic manifests itself as mosses and fungi growing on the clothes and bodies of the bandits. They don't seem to notice the change, but this should make the adventurers wary about what is going on in the Chapel.

Should creatures drink from them long enough, their flesh and bones begin to be replaced by wood and plant matter. Reed and his Lieutenants have been here the longest and show the effects much more than the rest of the Bandits.

### 1-A - Bandit's Hideout - Floors: Wood; Lights: Dim

In this large room, 4-5 bandits (3 with melee weapons and 1-2 with bows) can be found playing cards or rolling bones. The room is filled with smoke from the dim braziers in the corners.



They are caught unaware unless the characters are making a lot of noise. They will stop what they're doing and attack any intruders. If their numbers are reduced, they will drop back to **C** if 2 remain and **B** if just 1 remains.

Bandit: Init: +1; Atk Bow & Arrows +1 (1d6+1) or Dagger +3 (1d4-1); AC: 11; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C

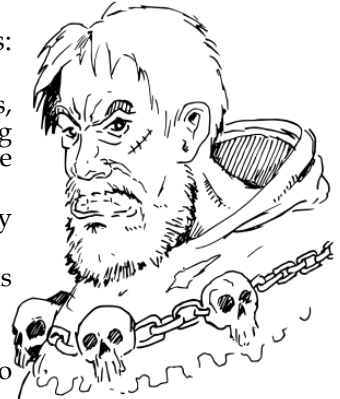
### **1-B - Bandit's Supply room** - Floors: Wood; Lights: None

This small storeroom contains arrows, simple weapons, and cloaks. If 1 Bandit runs here, they will grab a healing potion from a shelf. There is always 1 potion for the characters, even if a bandit drinks 1 potion to heal.

SecretDoor- Unlocked, Poison Needle Trap: A moderately difficult trap

(find/disable DC 13) that triggers when the door is opened. Unless disabled, the

trap will trigger (Atk +5, 1d4 piercing damage, plus DC 14 Fortitude save. Characters that fail suffer -1d to attack rolls and skill checks for the 1 hour)



Reed Macintosh

*Treasure:* 320 gold, 1 silver, 5 copper, a fine leather belt trimmed with squirrel fur (200 gold), 5 bolts of linen (5 gold, 10lb each)

### **1-C - Leader's Room** - Floors: Wood, covered with pelts; Lights: Dim

This room is covered with pelts and trophies, a desk, and a simple chest. The Bandit Leader Reed Macintosh is here with two of his lieutenants, and potentially 2 bandits from **A**. Reed fights until half health at which time, he sneezes loudly, releasing a cloud of *Spores* and runs to **F** to try and escape.

Reed Macintosh: Init: +1; Atk Longsword +4 (1d8+1) or Dagger +4 (1d4); AC: 13; HD 2d8; hp 10; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +0; AL C

Lieutenant(2): Init: +1; Atk Longsword +3 (1d8+1); AC: 15; HD 2d6; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1; AL C

*Treasure:* Finely made non-magical longsword (+1 to hit), 35 gold, 100 gold in trade goods.

*Spores:* A creature that has become mostly plant through the tainted water releases spores. These spores are a cloud that obscures vision in a 20ft radius around the creature that released the spores. The spores are thick enough to obscure the sight of creatures without infravision. Any creature within the radius of the spores must make a DC 12 Fortitude Save. Those that fail begin to cough and sputter. Those that fail by 5 or more begin to asphyxiate and lose 1d4 stamina. The spores dissipate in a round.

### **1-D - Chapel** – Floors: Finely worked stone; Lights: Dim

This chapel is dedicated to Perseverance, goddess of the harvest, though now abandoned. Several magical candles provide dim light around the room. Four rotted wooden pews litter the room. A statue to Perseverance stands in the center of the room, with a wellspring of clean water. There is magic radiating through the room, but the *Clean Water* effect will not work until the chapel has been restored to its previous glory. Until the Chapel is restored, the water is tainted. Any Creature that drinks from the wellspring notice moss beginning to grow on their body over the next 1d4 hours. If anyone drinks from the well more than once in that time period the effects become immediately noticeable and the effects last for a day. Any attempts to remove the moss will see it regrow nearly instantaneously.

*Clean Water:* If a cleric casts a level appropriate resurrection spell, they can use a goblet of the water in place of any material components.

### **1-E - Priest's Cloister** – Floors: Worked Stone; Lights: None

This small room is locked behind a heavy wooden door (Hard). It has been left alone by the bandits. The room is neat and tidy, the previous priest left to perform services and did not return. Robes and materials for a religious service can be found in this room.

*Treasure:* 3 Silver candlesticks (25 gold each), religious texts (10 gold total), and a set of fine robes (15 gold)

### **1-F - Docks** – Floors: Wood; Lights: Bright

Reed, the bandit leader, will retreat here if the fight in **C** goes poorly. The secret door before the docks opens by pressing a stone handle in the door. Reed hopes to escape in time, so he doesn't bother to shut the door behind him. There are two boats here, but one of them has a slow leak. Reed knows which boat to take.

*Slow Leak:* For every 2 characters in the boat, it must make a DC 10, 13, or 16 saving throw (no bonus) or it begins to sink. Sinking will reduce its speed by 10ft over the course of 1d6 rounds. When it runs out of speed or when it reaches the end of its rounds, the boat will sink stranding anyone in the boat.

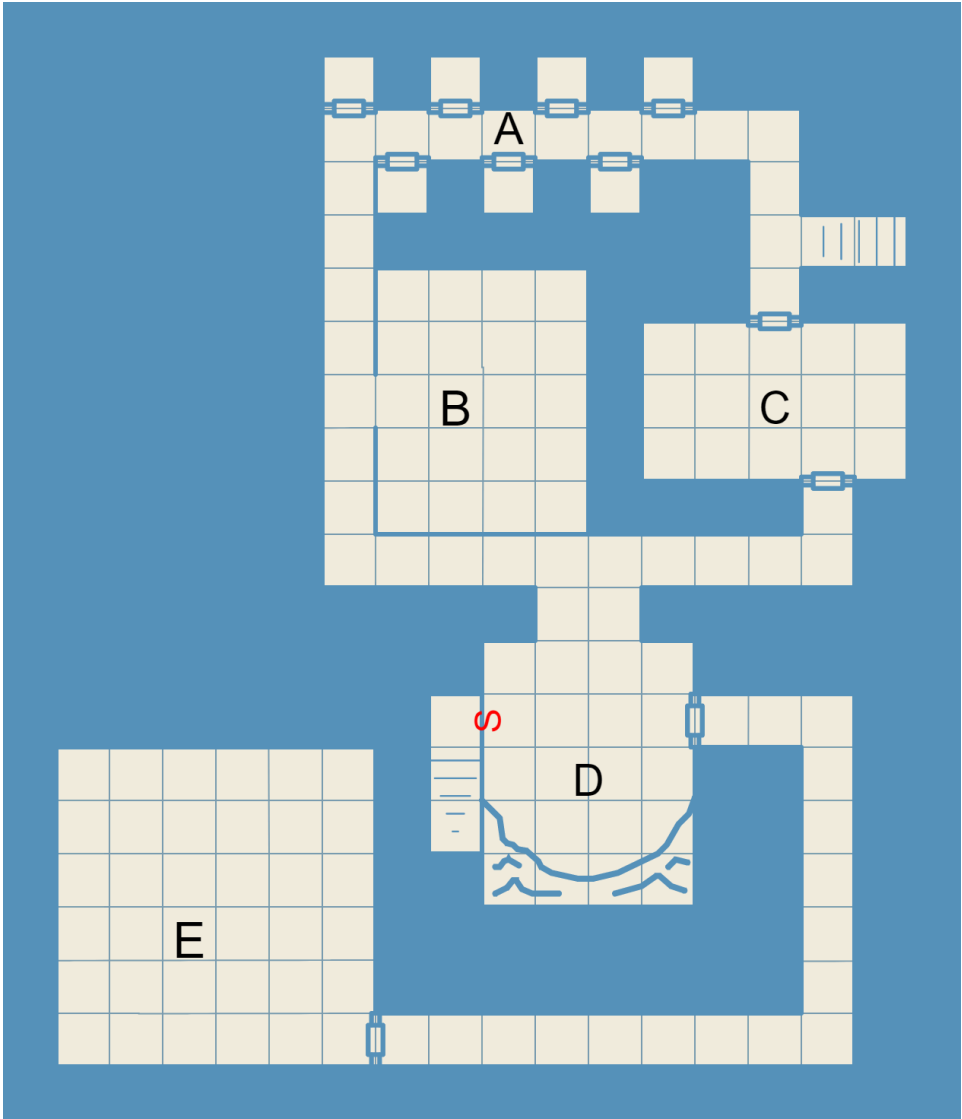
### **1-G - Donation Room** – Floors: Wood; Lights: None

This room is filled with scraps of rotten food and dry goods. Silken strands litter the floor and concentrate around a barrel. If characters disturb the barrel, a moth larva wakes up, hungry and slithers out of the barrel. It releases its gas as it does. Color-wretch moth larva: Init: +0; Atk Bite +2 (1d8); AC: 11; HD 1d8+1; hp 6; MV 15'; Act 1d20; SP *Nauseous Gas* – DC 11 Sta Save or be **Sickened** (Must leave melee range); SV Fort +1, Ref +0, Will -1

*Treasure:* Color-wretch moth carapace. This carapace from a fully grown rainbow-colored moth can be sold to most merchants for 1d20 gold or to a collector for 2d20 gold.



# CHAPEL LEVEL 2



If GMs want to include a second level to the dungeon, there is a secret door south of the Leader's Room (1-C). This second level is where the devoted faithful of Perseverance learned how to farm and garden as well as how to spread her word to those that would listen. The second level shows much more of the corruption that took place. The final room of the chapel contains a nasty glass orb that emanates heat that can cause burns just by being close to it. Just like with level 2, there is a secret door that can lead to level 3, though my original intention was to only do two floors.

## **2-A – Acolyte's Rooms – Floors: Worked Stone; Lights: None**

These rooms were where the acolytes of Perseverance spent their time in quiet meditation and study. These rooms have been largely untouched, and a thick layer of dust covers the simple furniture. These rooms can serve as a place of rest during the exploration of the chapel and its lower levels.

A variety of books, less than 10, and religious clothing can be found in the rooms. The books are mostly titles on wilderness survival (3 gold per book) and gardening or farming (5 gold)

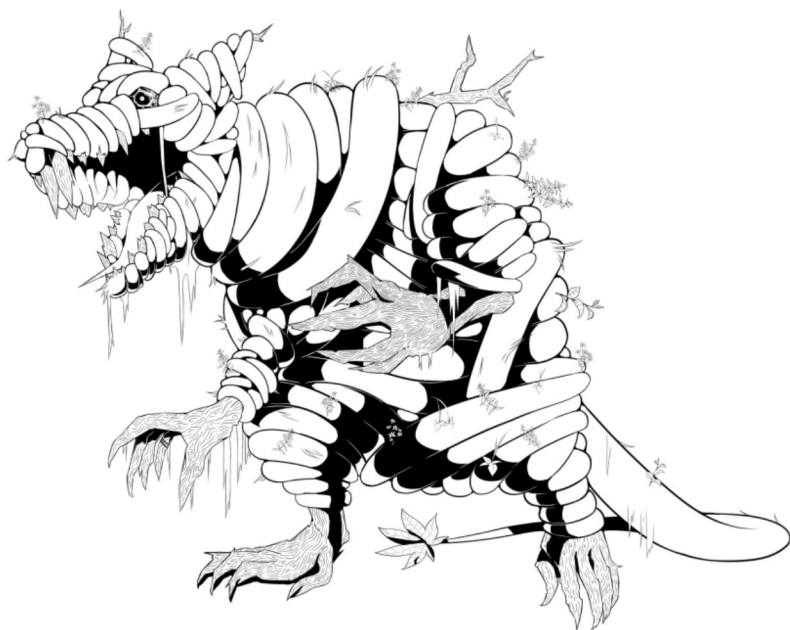
## **2-B – Cafeteria – Floors: Worked Stone; Lights: None**

This large hall served as the main cafeteria and general recreation space for the religious in the chapel. Those days are gone, and the only thing left in this space is the nest of 4 large rats. These rats have been mutated by magics deeper on this level. When illuminated, or for any characters that can see in the dark, characters can see that these rats are formed primarily of writhing vines, any vestiges of rodents are long gone. These plant creatures will attack the characters for their next meal.

Vine Rat: Init: +2; Atk Bite +3 (1d8+1); AC: 14; HD 2d8; hp 9; MV 30'; Act 1d20; SP Vine Whip; SV Fort +3, Ref +3, Will +0

*Vine Whip*: ATK +2 (1d6+2 Bludgeoning), Range 10ft/20ft. Target that is hit by a vine whip must make a DC 12 STR saving throw or be **restrained**. Once per turn, the rat may pull a restrained target 10ft towards the rat and make a bite attack.

*Treasure*: 75 gold; 3 rings (15 gold each); A flaming hoe. This weapon was used by Perseverance's faithful to both till the land, and clear dead plants as they worked. This magical tool can be used as a weapon and functions like a +1 pick with additional magical properties. See Magic Items for a full description.



A vine rat ready to attack

**2-C - Classroom/Garden** - Floors: Earth Floors; Lights: Permanent Daylight

The door to the north from **A** and the stairs is locked with a hard lock but can be easily opened from within this room. The door to the south is unlocked. This room is filled with rows of dirt that has been overgrown with weeds. The light from above simulates natural sunlight, allowing the acolytes to practice their farming and gardening in times, when the weather outside did not allow a growing season. Due to the corrupting nature of what is happening in **E**, the weeds that have overgrown will ensnare anyone causing traversing this room to take twice as long. Destroying the plants with fire or through a spell that promotes good plant growth tames the plants in this room, allowing characters to come and go as they please.

**2-D - Pool of Power** - Floors: Rough Stone; Lights: Dim

The room's floor is rough stone and at the far end of the room is a pool of water. Devoted faithful of Perseverance are laid to rest in these waters for three days and then they are buried in **C** to help continue the cycle of nature. The waters in the far end of this room are magically flowing upwards along the walls and seeping into



the ceiling, which may make characters wary, but the water is safe. These waters feed into the fountain in **1D** above.

*Healing Waters:* Once per day, a character may drink a vial's worth of the water and heal 2d8 health. If a character tries to drink more than a vial's worth in a day, no additional healing occurs and the character rolls on the following table

D6	Result
1	The character's hair falls out and regrows in a different color in 1d4 hours.
2	The character beeps from their mouth while within 30ft of a secret door. The closer to the door, the louder and the faster the beeps. This lasts for 1d6 hours.
3	The character sprouts harmless plants that fall out in 1d4 days.
4	The character burps bubbles for the next 1d10 minutes.
5	The character loses all their money for 1d6 days, at the end of the time the money reappears suddenly in their pouches.
6	The character is poisoned for 1d4 days and has uncontrollable gas that penalizes their attempts to hide or move silently.

## 2-E - Alchemy Laboratory - Floor: Worked Stone; Light: Dim

This room is not lit except for a sickly green glow in the back of the room. Additional light reveals destroyed tables, benches, and lab equipment. As the group approaches a glass orb rises from the rubble. This orb is cradled by 2 living vine horrors. These vines will attack to protect the orb and will move it around the room to protect it from attacks.

Mass of Vines (2): Init +1; Atk Slam +1 melee (1d8+1); AC 11; HD 2d8; hp 9 each; MV 30'; Act 1d20; SP Resilient. Half damage from all weapons except axes and fire); SV Fort -2, Ref +2, Will +0; AL N

Glass Orb: Init Last; Atk Aura of Blight; AC 14; HD 3d10; hp 18; MV 0; Act None; SP Aura of Blight (20' aura centered on ob); SV Fort +0, Ref +0, Will +2 Takes half damage from slashing and piercing weapons; AL N

*Aura of Blight:* Non-plant creatures that enter the aura or end their turn within in the aura take 1d8 fire damage and must make a DC 14 Sta saving throw for half damage. Creatures that fail -2 on Attack Rolls and Ability Checks. Creatures resistant to fire damage have +2 on this saving throw. This damage looks like burns caused by an intense heat, but no flames emanate from the orb.

*Treasure:* 200 gold; The shards of the glass orb can be fashioned into a mace. Once made into a mace, critical hits made with the weapon cause an extra 1d8 fire damage in addition to any normal critical effects; the vines can be gathered and sold as two 50ft lengths of rope for 10 gold each. This rope is resistant to fire having been in close proximity to the glass orb for so long.



# BESTIARY

## Color-wretch Moth

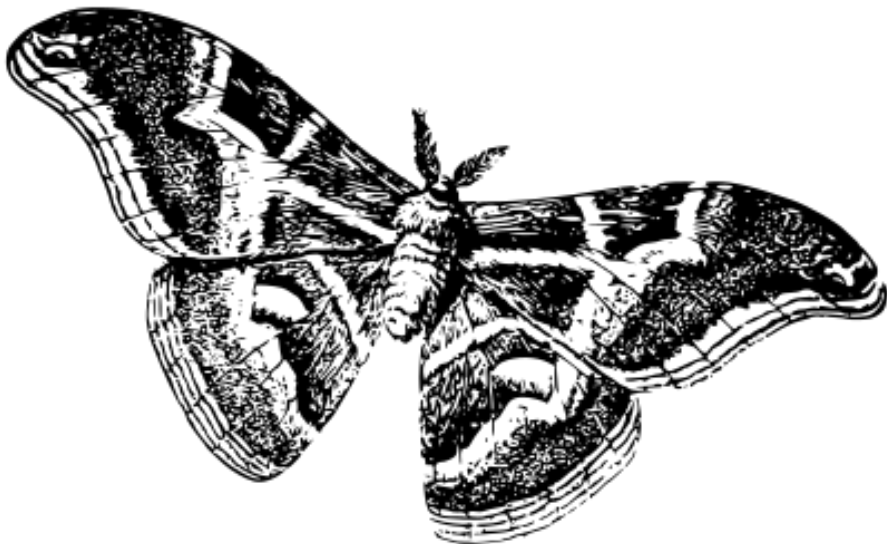
Init: +1; Atk Bite +3 (1d8+2); AC 12; HD 2d8+2; hp 12; MV 20', Act 1d20; SP Nauseous Gas; SV Fort +1, Ref +0, Will -1

*Nauseous Gas* - DC 11 Constitution Save or be **Sickened** (Must leave melee range)

The Color-wretch moths of Ashmore County make their home in the caves and dark crevices around the Grand River. Their wings shimmer in a beautiful array of colors that shine in the moonlight. Like their much smaller cousins, Color-wretch moths prefer nighttime, but have been known to fly into town, attracted by the flickering light of fires and the warm glow that emanates from buildings at night.

The life cycle of the Color-wretch moth is often short, they pupate, live for few weeks, mate, and then pass away when their offspring begin their own pupation. Oftentimes the parent is the first meal for the newly hatched moth.

The beautiful rainbow-winged moth belays the almost pure carrion diet these creatures consume. Due to their diet, Color-wretch moths and their larvae can emit a noxious gas. This gas isn't deadly to most humanoids but can cause a stomach turning effect forcing people to run away from them.



## Lash & Nipper Vine Critters (Vine Rats)

Init: +2; Atk Bite +3 (1d8+1); AC: 14; HD 2d8; hp 9; MV 30'; Act 1d20; SP Vine Whip; SV Fort +3, Ref +3, Will +0

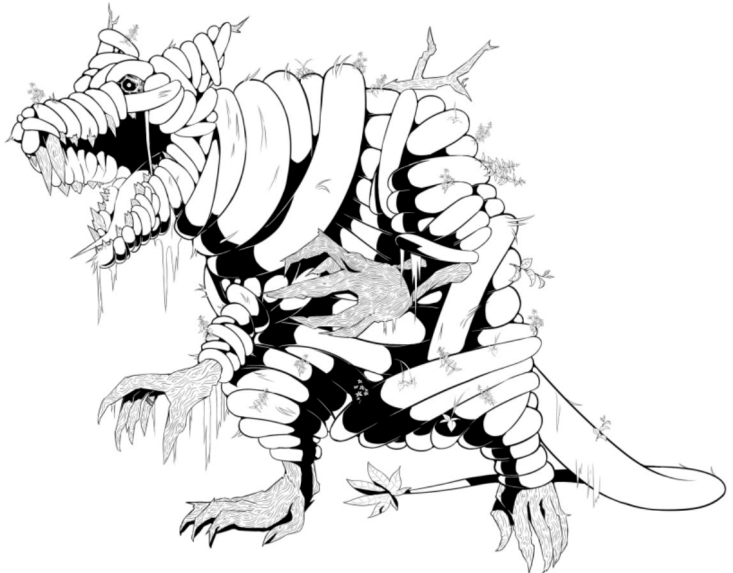
*Vine Whip:* ATK +2 (1d6+2 Bludgeoning), Range 10ft/20ft. Target that is hit by a vine whip must make a DC 12 STR saving throw or be **restrained**. Once per turn, the rat may pull a restrained target 10ft towards the rat and make a bite attack.

Corrupted by the chaotic magics of the glass orb, these rodents were once rats that can be found in any barn, farm, or building around Ashmore County. As the magics corrupted them, they started to get larger and larger until they became the size of dogs. As the magic laid its roots deeper within the rats, they started to undergo changes and twisted mutations until all flesh and fur became vine, flower, and twig.

Vine rats act like any other rat, they are scavengers and survivors through and through, able to survive almost any natural occurrence they encounter, though obviously their plant-based forms make them even more susceptible to fire.

Vine rats also have a symbiotic relationship with flora found in the forests of Ashmore County. They have accumulated a variety of different wildflowers that grow in and around their vines. The wildflowers attract pollinators of all kinds, and while most are harmless and pollinate the flowers and go on their way, occasionally the vine rats will catch a hummingbird or similar creature that was

not quick enough to get away or small enough to escape notice. The largest vine rats recorded were about the size of a large dog and described by locals as a walking flower bed with too many teeth.





# PHROMTI'S FASCINATING FINDINGS

Worshippers of Ingenuity, wizards, and strangers from across the land have found that creating magic items is much easier than in other places. They do take a lot of effort to make, so they're still very uncommon and unique, but intrepid adventurers may come across them more often in Ashmore than in other places. Presented below are a few such items that they may find.

**Parson Le Pomme's Flaming Farming Tool** – Created by Parson Le Pomme, the Chapel of the Harvest's first priest, this simple gardening tool becomes ignited in flame when the command word is spoken.

The farming tool acts as a +1 Pick in all respects with the additional characteristics:

When the command word is spoken, the metal blade of the pick becomes enflamed once per day per level of the wielder, granting it 1d6 Fire Damage. For 1d3 turns. Plant creatures take an additional 1d6 Fire Damage (total of 2d6)

**Phromti's Frying Pan** – Created by Phromti V, renowned traveler of Ashmore County, Phromti is a wandering singer who carries a 4 stringed instrument to accompany his singing. Phromti created this frying pan to aid in his travels and in his words "To be sure I always had a meal like my mama made."

This cast-iron frying pan always feels warm to the touch. Whenever raw food is placed into the pan, it begins to cook, regardless of whether or not heat is applied or not. No matter how long or short the food is in the pan, and regardless of other ingredients like aromatics, the food will always come out perfectly seasoned, but slightly overcooked.

Phromti's Frying Pan acts as a magical Club in all respects with the additional characteristics

Attacks made with Phromti's Frying Pan by Warriors threaten critical hits as though they were 1 level higher but use the Crit Table appropriate to their level. All other attacks made with this weapon threaten critical hits on a 19-20.

The first time a creature eats food cooked in Phromti's Frying Pan, they can gain 1 point of Fleeting Luck.

# DEITIES

The deities presented here are a small handful of the deities that characters may find being worshipped in Ashmore County. In the beginning, Ashmore was originally supposed to be similar to a quiet and sleepy New England county, and was originally monotheistic, a corrupt church in Ashmore that was far less so in the towns surrounding it. As Ashmore evolves and changes over time, it may return to that, but presented here are three deities that are mentioned earlier in this zine. In Ashmore, deities are given a name that best represents their portfolio, and a reference to one of the major arcana for an epithet. Included are their spheres of influence so that they can be replaced with whatever deities are in your world(s).

## Sojourner, The Sun, Goddess of Light and Life

Sojourner is a lawfully aligned deity with dominion over light and life. Her official title is The Sun, while locals in Rock Creek sometimes refer to her as the Eastern Dove. She brings the sun over the land and blesses those that light votives in her honor. Most worshippers will keep a small shrine

dedicated to her where they will say daily prayers as the sun rises. She finds those that prey in darkness to be anathema to her faith.

Her ordained faithful are the light of safety against the ever-encroaching darkness. Her doctrine preaches non-violence and community building, as each member of the community and faith is another point of light in the world. These faithful do not seek violence within the darkness, lest they succumb to it, but to meet the darkness at the far edges of the light's reach and defend from there. Her temples tend to be built facing east on high points of land where they can accept her light as soon as it graces the world.



## **Ingenuity, The Chariot, God of Forge and Fire**

Ingenuity is a lawfully aligned deity with dominion over the forge and fire. He is the fire that allows smiths to hammer metal, smelt or, and create new works in his honor. His faithful say a quiet prayer, "Ingenuity as I breathe." when they create a spectacular new piece of metalcraft. Most smithies will have a small publicly facing shrine outside where they and other faithful can say small prayers to Ingenuity. His ordained tend to work well with most other lawfully aligned faithful, but especially with Sojourner's ordained faithful as Ingenuity's fire gives off Sojourner's light. Though they tend to be more proactive about pushing back the darkness. Despite the zealotry often associated with his ministers, most clerics are competent smiths, jewelers, and inventors, much like Ingenuity himself, who prefers to build tools and works of art, rather than weapons. The cathedral in Ashmore is a marvel of metalcraft and construction with an eternally burning flame below the cathedral's ground floor.



## **Perseverance, The World, Goddess of Harvests and Nature**



Perseverance is a neutrally aligned deity with dominion over harvests and nature. Her name and epithet represent the never ending cycle of nature and the seasons. She will provide for her followers as long as they put in the effort to cultivate the world and the land they're farming. Most worshippers will place a traditional effigy in their fields to honor her and keep pests away. Her ordained tend to be gardeners, farmers, and hunters. They will often set up chapels and temples in the remote places of Ashmore County. The more remote, the closer she is to her worshippers. Her preachers are often as peaceful as she is, but like nature they can become fearsome foes when threatened. As they travel the land, they spread her word and various seeds. Abominations of nature and deforesting urban sprawl are considered unholy to the tenets of her faith.





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