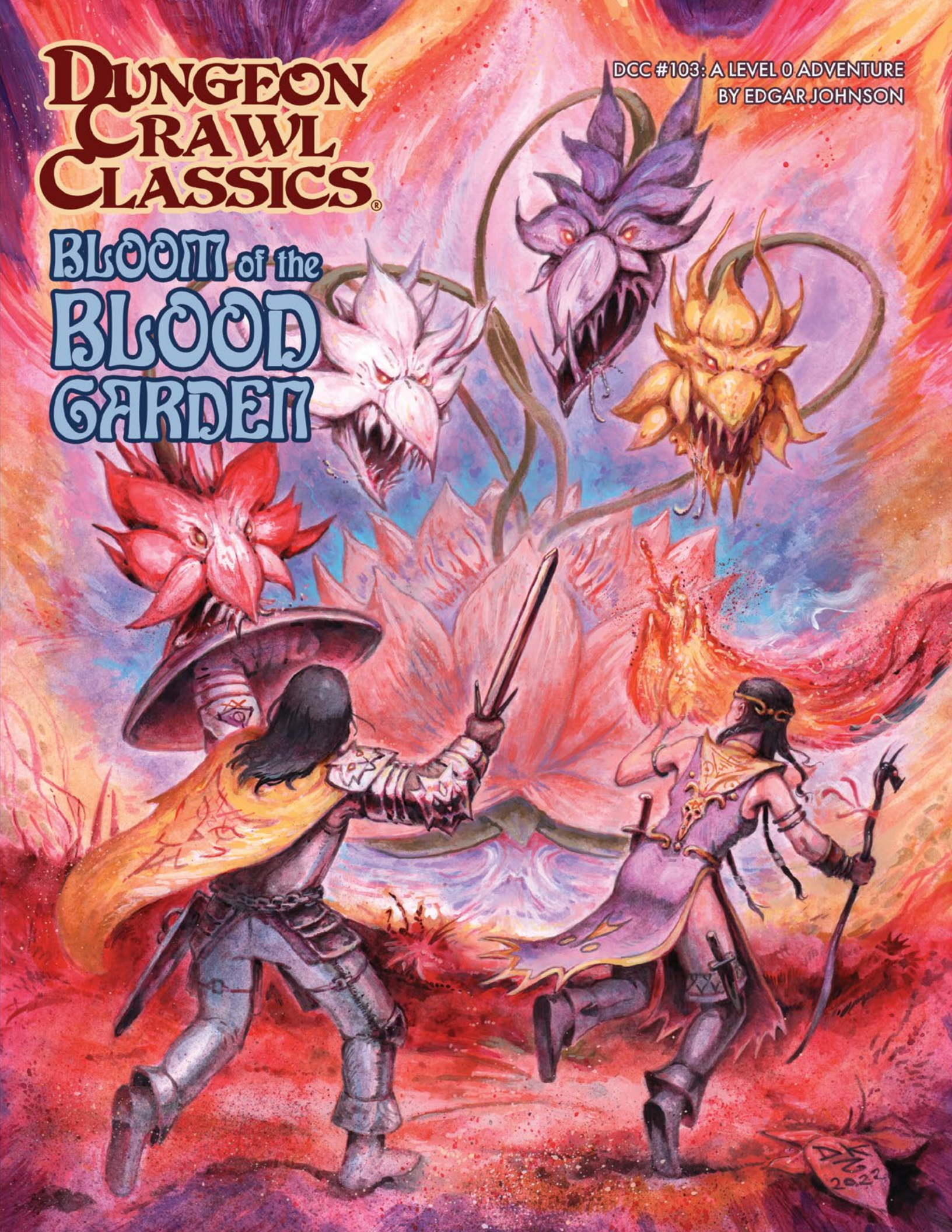


DUNGEON CRAWL CLASSICS[®]

BLOOM of the BLOOD GARDEN

DCC #103: A LEVEL 0 ADVENTURE
BY EDGAR JOHNSON



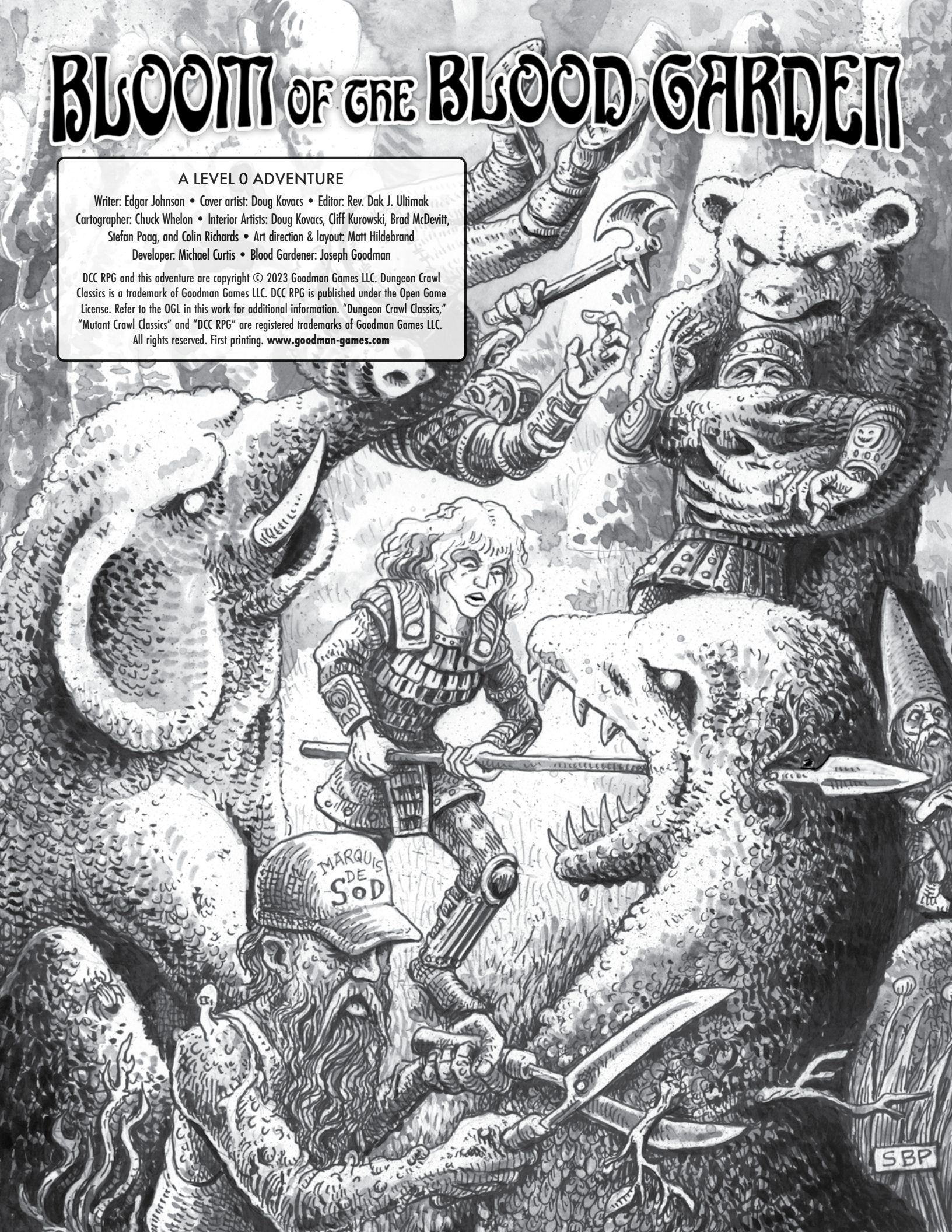
AKG
2022

BLOOM OF THE BLOOD GARDEN

A LEVEL 0 ADVENTURE

Writer: Edgar Johnson • Cover artist: Doug Kovacs • Editor: Rev. Dak J. Ultimak
Cartographer: Chuck Whelon • Interior Artists: Doug Kovacs, Cliff Kurowski, Brad McDevitt,
Stefan Poag, and Colin Richards • Art direction & layout: Matt Hildebrand
Developer: Michael Curtis • Blood Gardener: Joseph Goodman

DCC RPG and this adventure are copyright © 2023 Goodman Games LLC. Dungeon Crawl Classics is a trademark of Goodman Games LLC. DCC RPG is published under the Open Game License. Refer to the OGL in this work for additional information. "Dungeon Crawl Classics," "Mutant Crawl Classics" and "DCC RPG" are registered trademarks of Goodman Games LLC. All rights reserved. First printing. www.goodman-games.com



INTRODUCTION



Remember when fantasy role-playing was new and unpredictable? When you didn't know what a monster might be able to do or how a wizard's spell might manifest? That time when inspiration came from classic sword & sorcery paperbacks, cheap comic books, and bad movies instead of the latest RPG sourcebook? Those days are back! Dungeon Crawl Classics RPG adventures return to those wild times when role-playing games were uncharted territory and even the dice were strange. Each adventure is designed to be exciting and mysterious, challenging you with monsters you've never before seen and magic you don't know if you can trust. Throw off the expectations of the ordinary and get ready for adventures undreamed of!

In this zero-level DCC RPG adventure, a group of villagers seeks family members gone mysteriously silent after accepting new positions at Cob Hill Manor, a place long-abandoned but recently inhabited by Morto Blango, a distant relative of the original owner, who was allegedly Zatharides the Black—a legendary adventurer and wizard who was known before his untimely death to dabble in life magics and, if the dark rumors are true... necromancy.

This adventure is intended for 16 to 20 zero-level characters. Should the opening of the adventure—the journey through the gardens—prove too deadly, additional zero-level PCs can be found within the manor itself.

Players, read no further! The rest of this information is for the judge running the adventure.

ADVENTURE BACKGROUND

This adventure takes place on Cob Hill, in the environs of an old manor house with a dark past, and an uncertain future. Two supernatural forces—one an ancient goddess of nature and the other a malignant force of Chaos—vie for power on the manor's grounds, each seeking mortals to spread their influence and ensure their survival.

THE LADY OF THE CORN

Centuries ago, Cob Hill was the site of a temple of Narafaltha, an almost-forgotten nature deity whose worshipers long ago honored the cycle of life with festivals and sacrifices to the "Lady of the Corn." Narafaltha governed the changing of seasons, charting the course of the world through birth, growth, death, decay, and rebirth. Narafaltha's followers were insular and suspicious of outsiders, her clerics zealots who prosecuted clan wars with those outside the faith. These conflicts provided sacrifices to the goddess, ensuring bountiful harvests and the fecundity of her people.

In time, a great war swept across the land. Ships from a distant empire brought soldiers and colonists. They conquered cities and established their own ways. In time they came to these hinterlands, and Narafaltha's temple was looted and burned, her clergy slaughtered or enslaved, and a new aristocracy arrived to fill the void left by their absence. It was during this time that construction, near the ruins of the temple, began on Cob Hill Manor.

Narafaltha and her worshipers, however barbaric their rites must now seem to civilized folk, have not faded entirely. The PCs in this adventure are descendants of that cult. While they do not worship Narafaltha in name, the people of this land still honor some of her ancient rites, even if unwittingly. At harvest time, children still fashion corn husk "ladies" to hang over the threshold of their homes; charms to keep away evil spirits when the veil is thin between life and death. The villagers of Pike still gather at year's end to cull their flocks and herds, to feast, and to light the way through the coming darkness by burning an effigy made of withies soaked with corn whiskey to give the fire life. Even in this dilute form, the villagers' unintentional worship of the Lady of the Corn has preserved the goddess from whatever oblivion takes utterly forgotten deities.

WHO IS NARAFALTHA? GETTING TO KNOW THE LADY OF THE CORN.

- Narafaltha embraces the beauty and tragedy of the natural world.
- Narafaltha knows there's a season for everything.
- Narafaltha supports tradition and ritual.
- Narafaltha honors the cycle of life and death.
- Narafaltha discerns what is real and abiding.
- Narafaltha protects those who honor her rites.

THE NAMELESS CHILD

Once, there was a child who could hear things. The people around him first thought him odd, and then they thought him mad, and then they cast him out because they were afraid. He wandered long and faced hardship before he embraced the darkness to find power.

The child's true name is lost to history, though now we know him as the wizard Zatharides—surely a name to conjure nightmares. Back then he went by another name, and he listened to voices in his head. In time, he grew wise in the ways of crops, flowers, and trees; there was nothing he could not make grow. He married, but in the fullness of time he and his wife could not produce children. This frustrated Zatharides because he could make anything grow—it was his great gift, paid for in sweat—but somehow could not get his wife with child. A new voice offered to help him with one weird trick, one the doctors wouldn't tell him. This was Zatharides' first encounter with the Nameless we call the Demon Seed.

He learned of placing death in life and preserving life after death. But blood must be spilt for the things Zatharides hoped to achieve, for sweat alone does not suffice. Zatharides' wife was soon with child, but died in childbirth. In payment for this dark knowledge, the babe survived. Despite the price paid for the child, Zatharides could not be bothered to raise it himself, and fostered it with a family in

the city. He had other tasks to accomplish before he took further note of his descendants.

The orphaned child was adopted by the Blango Family, he lived and grew up, took a spouse, and had children of his own—all without the help of any nameless voices or dark pacts. The Blangos were fruitful down the generations, long after anyone remembered the man who would become Zatharides, who by then had made it his life's quest to become immortal. Zatharides' bargain with the Demon Seed, for the secret to life after death, was in exchange for a child of his blood, a child not to be born for almost a century—Zatharides' seventh great-grandson, of his seventh grandson, a boy named Morto.

Zatharides prepared for the arrival of the child by making a place for him at Cob Hill. He purchased the manor and moved onto its grounds, pursuing his studies into life and death with the Demon Seed. He constructed a conservatory in the ruins of the old temple, and a garden where his more boisterous experiments might be contained. In the cellar of the manor, he constructed a new chamber so that, when the time is right, the Demon Seed might bring its influence to the world. Many decades passed and Zatharides grew wise and powerful, but time came for him to complete his bargain with the Demon Seed.

THE BETRAYAL OF MORTO BLANGO

Morto Blango was a middle-aged merchant of modest renown when he received a bequest of land and monies, as well as a strange amulet, from a representative of a distant family member who wished to remain anonymous. Morto was a recent widower and a prosperous man with no children to follow him. He fancied the notion of taking up the life of a rural landholder in his twilight years, and so made his way to Cob Hill Manor. He hired dozens of locals from the nearby village of Pike to restore and staff the manor—at good pay, even—and began improving the house and grounds. He found himself happy and content with this bucolic life and optimistic about his choice to retire to the countryside.

What Morto did not know was that his anonymous benefactor—Zatharides, of course—had dabbled in dark magics and foul rituals meant to preserve his own life, but at a cost that his great-grandson and heir would have to pay. Just a couple of weeks ago, Morto ventured into the cellar while exploring his new home. There, he was taken by the Demon Seed, in the darkness where it had waited for him all these many years, thus fulfilling Zatharides' bargain with that nameless power.

Morto merged with the Demon Seed, forming a doorway between the real world and the non-place of infinite possibilities where the Nameless reside, speaking to any fool who will listen. Now they seek to grow and spread their influence, remaking these humble lands and the people who dwell here in some new image. To thwart the Demon Seed's ambitions, the adventurers must brave the gardens of blood and magic, uncover the secrets of Cob Hill Manor, and shut fast the door between the planes. Morto Blango must die!

WHAT IS THE DEMON SEED? A MISSION STATEMENT

- The Demon Seed is a memetic being that infects thinking creatures with fragments of itself.
- The Demon Seed is the siren song of pride, envy, avarice, hatred, and ignorance. It divides and conquers.
- The Demon Seed is the heart of community, fandom, generosity, love, and inquiry. It brings people together.
- The Demon Seed is the color out of space, the music of the piper, and the image outside the frame.
- The Demon Seed is brand, lifestyle, novelty and nostalgia, a manifestation of all the terrors, wonders, and mediocrities that never were but which could become.
- The Demon Seed is cosmic multilevel marketing, merchant of chaos, carnival barker for viral madness, and it wants to help you be the Next Big Thing.

PLAYER START

The PCs stand before the gates leading to area 1-1. Judges should read or paraphrase the following to the players:

Each of you has come seeking family and friends who were employed by the owner, Master Morto Blango. You haven't heard from them in weeks, and there were reports some days past of a great fire atop Cob Hill. You came as quickly as possible, but you fear it may be too late.

Ahead of you, a bridge spans about 50 feet across a stagnant and boggy waterway with steep banks covered in thorny brush. Beyond the bridge is a high stone wall with a rusted iron gate, opened wide. The area is verdant with plant life, and beyond the gate you can see the beginning of manor's formal gardens. The air is still and humid, with a lingering smell of wood smoke, and it's strangely quiet for an autumn morning.



AREAS, ENCOUNTERS, AND/OR EVENTS

This adventure encompasses three primary areas: The Garden, the Manor, and the Cellar.

Area	Type	Encounter
1-1	C	8 sunflowers
1-2	P	Koi fish
1-3	C	3 topiaries 2 fungal zombie gardeners
1-5	C	Moonflower
1-6	C	4 fungal zombies
1-7	C	Hydra lotus
1-8	T	Trees of madness
1-9	T	Cactus trap
1-12	C	4 blood roses
1-13	P	Goddess statue
1-14	C	Gaseous Abomination
2-	C	Area 2 Abominations (Abominations may appear by random roll or placement by judge, see Area 2-The Manor, p.11).
2-4a	C	Solid Abomination
3-4	C	Demon seed and fragments

AREA 1: THE GARDEN

Byond the rusty gate is a garden of forking paths, not quite a hedge maze, but something that cannot be navigated without following the pattern of paths and entryways, as the rest of it is overgrown with a profusion of blackthorn canes, rocky prominences, and occasional old-growth forest. The garden areas are tiered, linked by ascending stairs. The lower tier contains areas 1-1, 1-2, 1-6, and 1-7. The middle tier contains areas 1-3, 1-5, 1-8, 1-11, and 1-12. The upper tier contains areas 1-4, 1-9, 1-13, and 1-14.

Different playthroughs of this adventure can provide novel experiences for both judges and players. Different choices can take the PCs to different locations on the manor grounds: (1) The servants' entrance (on the east side of the manor); (2) the conservatory (area 2-4a); (3) burned sections of the manor (via area 1-14), (4) the cistern (area 3-3 via 1-2), and (5) the buttery (area 3-2 via 1-4).

Anyone not wearing one of Zatharides' bronze warding charms (see area 1-1) while wandering these gardens is subject to attack from any of the monsters. Anyone wearing a charm who doesn't attack the monsters is effectively invisible to them.

Area 1-1—Pumpkin Patch: *The gate opens on a wide, open area surrounded by high, thick thorn hedges. A patch of gigantic sunflowers rises from a ring of stones on the far side. A straggly patch of pumpkins fills the rest of the space, the gourds are large but not quite ripe. There are two exits on the eastern and western sides, each flanked by pairs of pumpkin-headed scarecrows. Two more scarecrows stand inside the gate.*

The scarecrows aren't dangerous. If the PCs examine them closely, they discover that the easternmost one by the gate has a bronze amulet. If worn, the amulet makes any PC wearing it effectively invisible to the monsters of the garden. The wearer loses this protection if they make an attack, but only for the duration of that specific combat.

The sunflowers are the true guardian creatures. Should any PC pass beyond their patch, the sunflowers pull themselves from the ground and attack.

Sunflowers (8): Init +3; Atk flower +1 melee (special) or leaf +0 melee (1d4); Crit M/d4 or special; AC 10; HD 1d4; hp 3 each; MV 30'; Act 1d20; SP on a successful flower attack, target must make DC 13 Fort save or be blinded for 1d3 rounds, 2d3 on critical hit); SV Fort +0, Ref +2, Will +0; AL L.

These creatures attack by butting the faces of their targets, emitting a caustic pollen, or by stabbing with their remarkably sharp leaves.

Area 1-2—Koi Pond: *A broad, graveled area surrounds a pond ringed by large, irregular river stones. Cattails rise in patches along the edges of the pond, and water lilies float on its surface. Beyond the pond rise steep cliffs, and two paths exit to the northeast and northwest.*

A giant silver carp about 8 feet long with a thick body and a whiskered face, swims below the surface of the pond. The creature is a godling trapped in a koi fish's body. When the PCs approach the pond, it breaches the surface before speaking to them.

Suddenly, a large fish erupts from the pond. Resting its bulk upon the river stones, it proclaims, "Oh, pilgrims of Narafaltha! You face dangers unknown and deadly! If you would have a boon to aid you in your trials, then release me from this mortal shell!"

The koi attacks the nearest PC immediately. They must slay it in combat to receive its boon. The creature can leap out of the pond but moves slowly on land.

The koi recognizes the PCs as descendants of Narafaltha's folk but doesn't know much about what's outside of the pond. If they kill the koi, its departing spirit reveals the presence of several sacred items in the bottom of its pond and tells them that the pond connects to a drainpipe leading toward a spring under the manor. It fades away after imparting this information.

A successful search of the pond (DC 10 Intelligence check) finds one of the following items (at judge's discretion). Surviving characters may search one time each.

1. A belt of golden links bearing 3 charms sacred to the goddess. Removing and breaking a charm grants Narafaltha's faithful +1d6 to any roll except for *divine aid*.
2. The bronze sickle of the high priestess.
3. Golden blood bowl graven with symbols of the goddess (worth 100 gp)
4. A book of thin bronze leaves recording the holy days and rites of Narafaltha in Old Common.
5. A spiked rod made of thorn wands braided together.

The rod grants a cleric of Narafaltha +1 to spell checks and can be used as a club (1d4 damage) +2 to hit and damage.

A drainpipe connects the pond to the cistern in area 3-3. Only the lower end is submerged but reaching the pipe to the cistern requires swimming to reach an airspace (DC 13 Fortitude or Willpower save). If failed, the PC begins drowning (-1d6 Stamina loss until death at 0 Stamina).

Koi Fish (1): Init +1; Atk bite +3 melee (special); Crit special; AC 13; HD 8d6; hp 24; MV 10', 30' swim; Act 1d20; SP on a successful attack, swallows target whole; SV Fort +3, Ref +0, Will +3; AL L.

The creature is a hard-scaled koi about 8 feet long. Each successful bite swallows the target whole. The victims disappear into a pocket dimension inside a bottle hidden deep in a desert, lost to the sands of time.

Area 1-3—Topiary Garden: *This garden features several topiaries, including a bear, a tiger, and an elephant. Two odd-looking gardeners are trimming them with shears.*

These life-sized topiary animals are formed from manicured greenery interwoven with other plants to give the illusion of natural coloring.

The topiaries will attack any PC not wearing a warding charm (e.g., amulet from area 1-1) as soon as the whole party has entered the garden. If the PCs wish to avoid a fight, they can attempt to run around the topiaries without engaging and leaving via another path—have each PC make a Luck check, those failing are subject to attack by the nearest topiary. Each topiary animal attacks differently (see descriptions). The topiaries are large and relatively slow and they can't leave this area.

The gardeners are fungal zombies. They were infected by the puffball fungi in area 1-6, and somehow made their way back here, to continue working. They attack only if the PCs try to damage the topiaries.

Topiary Bear (1): Init +0; Atk grab +1 melee (1d6+1, plus hug); Crit M/d8; AC 14; HD 3d8; hp 16; MV 20'; Act 1d20; SP hug (drains 1d4 hp per round, adding to its own hp, DC 13 Strength check to escape); SV Fort +4, Ref -2, Will +0; AL N.

A topiary as big as a grizzly bear covered in brilliant purple blooms on thorny stems. Bear attempts to grab and hug the target, draining blood and adding the hit points to its own total.

Topiary Tiger (1): Init +2; Atk bite +2 melee (1d4+1) or pounce; Crit M/d8; AC 14; HD 3d8; hp 15; MV 30'; Act 1d20; SP pounce (DC 14 Reflex save or knocked prone and pinned, DC 13 Strength check to escape); SV Fort +1, Ref +2, Will +0; AL N.

An oversized topiary tiger with stripes of orange and white blossoms. Tiger pounces and pins the target to the ground, gaining +4 to next attack.

Topiary Elephant (1): Init -1; Atk trample +1 melee (1d8+1) or trunk grab +1 melee (special); Crit M/d8; AC 14; HD 3d8; hp 20; MV 20'; Act 1d20; SP trunk grab (lifted into air and thrown; DC 15 Reflex save or take 1d6 falling damage); SV Fort +5, Ref -3, Will +0; AL N.

A full-sized elephant made of dusty gray foliage and vines. The elephant tramples or can grab PCs with its trunk to lift and throw them for falling damage.

Fungal Zombie Gardeners (2): Init +0; Atk garden shears +1 melee (1d4+1); Crit M/d6; AC 9; HD 1d4; hp 3 each; MV 20'; Act 1d20; SP puffball burst (DC 13 Fort save or 1d4 poison damage, see below); SV Fort +3, Ref -2, Will +3; AL C.

These humanoid figures are covered in green-gray fuzz, with a round, white bulb on a stalk emerging from their forehead. Each wears one of the bronze amulets that make the garden's denizens ignore them (see area 1-1). Each time a fungal zombie takes damage from an attack, have the attacker make a Luck check. If failed, the puffball bursts. Any PCs within 5 feet must make a DC 13 Fortitude save or take 1d4 poison damage and become infected. Infected PCs who die become fungal zombies after a day.

Area 1-4—Deep Well Garden: *This garden slopes precipitously down, dropping into a wide shaft overgrown with ferns and other shade-loving plants. At the bottom is a small open area with a humanoid statue, ivy twined about its feet.*

Searching reveals an overgrown and very narrow staircase winding around the inner wall to the bottom of this garden.

The statue depicts the wizard Zatharides in a heroic pose, its inscription reading, "By blood and sweat life finds a way." A stone table graven with deep channels lies at the statue's feet. The garden itself is lush and plants cover the ground below. A search of the area reveals the bones of several humanoid corpses under the plants near the statue and dried blood (brownish stains) in the channels of the table.

Just behind the statue is a locked iron gate overgrown with ivy, with a narrow, arched passage beyond (leads to a door to area 3-2). PCs searching the ground through the bars of the gate find a canvas purse containing a set of thieves' tools (as described in area 3-2). PCs also may attempt to force the gate with DC 18 Strength check.

PCs examining the statue may find a hidden compartment with a DC 12 Intelligence check. It contains an obsidian blade and a shallow, silver bowl. A piece of parchment describes a peculiar ritual: "Place a pearl of blackest lustre within a circle of salt in a darkened place. Anoint it with the sweat of your brow and the blood of your veins. Under the fullness of the moons, bleed the sacrifice into a bowl containing a ruby, an emerald, and a blue sapphire. Invoke "Beyond the vertical" three times. Sprinkle a pinch of a charlatan's bone. Invoke "Beyond the horizontal" twice. Add three teeth from a liar. Invoke "Come the Nameless." Cut the left palm and add three drops of your blood. Invoke "Let the show begin."

Area 1-5—The Moonflower: *The garden contains a single flowering plant over 30 feet tall in a gigantic stone urn. Its creamy white buds are massive, about five feet long, drooping low from widespread branches. You can smell a subtle perfume even though they are closed.*

As the party enters this garden, each PC should make a DC 10 Willpower save. Those that fail the save are compelled to approach the plant at maximum movement speed. As they arrive, flowers open and face toward potential victims, re-

vealing hypnotic patterns of swirling colors and lights within. The victims have one last chance to make a DC 15 Willpower save or be paralyzed, unable to escape as the flowers slowly engulf the victims (as per drowning, -1d6 Stamina loss until death at 0 Stamina). On a successful save, the victim retains their freedom of movement and can easily avoid the slow-moving blooms.

Moonflower (1): Init +2; Atk (special); Crit none; AC 9; HD 4d6; hp 18; MV 0'; Act special; SP moon flowers can deploy up to 10 blooms to engulf PCs; SV Fort +1, Ref +0, Will +3; AL C.

The moonflower has ten blooms, each of which can engulf a single PC. Any PC approaching the plant to save an ally must make the DC 15 Willpower save to avoid being entranced and engulfed, for as long as there are flowers remaining unfilled. Saving engulfed allies requires something sharp to cut them out but otherwise is simple to accomplish.

Area 1-6—The Fungus Garden: *Large water oak trees with sprawling branches and boles adorned with shelf fungi line the banks of a low, marshy area. Inside this strange garden rise a variety of mushrooms, some as tall as 15 feet. Several lumps covered with grey-green fungus lay in the center of the area, each topped with a round, white bulb.*

There are four bodies in the garden (the lumps) that will rise to fight the PCs. The white bulbs attached to their heads are puffball mushrooms. Attacking the fungal zombies can rupture the puffballs, releasing their poisonous spores.

Fungal Zombies (4): Init +0; Atk bite +0 melee (1d2); Crit M/d6; AC 9; HD 1d4; hp 3; MV 20'; Act 1d20; SP puffball mushroom; SV Fort +3, Ref -2, Will +3.

Each time a fungal zombie takes damage from an attack, have the attacker make a Luck check. If failed, the puffball bursts. Any PCs within 5 feet must make a DC 13 Fortitude save or take 1d4 poison damage and be infected with the spores. Those who die become fungal zombies after a day and lie waiting for other victims.

Area 1-7—Lotus Garden: *In this beautiful garden by the river's edge, large lotus blossoms of many colors float on the surface of the water. A long, low stone bridge provides a means to cross over the water to the other side, where the path becomes a set of stairs leading upward.*

The bridge is 75 feet long with lotus flowers on both sides. The lotuses are the heads and central body of a flower hydra. It will begin attacking when the first PC reaches the bridge's midpoint. Any PCs attempting to run past without engaging will be subject to a single free attack per Withdrawal rules (see DCC RPG rulebook p. 95).

Hydra Lotus (1): Init +1; Atk flower heads +3 melee (1+grab); Crit (special); AC 12; HD 3d6; hp 11; MV none; Act 1d20, 1d20, 1d16; SP grab (successful attack grabs and drags PC off path under the water, DC 12 Strength check to escape or begin drowning); SV Fort +0, Ref +2, Will +0.

The hydra lotus attempts to grab PCs and drag them under the water. On a critical hit, the PC must make a DC 13 Fortitude save or be knocked unconscious for 1d3 rounds. Once under water, PCs lose 1d6 Stamina per round. If Stamina reaches 0 they drown.

To kill the hydra lotus, PCs must wade into waist-deep water (-1 to attacks) to target its central node (the black lotus). Attacks against the "heads" of the creature are inconsequential to its survival. Even if killed, the hydra lotus will regrow within a day. Alternately, the PCs may try to run across the bridge to escape up the next path. The hydra lotus will continue to attack each round and may target up to 3 characters until there are no targets within range.

If killed and the lotus petals harvested, they have a variety of medicinal/magical effects and are quite valuable to the right buyer. PCs with appropriate 0-level occupations may make a DC 15 Intelligence check (for each type) to determine their effects. It's also possible to find this information in area 1-14.

THE USES OF HYDRA LOTUSES

Black Lotus—When eaten fresh, brewed into a tea, or smoked, the petals of the black lotus provide the user with a vision. The judge should tell the player something both true and important about their character's situation; what's happening, clues about how to proceed, etc. Afterward, the PC takes 3d4 temporary damage distributed evenly across all ability scores except for Luck. The damage is completely healed by a night's sleep.

For example, regarding Narafaltha's broken statue in area 1-13, the judge might provide the following clue: "You see a group of people dancing around a burning effigy before the statue of a nine-armed woman. The statue's eyes meet yours and you hear a voice saying, 'Find me, my faithful ones!'"

Red Lotus—The fresh petals, if eaten, heal 1 hp each. The dried petals of an entire flower can be concocted with oil or grease into 4 applications of an ointment that heals 1 hp immediately, and heals an additional 1d4 hp to the natural healing a PC gets while they rest (see Healing, DCC RPG rulebook, p. 94).

Purple Lotus—A tincture of the petals creates a powerful paralytic poison to be applied to edged or piercing weapons, arrows, bolts, or darts (DC 15 Fortitude save or paralyzed for 1d3 turns).

White Lotus—The powdered petals of one flower creates a powerful anti-toxin that adds +5 to Fortitude saves against poisons if ingested or applied to wounds immediately after toxic exposure.

Yellow Lotus—The leaves of one flower can be made into 2 doses of a tonic that makes one more focused (+1d3 on a single spell check, once per day).

Seeds—1d6 seeds can be harvested from a single hydra lotus. Each will sprout hydra lotus in a marshy environment.



COB HILL MANOR & GARDEN

Area 1-8—The Trees of Madness: *A high iron fence with a gate at each entrance encloses three tall, skinny trees with willowy branches and tiny purple leaves. The flagstones beneath them are covered heavily in dead leaves and a pleasant spicy scent pervades the air.*

PCs taking the time to look carefully notice a long sword and skull partly concealed by the fallen leaves, and there are other bodies not visible but otherwise without arms or possessions.

Walking on the leaf litter of this garden raises clouds of dust containing a psychotropic compound capable of causing wild hallucinations and potentially violent psychosis. As the PCs cross the garden, they each should make a DC 12 Fortitude or Willpower save (whichever is easier). Those failing checks should roll 2d5 on Table 1-1: The Nature of Madness to see the consequences.

Table 1-1: The Nature of the Madness

Roll 2d5 Result

- | | |
|---|--|
| 2 | PC has a vision of the nine-armed goddess, Narafaltha. She tells them about the existence of the Demon Seed under the manor (but no specific details) and asks that her statue (area 1-13) be restored to the undercroft. PC may ask her a single question to aid in this process before losing contact and gains a +2 to rolls asking Narafaltha for <i>divine aid</i> , permanently. |
| 3 | PC finds themselves in long conversation with a beloved relative, long deceased, which cannot be remembered afterward, but now feels a sense of resolve. (+1d3 to Personality attribute) |
| 4 | PC has a vision of their future as an adventurer. They must tell the judge what class-based task they are succeeding at doing in the vision (+1 to an ability (e.g., Strength) associated with the class). |
| 5 | PC gains a sense of clarity and insight, noticing something important during a critical juncture in this adventure, at judge's discretion. |
| 6 | PC must make a DC 10 Fortitude save or fall into a trance. May make a DC 10 Fortitude save once per turn to break the trance (automatic if removed from the area). |
| 7 | PC is attacked by a psychic version of themselves. Roll for initiative and fight to the death. |
| 8 | PC has a vision of their future as an adventurer going very wrong. They must tell the judge what class-based task they are failing at doing in the vision (-1 to an ability score associated with the class). |
| 9 | PC gains an audience with an infernal power. Negotiations ensue and the character wakes up 1d3 turns later holding a contract written on human skin. The PC gains 1d4 Luck permanently but must complete a difficult task for the power (judge's discretion). |

10

The PC is driven mad by their visions and gains horrifying strength (+4 to Strength modifier, +4 hp). Judge takes the wheel and plays them as NPC who immediately attacks nearest PC and will continue to kill until stopped. The condition is permanent.

Judges should note that the leaf dust will not have these results beyond the first use. Thereafter, the dust acts as a soporific, causing those using it to fall into a deep sleep for 1d6 days.

Area 1-9—Cactus Garden: *Sand and gravel cover this area filled with cacti, agave, and succulents. The path through the garden splits with options to the left, right, and center. The leftmost path is completely overgrown with dusty red, fleshy-looking foliage. The center path seems mostly clear, though some cacti push in from the sides as the path rounds a towering saguaro cactus. The right-hand path is mostly overgrown with thorny greenery that droops down from above.*

The left-hand path is safe and loops around to the right-hand path. The right-hand path is safe and loops around to the left-hand path. However, both paths are overgrown with various (non-thorny) succulents and look like they're less passable than the middle one. Unfortunately, the middle path leads to a thorny trap (getting in is simple; getting out is not). If the PCs take time to investigate the left or right-hand paths they will discover that the semblance of obstruction is false—they can easily pass along either path. If they don't, the middle path looks like the easy one.



The center path is a dead end. The cactus spines bend easily in one direction allowing prey to enter. Up to 5 PCs could get caught if they're bunched up. If they attempt to leave the thorns pierce the PCs and hold them in place while draining them of fluids (-1 hp per round). To get out, the non-trapped PCs must carefully cut the spines away (1 round per PC starting with last to enter).

Area 1-10—Dung Heap: *There a pile of dung here, some of it quite old and some considerably fresher. A pair of short legs and hairy feet protrude from the heap.*

The corpse is that of a halfling who tried to escape through the garderobe (area 2-8a) but fell headlong and became stuck in the noisome pile, where they suffocated. The PCs recognize them immediately from the missing small toe on the left foot as a fellow villager (a relative if there's a halfling in the party).

A glance around the immediate area reveals a rake and a shovel leaning against the wall between the dung heap and the entrance to the conservatory (area 2-4a).

Should the PCs remove the corpse from the dung heap, they find a satchel. It contains pilfered silverware (30 gp value), some clothing, and an old book. Further examination of the book reveals a set of notes, diagrams, and plans detailing Zatharides' efforts toward immortality. They can find out the following:

- Zatharides sought a pact with "the Nameless."
- His goal was to become immortal.
- He lured a descendant of his own blood, the seventh great-grandson of a seventh grandson, to Cob Hill Manor to fulfill a blood pact.
- The text details the *patron bond* and *invoke patron* spells, which could allow a PC to learn both, if so inclined.

Area 1-11—Poison Garden: *This area holds a variety of colorful plants, divided into smaller enclosures by low brick walls, and a tall tree with streaks of golden sap dripping down its silver bark stands in the center.*

Everything here is poisonous in some way. Some things will kill you if touched, some have poisonous leaves or berries, and some are perfectly harmless until processed into poisons. There are four enclosures surrounding a tall tree with golden sap oozing down its bark.

Enclosure 1: Holds two kinds of poisonous berry bushes. The juice of the red berries can be applied to weapons. Poisoned weapons inflict an additional 1d4 damage per round for 3 rounds. The green berries, if ingested whole, may poison the victim within 1 hour (DC 12 Fortitude save or die). If powdered, inhalation or ingestion kills the victim within 1 round (DC 18 Fortitude save or die).

Enclosure 2: Contains only a single plant topped with a stunning red flower shaped like a trumpet. The pollen of this flower puts its victim into a coma which may end in death within 24 hours. If they make a DC 18 Fortitude save, the victim sleeps for a day and awakens normally.

Enclosure 3: Surrounds several types of flowering ground cover. The leaves of these plants cause afflictions of the skin. If the PCs touch them without protection, roll 1d4: (1) the skin of the hands erupts in blisters. Agility checks are -4 when using hands to manipulate; (2) a painful black spot appears on the PC's fingertip. The black rot will continue to spread over the next few days moving up the finger to the hand, to the arm, to the body. It can only be stopped by removing the infected part; (3) the skin begins to dry out, weeping large greenish drops which spread the affliction to other areas and to other people if touched. While not fatal, this process is extremely painful (DC 12 Willpower save to take any action); (4) the skin begins to harden into lizard-like scales. If the affected skin is not removed, it will continue to spread slowly transforming the PC into a reptilian-looking monster (+1 AC, -1 Reflex saves).

Enclosure 4: A glowing pool covers the floor of this enclosure, pulsing with spots and stripes of neon-bright colors; sometimes images of people, creatures, and fantastic places appear briefly before fading and being replaced by others. Right now there are moving images of cats and kittens doing silly things.

This is something changed by the Demon Seed. Any PC touching this acquires an indelible mark. Should that PC survive, the Nameless will contact them later, even if the Demon Seed is defeated.

The Tree: The sap of this tree is used as a combat drug by pit fighters desperate to make a name for themselves or by assassins on suicide missions. If ingested, it makes the user much stronger and faster for 2d3 rounds (+3 to Strength modifier and +20' movement) but weaker and slowed afterwards (-3 Strength modifier for 2d3 turns and 15' movement for one day). After use, roll DC 10 Fortitude save. If failed, the user's Personality and/or Intelligence are reduced by 1d3, permanently (player chooses distribution).

While it is unlikely the PCs are familiar with these exotic plants, the judge may allow those with relevant occupations to make a DC 20 Intelligence check to identify the specific properties of a plant.

Area 1-12—Flower Dome: *Buttresses of latticed stone come together to form a high dome covered with sweetly scented climbing roses of purest white. This garden is still and peaceful.*

Investigating the roses on the north side reveals the desiccated husk of a human covered in foliage, along with its clothing. If PCs continue toward 1-13, the roses stay quiescent because the goddess, through her effigy in area 1-13, is briefly able to restrain them. If the PC try to exit via any other path (except to area 1-13), thorny vines attack from all around.

Blood Roses (6): Init +2; Atk thorny vine +2 melee (1+special); Crit M/d6; AC 10; HD 1d4; hp 3 each; MV 0'; Act 1d20; SP on a successful hit, target is snared and takes 1 hp damage per round, until thorn cane is severed); SV Fort +1, Ref +0, Will +0; AL N.

PCs with edged weapons may spend 1 round to free themselves or another.

Area 1-13—Garden of the Goddess: *The centerpiece of this garden is an ancient statue covered in dead vines (the only dead plants you’ve seen so far). Beneath, the face is so worn it’s difficult to distinguish features, but the figure appears to be a nine-armed woman with agricultural tools and products in her hands, and a belt of skulls around her waist. Some of the arms either have fallen or been broken off and lay on the ground beneath it, but the ninth arm holds aloft a jug.*

A close examination shows that the statue was broken into several pieces, reassembled, and mounted on a newer base in this location. The repairs were done by an amateur, so some of the joints have come undone, resulting in the fallen arms. The jug she holds appears to be a corn whiskey jug, associated with the Feast of the Withyman, held at year’s end.

This statue of Narafaltha was moved from the undercroft (area 3-1) to this garden and reassembled. PCs should make a DC 12 Intelligence check to determine if anyone recognizes the goddess as “The Lady of the Corn” associated with village holiday festivals. The first PC taking the time to remove the vines and/or physically examine the statue receives a divination that the statue belongs somewhere else and should be moved there (area 3-1). The goddess’s influence provides that PC with a vague sense of direction. Read or paraphrase the following:

As you strip away the dead vines from the statue you are awash with sensations: You feel the warmth of a summer day, the taste the first ripe apple of autumn, and the scent of snowfall in the air. Suddenly, She is inside your mind, her face and form shining in the darkness, the world at her feet and the heavens swirling about her head. A voice, sweet and low, speaks. “If you would be faithful to this world and these people, be then faithful to me. The Enemy is wily but even now authors its own demise. Bring my effigy to its rightful place and confront the Enemy in the darkness. I will be with you, then and forever. I am Narafaltha! Do this in my name!”

Area 1-14—Burned Area: *There was a fire here, very recently. The ground is scorched and there are bones at the edge of the ashes, probably human. The manor house is burned to ruins, its roof and upper floor collapsed, its windows gaping blankly into the scorched interior. To the east, about a third of the remaining structure appears to be intact. A silvery light gleams from something on the far, northern side of the burned ruins.*

Most of the manor was destroyed but parts of it saw more damage than others. The servants’ quarters, being the oldest part of the construction were protected on the west side by a solid wall of worked stone, a literal firewall. Note that there are several doors, scorched by the blaze, along this wall where PCs may enter.

A concerted search of the burned area could allow the PCs to recover surviving items detailed below. But they first must contend with the Gaseous Abomination lurking in the ruins.

Each PC searching the area may roll 1d20 + Intelligence modifier on Table 1-2: Torched Treasures.



Table 1-2: Torched Treasures

Roll 1d20 + Intelligence mod

4 or less	Nothing found
5-7	1d10 gp.
8-9	An intact round shield. If rolled again, some other mundane weapon or armor.
10-12	A brass scroll case containing the deed to Cob Hill manor*.
13-14	A partly burned journal belonging to Zatharides. Judges may reveal the wizard's history and plans (from Adventure Background), per their discretion*.
15-17	A long knife made of mithril (as short sword)*.
18-19	A handwritten book with illustrations, describing the plants in the garden, their natures, and their various uses*.
20+	A stone chest containing 1d3+1 random 1 st level wizard scrolls (exclude <i>patron bond/invoke patron</i> which can be found in area 1-4)*.

*Note: If a unique item has already been found, the PC finds 1d20 gp instead. Alternately, they find an item at a lower threshold.

Gaseous Abomination (1): Init +1; Atk electric spark +1 missile fire (1d3, 50' range); Crit 1d6/M; AC 16; HD 1d8; hp 7; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +0; AL N.

A flying, silvery mist that makes a low, crackling hum. It maintains distance from the PCs and attacks with an electric spark.

AREA 2: THE MANOR

The manor house was built in stages over several decades. First, a dwelling was built from the remains of more ancient construction, using fallen stones and other materials to lay its foundations. Over the years, as the inhabitants grew in number and prosperity, additional rooms and areas were built on. The oldest (eastern) wing was the oldest construction and was mostly undamaged by the recent fire. The rest of the manor is a burnt-out ruin.

The PCs may enter this area from the conservatory's outside door (area 1-10), the burned double doors to the dining room (area 2-1a), the burned shell of the morning room (south of the servants' stair), or the servants' entrance (east side). When the PCs arrive, the servants are hiding upstairs in the servants' hall (area 2-5) but may investigate if the PCs make enough noise (e.g., talking near the servants' stair, looting the kitchen area, combating the roving abominations, etc.).

AREA 2 ENCOUNTERS

The missing villagers are hiding on the second floor because the Demon Seed's abominations haunt the ground floor rooms and passages. One abomination is in the lower con-



servatory (area 2-4a) and more can be included as fixed or random encounters. Each time the PCs enter an empty room, the judge should roll 1d4. On a "1" result, they encounter an abomination. Judges may consider picking rooms in advance and placing 2 or more of these creatures in untenanted Area 2 locations.

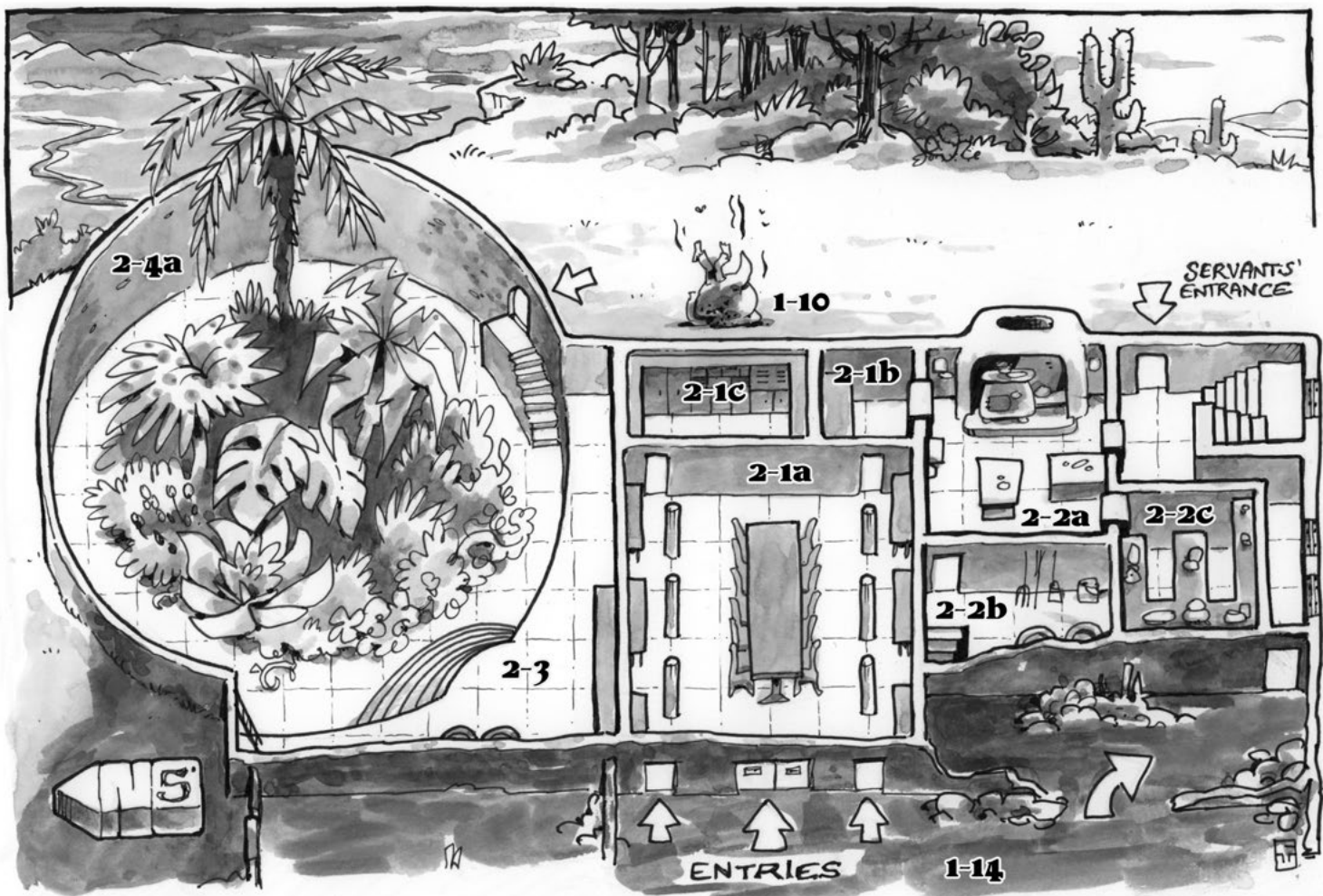
Each abomination is a former villager altered by contact with the chaotic influence of the Demon Seed. While the judge may wish to roll on the Wheel of Abomination (See area 3-4, p. 18), they also could use one of these pre-rolled abominations. Judges should feel free to add their own spins on what the PCs see, smell, hear, or otherwise experience.

Liquid Abomination (1): Init +1; Atk pseudopod +0 melee (2d6); Crit M/d4; AC 14; HD 1d8 (3); MV 20'; Act 1d20; SP none; SV Fort +1, Ref +0, Will -1; AL C.

This abomination is made of silvery liquid and moves by hopping across the ground. It makes the sound of a commercial jingle.

Gaseous Abomination (1): Init -1; Atk pseudopod +1 melee (1d4); Crit M/d4; AC 16 HD 1d8 (4 hp); MV 30'; Act 1d14; SP none; SV Fort +0, Ref +1, Will -2; AL C.

This abomination is a glowing green gas that flows across surfaces. It smells of newly-mown hay.



GROUND FLOOR

AREA 2-1-DINING AREA

The dining area includes the dining hall proper as well as the surrounding support rooms for setup and service.

Area 2-1a—Dining Room: This large dining room has a long wooden table surrounded by carved wooden chairs. Tables for service stand against the north and south walls, beyond rows of fluted stone pillars. There are two doors on the east wall.

The dining table is bare, but the serving tables have carving boards and other useful items for preparing food for the table.

Area 2-1b—Servery: This room is empty except for a serving table and a dutch door passing through to a room to the south.

A door leads west to the Dining Room (area 2-1a) and the dutch door opens to the kitchen (area 2-2a).

Area 2-1c—Butler's Pantry: This room has shelves and cabinets from floor to ceiling. The visible shelves contain glass and stoneware for the dining room.

The closed cabinets and drawers hold table linens, napkins, silverware, and other items. While bulky, they are valuable items worth up to 100 gp (judge's discretion).

AREA 2-2-KITCHEN AREA

There are three main areas to the kitchen, including the

kitchen, the pantry, and the stairs to the buttery. The servants' entrance and stair to the servants' quarters are adjacent to the kitchen.

Area 2-2a—Kitchen: This is a kitchen with a large hearth and iron stove against the east wall. Several tables hold pots, pans, and other cooking implements. A low fire burns in the hearth.

The kitchen contains pots, pans, knives, wooden spoons, and other implements for preparing meals. A dutch door leads to the north (area 2-1b) and doors lead to the south (toward servants' stairs), and the west (area 2-2b).

Area 2-2b—Stairs to Buttery: This room is empty except for a few brooms and mops leaning against the east wall and two empty wooden barrels on the west one. A set of wide stairs descends westward into the darkness.

The stairs descend a total of 50 feet to a wide stone archway to area 3-2. The first 10 feet are of more recent construction but below that they are ancient and show the wear of centuries of use.

Area 2-2c—Pantry: This area contains shelves of dry goods in jars and sacks.

There are plentiful stocks of food here, including baking supplies, dried fruits, and other commonly used items. Items requiring cooler climes are in the Buttery (area 3-1). Someone has tucked a jug of corn whiskey behind a bag of dried beans, in the NE corner. Sacred to Narafaltha, it is Her holy water.



Area 2-3—Patio and Washroom: *This is a crescent shaped patio with flagstone floors, with one side open to the lower conservatory. A hand pump for water rises from the ground, not far from several wooden wash tubs and drying racks.*

This area borders the shell of the old temple of Narafaltha, now a conservatory. It is now used to wash clothing and other linens and serves as the scullery. A large, stone table stands along each wall and several wash tubs are stacked in an out-of-the-way alcove, where a ladder climbs up the wall to a wooden hatch (to area 2-9). Stairs descend to the slightly sunken lower conservatory.

Area 2-4a—Lower Conservatory: *This large room is made of glass panes built into a large, iron framework. The top portion is a geodesic dome of glass and iron, reinforced by sturdy crossbeams of iron with surrounding catwalks and a separate entrance to the upper floor of the manor. Most of the glass panes are still intact, though a few are broken. The lower portion is constructed of massive stone blocks etched with strange designs. A scent of rotten fruit lingers in the air.*

The conservatory is now overgrown with a variety of unusual plants not common to this area, including tropical plants, palms, and medicinal herbs. An exterior door leads to area 1-10.

An abomination creeps around the northern edge of the conservatory.

Solid Abomination (1): Init +2; Atk bite +1 melee (1d4) or spit +1 missile fire (1d4, 40' range); Crit M/d4; AC 14; HD 1d8; hp 2; MV 30'; Act 1d20, 1d20; SP demon's bargain (on a successful hit, the target is linked to the Demon Seed and must make a decision to serve it or reject it (see area 3-4, p. 18)). This abomination is a fleshy blob with tiny humanoid feet and a drooling, toothy maw which can bite or spit up to 40'. It smells like rotten fruit.

UPPER FLOOR

Area 2-4b—Upper Conservatory: *A system of catwalks circle the conservatory just below the geodesic dome, giving a fine view of the conservatory floor and the river to the north and east.*

This area adjoins area 2-9.

Area 2-5—Servants' Hall: *A large open area is illuminated by natural light from several windows. A group of servants clustered around various work tables looks up fearfully, as if expecting something terrible. Some of them hold makeshift weapons.*

The PCs will recognize the surviving villagers from Pike. Most of them are terrified. They're sheltering in this place to escape the crawling abominations in the rooms below, but a few are made of sterner stuff and willing to join the party.

If the judge wishes, the players may add survivors to their party (up to 6 total).

The PCs may learn the following:

- Two days ago, during a storm, a fire broke out in the west wing. The fire spread quickly before the heavy rains quenched it sparing the servants' wing. One person be-

lieves it likely spread from a lightning-struck tree. Another person suggests that one of their number may have started the fire in a fit of desperation, as ghosts and demons were beginning to haunt the west wing.

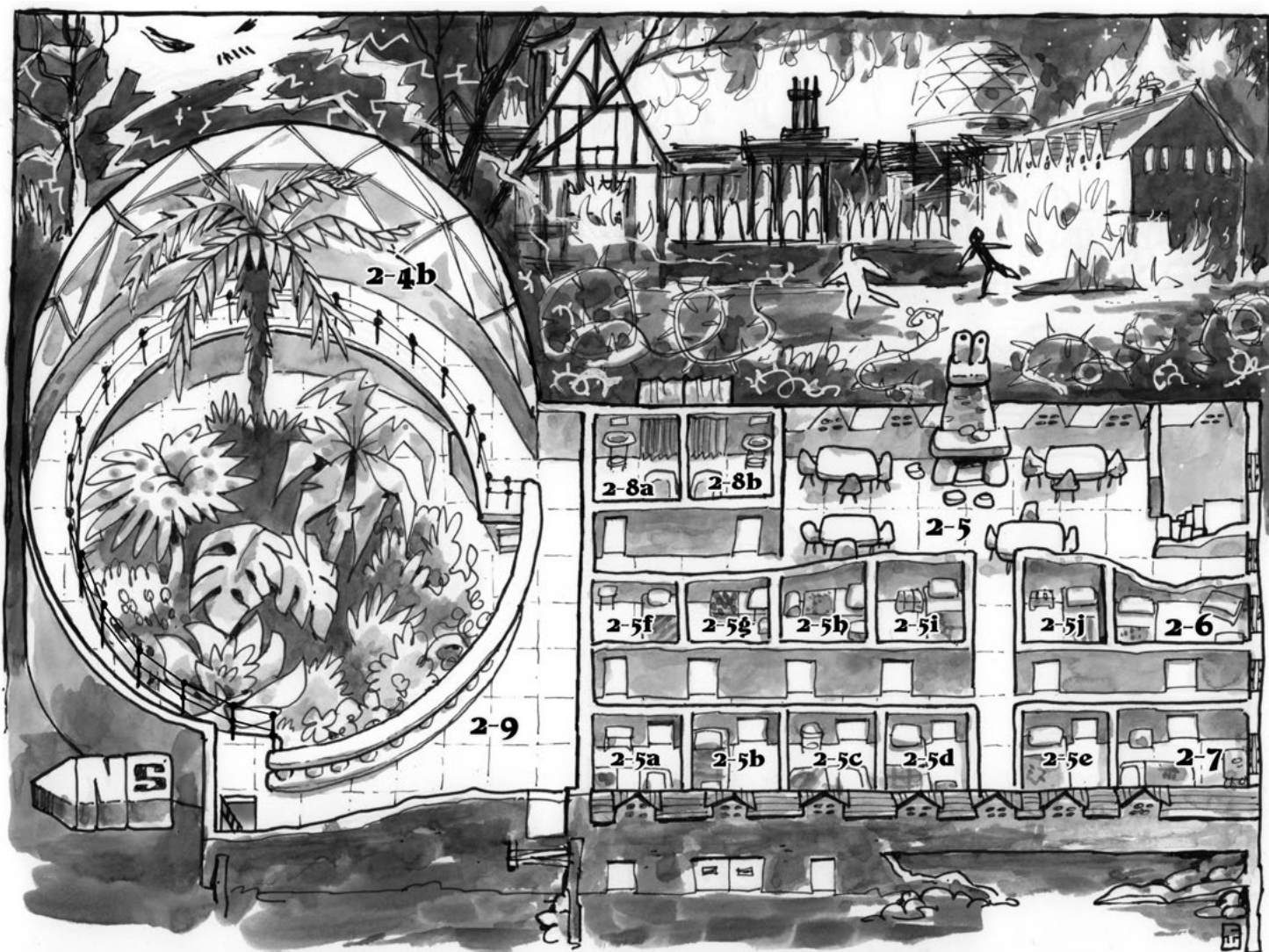
- Master Morto Blango went down to the cellar a week ago with two servants but they did not return.
- When the Butler sought the Master, he returned alone but was acting in peculiar fashion. He said he was weary and then retired to his room without further explanation. No one has seen him since, and it is likely he perished in the recent blaze.
- A small group investigated the cellar and returned in a panic, telling tales of flashing lights and figures of black in the far reaches of the cellar. They closed and barricaded the doors there before retreating, and no one has been down since.

The maid has a single bronze amulet, granting safe passage through the gardens (as the amulet in area 1-1).

Area 2-5(a-j)—Servants' Rooms: *This is a [or another] servant's room, it's fitted with a small bed topped with a straw mattress. A basin and a chamber pot are arranged on a stand in the corner. A wooden chest stands at the foot of the bed.*

These servants' rooms are small and uniform in layout and furnishings, with minor differences. A search of each room will find the item indicated below.

- **2-5a:** A diary in the chest. The diary details the disappearance of several villagers and of master Morto Blango. Writer talks in last entry (two days past) of trying to find a way out.
- **2-5b:** A leather satchel containing coded messages. Several pages with lines of neatly scripted 9-digit numbers, along with a copy of the *Proverbs for a Stranger*, a massive tome by a little-known philosopher, Verbik of Lorn. The coded pages reference page numbers, line numbers, and specific words in *Proverbs*. Stringing together the references reveals copies of correspondence between a spy and some source in the Empire. One suggests that Inquisitors may be dispatched to pacify the area.
- **2-5c:** Grandfather's sword. A dull but perfectly serviceable longsword is under the bed.
- **2-5d:** Anti-Imperial manifesto in the chest, hidden under the clothing.
- **2-5e:** Wooden knitting needles and several colors of wool yarn in the chest. A half-finished scarf is the only work there.
- **2-5f:** Diary of a Mad Gongfarmer. Pages are scattered about the room, full of increasingly unhinged rants about cleaning chamber pots, descriptions of odd dreams and night terrors. The last entry seems like they went mad. "When I visit the master's chamber, I can hear it calling to me. It sounds sharp and shiny, like all the colors of the rainbow. It tells me I'm special, that I can be the next big thing. I just need to bring the master downstairs to the



cellar. He has someone very important to meet. I know he's going to be impressed. I'll never have to empty another chamber pot again!"

- **2-5g:** Nothing of note.
- **2-5h:** An impressive set of grooming tools suitable for a barber.
- **2-5i:** Nothing of note.
- **2-5j:** Nothing of note.

Area 2-6—Maid's Room: *This room is slightly larger than the others. The bed is larger, also, and stuffed with feathers. An armoire crowds the room's other furnishings.*

The main compartment of the armoire contains an array of fine clothing in the process of being mended. Two drawers: (1) holds sewing supplies, (2) holds fabric and fine shears. A thorough search reveals several pieces of jewelry hidden at the back of the second drawer (2 rings and a necklace worth 20 gp, 35 gp, and 80 gp).

Area 2-7—Cook's Room: *This room is slightly larger than the others. The bed is larger, also, and stuffed with feathers. There is an iron-bound chest in one corner. For some reason, you smell cinnamon.*

The chest is unlocked and contains packets of rare spices, salts, and other exotic ingredients, all worth up to 200 gp to the right buyer.

Area 2-8a & 2-8b—Baths and Garderobes: *This is a bathing area containing a large wooden tub. There is a water pump above it, on the wall and a bucket on the floor. A basin and jug rest atop a wooden stand. A curtain covers a doorway in the eastern wall.*

Beyond the curtain is a closet sized room with a stone toilet in it. Looking through the toilet hole shows an exterior area just outside the conservatory where dung is accumulated for composting (area 1-10).

Note that there are two adjoining bathing rooms and garderobes, mirrored in layout.

Area 2-9—Green Parlor: *This broad, crescent-shaped balcony with a stone balustrade overlooks the conservatory. Above, you can see a reinforced iron framework supporting a domed lattice containing glass panels.*

This balcony was used for entertaining in the manor's heyday. There are comfortable chairs and low tables staged near the wrought iron railing. The door leads into the burned part of the manor, a scorched gallery with a collapsed floor. Investigating the northern reach of the parlor reveals a wooden hatch in the floor (ladder to area 2-3).

AREA 3: THE CELLAR

When the PCs enter the cellar area, it becomes clear that this manor is built on much more ancient foundations. Frescoes and mosaics depict a nine-armed goddess and her worshipers. The scenes celebrate the cycle of life—birth, growth, death, decay, and rebirth—with illustrations of fecund fields of ripened corn, raucous festivals, ritual sacrifices, etc.

Areas 3-1, 3-2, and 3-3 show no signs of the trans-dimensional incursion of the Demon Seed, because of the goddess's residual powers imbued in the foundations of this ancient temple. Area 3-4, however, was built later, and is not thus protected. Zatharides likely depended on Narafaltha's weakened influence to contain the Demon Seed's power until their pact could be completed.

Area 3-1—Undercroft:

This large room is round with a domed ceiling supported by stone arches. Damaged frescoes adorn the walls on all sides. A circle of stone columns surrounds a stone pediment, two broken stubs marking where a statue once stood.

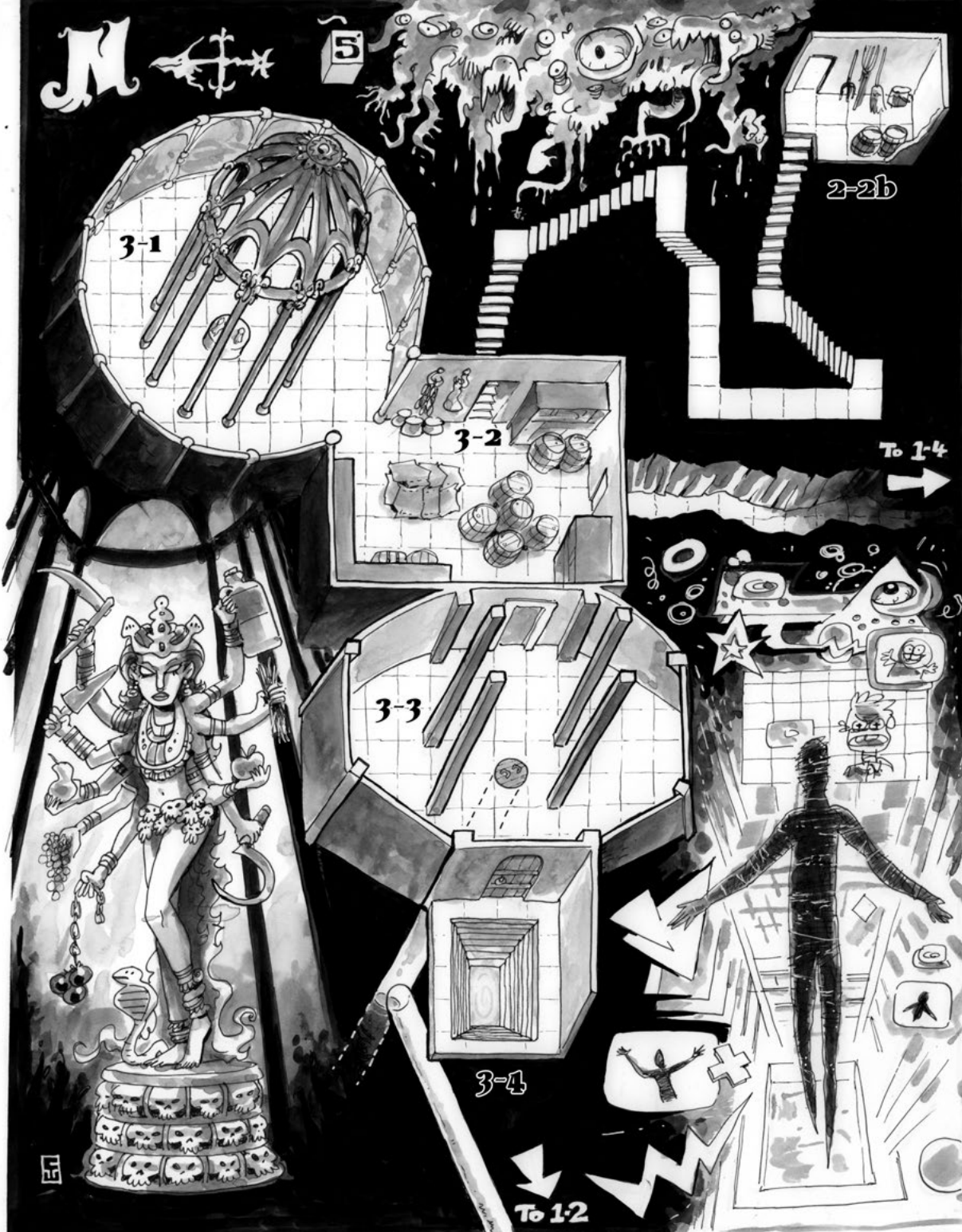
The undercroft is the inner sanctum of the pillaged temple of the goddess Narafaltha. The frescoes, though damaged, depict the four seasons and the workings of the goddess and her people, including scenes of planting and harvest, religious ceremonies and sacrifices, and the burning of the withyman at year's end. Each scene shows the goddess in a different aspect (birth, ripening, withering, death). The PCs will be familiar with the festivals, if not the goddess.

The statue of Narafaltha once stood here. If the PCs have uncovered the statue of the goddess in area 1-13, the goddess guides them to place it here. If restored to its broken pediment, the statue repairs itself instantly, and all the PCs receive a blessing for the duration of this adventure (+2 to

all attack rolls, damage rolls, and saving throws). The character who first touched the statue in area 1-13 also receives +1 to AC until the next sunrise.

Area 3-2—The Buttery: This room is filled with casks and barrels, and hooks bearing hams and sausages hang from the ceiling. A mostly empty rack of amphorae stands along the northern wall. An open archway leads to the northeast and there is a narrow door in the wall to the south. The floor is a tile mosaic, slightly damaged, though it's difficult to see what it depicts under the stores of foodstuff.

If the PCs move the stores to see the mosaic on the floor, they find a depiction of the year's end sacrifices to Narafaltha,



with a high priestess slitting the throat of a bull with a sickle while people dance in the background.

The south door is stuck and requires a DC 13 Strength check to open. Because it's small, only one PC at a time can attempt to open it. Beyond the door lies a narrow tunnel of rough stone leading to a closed iron gate (see description of area 1-4). The gate is locked (DC 18 Strength check to force open) but a small canvas purse lies on the ground under some leaves, just inside (contains a set of thieves' tools). The purse is not visible but anyone searching the ground can find it.

Area 3-3—Cistern: *This is a domed room supported with stone arches, about 20 feet high in the center. The floor is natural stone except for a wooden disc about 3 feet in diameter in the center. To the west, a stout wooden door has been barricaded with a pile of barrels, bales, and odds and ends of broken furniture.*

The wooden disc covers the cistern. There are two iron handles for lifting it from its niche. Below, the stone shaft of the cistern descends into the darkness to the water, about 25 feet below. The stone is rough, with gaps between the courses, making it relatively easy to climb (DC 8 Agility check to climb down or up without falling into the water below).

The cistern is sourced by a deep spring which provides a slow, constant flow of water. Excess water drains through a downward-sloping overflow tunnel (at water level) leading south to the koi pond (area 1-2).

If the PCs examine the stores used to barricade the western door, they can find a small cask of brandy and two amphorae of olive oil among the furnishings and bales.

Area 3-4—The Demon Seed: *A pool of quicksilver light and shadow swirls in the middle of the floor in utter silence. Then, kaleidoscopic light emanates two-dimensional images of wondrous places and fantastical things, no two the same. The images rise from the pool of swirling light to touch the surrounding walls and ceiling before fading away. Within the light, the flickering silhouette of a humanoid figure rises, dissolving and resolving out of the static, its stuttering form subtly warped each time. A low hum begins and grows increasingly louder, until discordant music and distorted words can be heard, now faster now slower, sometimes seeming to be spoken backwards, sometimes in unknown languages, until it becomes clear and melodious, neither young nor old, male nor female, its accent utterly devoid of discernible origin, but sweet and soothing, nonetheless. The voice says, "Come, and be made whole."*

The room is rectangular, deeper than it is wide. A shelf about 3 feet wide surrounds the sides and back of a pit area, which sinks about 8 feet via a set of stairs. On the floor of the pit is a circle about 10 feet in diameter. Initially, it looks like liquid, quicksilver perhaps, but it glows and pulses with static and distorted images, like a television receiving a bad signal, and a succession of flattened images rise and spiral away from it, revealing anachronistic scenes from TV, film, daily life in a future/past age, etc.



RUNNING THE ENCOUNTER



he Demon Seed is anchored in this reality by Morto Blango, who is now far past saving, his body, mind, and soul warped by the Chaotic forces at play here. Nonetheless, the Demon Seed requires additional, living hosts. To move freely in this world, it must copy itself onto them, a species of cosmic malware. In willing hosts, the Demon Seed is free to roam and do all manner of mischief.

This combat happens in two different parts. First, the voice of the Demon Seed works as a command, attempting to draw the PCs closer. Each PC should immediately attempt a DC 10 Willpower save. Those failing the save walk unsteadily toward the light and enter the circle, coming within range of Morto Blango. On a successful strike, Morto Blango does 1 point of damage and tries to link the PC to the Demon Seed (if the PC survives the blow).

On the first round of combat and every 2 rounds thereafter (3rd, 5th, etc.), the Demon Seed sends out 1d4 fragments of itself (up to 5 maximum).

Demon Seed/Morto Blango (1): Init +3; Atk +3 claw (1 + special); Crit 1d8/DN; AC 13; HD 8d8; hp 50; MV 0'; Act 1d20, 1d20; SP demon's bargain (on a successful hit, the target is linked to the Demon Seed and must make a decision to serve it or reject it (see below)); SV Fort +6, Ref +0, Will +8; AL C.

The Demon Seed is not able to move but can send fragments of itself out into the room (see below). It can attempt to touch any PC who enters its circle.

Demon Seed Fragments (varies): Init +1; Atk +2 (1 + special); Crit n/a; AC 12; HD 1d6; hp 4; MV 20'; Act 1d20; SP demon's bargain (on a successful hit, the target is linked to the Demon Seed and must make a decision to serve it or reject it (see below)); SV Fort +3, Ref +1, Will +4; AL C.

The fragments are chaotic blobs of light, about a foot in diameter, that glow with scenes of people and places existing in some uncanny netherworld. Judges might describe fragments of scenes from television shows, cartoons, films, lines of glowing text on a computer screen, etc., from our own world, but should do so in ways that highlight the unnatural and otherworldly nature of the images.

The Demon Seed fragments can move along any surface, even walls and ceilings. Their movement is erratic and sometimes jumps from point to point without crossing the space between, but they don't move very quickly.

THE DEMON'S BARGAIN



f touched by either Morto Blango or a Demon Seed fragment (or an abomination in previous areas), the Demon Seed tries to link to the affected PC, and seeks a bargain. To accomplish its complex goals—requiring thought, planning, and cultural knowledge—it must find willing hosts. Those agreeing to be *hosts* take the Demon Seed as a patron. If they *reject* it, the Demon Seed will transform them into horrible abominations of chaos, devoid of intelligence and doomed to wander the world causing mayhem.

Note: If the PCs have restored the statue of Narafaltha, they receive Her blessing and have a +2 to the saving throw for rejecting the Demon Seed, among Her other blessings (see area 3-1 description).

Host the Demon Seed: If the person is willing to host the Demon Seed, it uses their senses while they retain their free will. They become its accomplices and it becomes a patron capable of assigning tasks to accomplish its goals (in furtherance of power and maximum chaos). It uses existing human cultural forms to achieve its goals of transferring its power from the void into this plane through increasing numbers of infected followers.

Reject the Demon Seed: If the PC spurns the Demon Seed's overtures, they should attempt a DC 15 Willpower save. If failed, they transform into a horrible abomination of chaos (roll on the Wheel of Abomination). If successful, they become immune to its influence.

When the first PC is forced to choose, judges should consider consulting their players about the path forward. Do they all wish to accept or reject? If there's no consensus, are they willing to fight each other? Make sure the players understand the decision at hand: Will they follow the path of Chaos or choose some other one (e.g., become followers of the goddess)?

THE WHEEL OF ABOMINATION

Have you rejected the Demon Seed and failed your saving throw? Then roll some dice to find out what abomination your PC became!

Roll a d3, d4, d5, d6, d7, and d8 to find out what the abomination is:

Form (roll 1d3): (1) Solid, (2) Gaseous, (3) Liquid

Locomotion (roll 1d4): (1) flowing, (2) hopping, (3) walking, (4) flying.

Defenses (roll 1d5): (1) None (AC 10), (2) Some (AC 12), (3) Moderate (AC 14), (4) Formidable (AC 16), (5) Heavy (AC 18).

Attack Type (Action Dice) (roll 1d6): (1) Melee (1d14), (2) Melee (1d20), (3) Missile (1d20), (4) Melee (1d20) or missile (1d20), one action per round; (5) Melee (1d16) and missile (d16), two actions per round, (6) Melee (1d20) and missile (1d20), two actions per round.

Damage (roll 1d7 for each weapon): (1) 1 hp; (2) 1d3; (3) 1d4; (4) 1d6; (5) 1d8; (6) 1d10; (7) 2d6.

Hit Points (roll 1d8)

Any other attributes (initiative, saving throws, etc.) transfer from the original PC.

This creature targets any remaining PCs who have not accepted the Demon Seed.

ENDING THE ADVENTURE

This adventure can end several ways. This section explores several and provides some ideas about what happens next.

OPTION 1: TPK

In the event of a wipe of the entire party, there's still time to stop the Demon Seed. Send out a new party of hapless villagers! There are many paths through the garden and different choices may lead to other outcomes. Alternately, select some other 0-level adventure by Goodman Games or a third-party publisher. There are plenty to choose from.

OPTION 2: FLEE, COWARDS!

The PCs escape the grounds of Cob Hill Manor with whatever party members (and excess villagers) survive. Morto Blango remains an anchor for the Demon Seed in this realm. The Demon Seed is infinitely patient. Sooner or later, someone will furnish it with the means to escape. Depending on what else they faced, it may make sense for the PCs to level up and choose a class, at the judge's discretion.

OPTION 3: WE CAN BE HEROES

The PCs resist the Demon Seed's influence and destroy the body of Morto Blango. The Demon Seed loses its anchor and is cast back into the void with the other Nameless until it can engineer another way to cross over to this or some other existence. This outcome frees the PCs who were under its influence. Anyone transformed into an abomination, unfortunately, remains a horrible monster. Everyone else, level up!

OPTION 4: NOW WE'RE THE BADDIES

All or some of PCs make common cause with the Demon Seed and give rise to a new and dangerous cult. It becomes their god/patron with plans to extend itself and its influence throughout the lands. The Demon Seed is a being of Chaos and this effort will be opposed by those who serve Law. Choosing this option does not preclude "normal" adventuring beyond the 0-level funnel. However, the judge should keep the Demon Seed's alignment, nature, and interests in mind when using published adventures, as should be the case when serving any other gods/patrons. They also should consult with the players to establish several short and long-term goals to achieve in the Demon Seed's name. This cult is ready to go viral!

FUTURE ADVENTURE HOOKS

While it should not come into play during this adventure, judges should note that, with Morto taken by the Demon Seed, its pact with Zatharides is sealed. Zatharides has achieved some version of immortality and will do as evil, immortal wizards have always done: Cause trouble for hapless adventurers. A few details of his fiendish plans can be found in areas 1-4, 1-10, and 1-13. Judges should consider how Zatharides might work into future adventures.

Playtesters: Thanks to Brendan Lasalle and the awesome DCC Roadcrew—Judge Russell Bevers, Michael Grant, maerwald, Jacob Savala, Thomas LaMaster, and Danatronic; Judge Darren Campbell, robertincypress, Michael "Ghostface" Miller, Michael Tomczak, and Bruce Rusk; Judge Jeffrey Regner, Dominick Gaimaro, James Hunt, and Abby Snellman; Judge Jeremy "Father Goose" Shuman, Jr., Amanda Shuman, Emilie Shuman, William Nielsen, Izabella Jones, and Kat Jones; Judge John "Unitor" Tincher, Jeff "Dr B" Biessman, Nikolas "Quovatus" Biessman, Nou "Mesosaurus" Biessman, Tina "Amelia Otis" Tincher, and Brian "Kungfu Kong" Malley; Judge Matt Gullett, Heather Kelley, Dennis Calender, Eddie Bartlett, Ron Radulescu, and Wes Southern; Judge Griseo Lupus, Chaos Kitten; Judge Spencer Ellsworth, Derrick "3INT" Record, Colton Sybouts, Eric Reichert, Jason Jacobson; Judge Jono Major, Bahasa Inggeris, Michael K. Dawson; Judge Mark Manchester, Paul Baumeister, Jeff Ursu, Josh Lunetta, Eric Anderson, Andy Patch; Randy Miller; Judge Bud Wright, Peter Haldenby, and the Highway High Rollers crew; Judge Matt "GrapeApe" Robertson, Trevor Russ, Susan Schmidt, David M. Jacobs, Christian Klepac, Matt Young, Stefan Surratt; Judge Jon Wilson, Frank Crabtree, David Lowe-Rogstad, Finn Lowe-Rogstad, Carl Whithaus; Judge Nick Agan, Darin Elm, Karim "The Dream" Ayyad, Jason Mycol Allen, Sara Agan, Adam Denner; Judge Kevin Berent, James Dudli, Rich Korzenko, Rodney King, Rose Gowanlock, Greg Gowanlock, Phil Yanov, Mike Brannaman, Joel Java, Jr., Monica Rasso; Judge Matt House, Bryan Nelson, Bryan Nelson—Yes, twice, Justin the Jaguar, Boson Au; Judge Brian Long, Bryan, Chaz, Cory, Emily, Jonathan, Matt; Judge Paul W. Girardin, II, Bill Johnston, Doug Reitz, Dana Steele, Thomas French; Judge Mark Phagan, Paul Schipitsch, Luau Lou, Suldur; Judge Alaric Legler, Gwen Rinde, Alex Grote, Matthew Erbes, Nick Metusalem, Michael Jacobsen, Francesca Jacobsen; Judge David O., Ian S., Darian H., Gwen H., Dom C.; Judge Daniel Pflöging, Phil Lew, Aurora McGoogan, Dave Lam, Joe Candelaria, Chris Perkins, John Hutton; Judge Martin Grant, Alexa Morrissey, Sandy Grant; Judge G. M. Soldati, Orkpolo, Carl S., Bryan "Dash" Dahle-Melsaether, Brian McGrath; and Judge David Gallico, Alun Reed, Simon Grenville, Terri Brown, Tyler Richards.

This printing of DCC #103: Bloom of the Blood Garden is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity. The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Dungeon Crawl Classics, DCC RPG, Mighty Deed of Arms, spell check, Luck check, spellburn, mercurial magic, corruption, disapproval, all spell names, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, such sections of creature statistics as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these books are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "DCC #103: BLOOM OF THE BLOOD GARDEN, copyright © 2023 Goodman Games LLC, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com"

DCC #103: Bloom of the Blood Garden is copyright © 2023 Goodman Games LLC. Open game content may only be used under and in the terms of the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations,

environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content

originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

DCC #103: Bloom of the Blood Garden, copyright © 2023 Goodman Games LLC, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

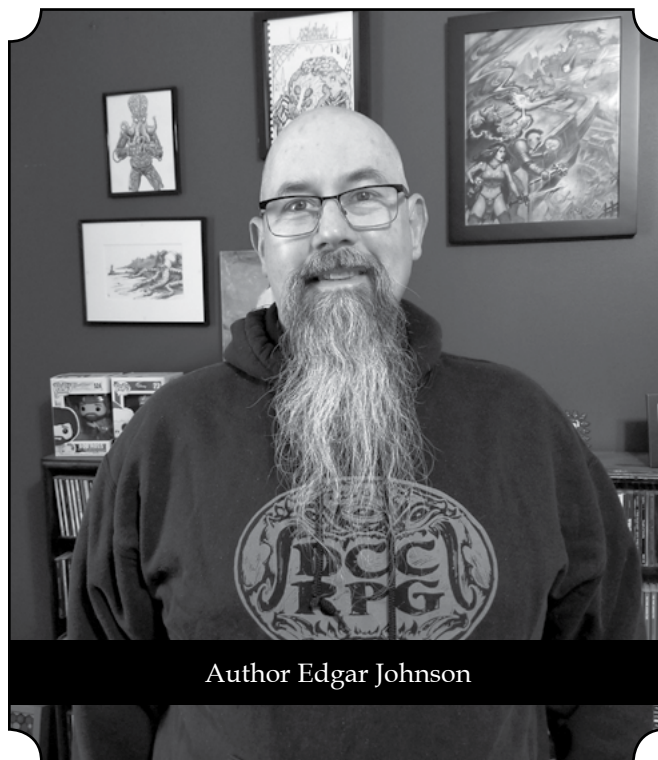
THE PHLOGISTONIC EYE SEES ALL!

Behold! Once again it is time for the unrelenting gaze of the Phlogistonic Eye to peer across the multiverse. It perceives all, knows all! Staring into the very hearts of mortals to uncover that which drives them to create. Observing the daily lives of these tiny wretches as they gather for comfort in a cold, uncaring universe. The Eye looks upon you. Dare you look back? Author Edgar Johnson meets the Eye's stare and has this to say about DCC #103 Bloom of the Blood Garden...

What separates DCC RPG from so many other games is the absence of a *priori* character "backstory." You know what I mean: That three-page writeup for a character who hasn't even lifted a sword to defend themselves or cast *magic missile* in anger. But that doesn't mean that these characters aren't already part of an epic story, nor that they can't tell their own weird tales. In DCC we make that happen in the zero-level funnel, that site of adventure, heartbreak, and (sometimes) triumph.

When I write adventures, my mind springs to the "story behind the story" — the unknown forces looming large in this narrative universe — trying to understand who these lowly gongfarmers and cheesemakers are, and may become, in the context of the vast and dangerous world that surrounds them. My two main influences for this adventure are probably well-known to DCC fans. H. P. Lovecraft, of course, literally wrote the book on cosmic horror, capturing those incredible and unintelligible forces that lie beyond what most see as "reality." While Glen Cook's "Black Company" novels give his readers a strong sense of the truly alien nature of wizards and the long, dark game they inevitably play to avert their own mortality. Each of these authors captures the lives of, for the most part, normal folk caught up in the machinations of beings far beyond their experience. My third influence is contemporary internet culture. I attempt to capture, with the Demon Seed, the potential of our contemporary media landscape to shape and alter consciousness, form our shared affinities, and provide opportunities to subvert the order of the world, for better and for worse.

Broadly speaking, the PCs are presented with stark choices. Which path will they choose? Which faction will they embrace, and which will they reject? Beyond those choices, though, what kinds of stories will their adventures tell? Are these characters stalwart and true defenders of village traditions, even if they didn't know the name of the goddess Narafaltha from whom those



Author Edgar Johnson

old ways sprang? Are they disaffected peasants fed up with the old, staid ways of their forefathers and looking to carve a new path, even if they must reject their old lives and connections?

I like it when the PCs experience the Great Powers directly. In Bloom of the Blood Garden, the PCs have entered a contest for their very souls. Will they return to the ways of the past — the traditions of an old goddess as reliable as the coming of spring or the frost on the pumpkin; or will they embrace "the new hotness," the chaotic forces of viral information, memesis and alterity, and all the promise and peril that comes with it? Presented with a sense of place, how will they fill it with their fears and hopes? How will they take advantage of the resources available to them? These are the kinds of choices that make merely surviving a zero-level funnel something with greater meaning and purpose.

How will they indeed? The Phlogistonic Eye awaits these choices with anticipation. But what is this? The Eye glimpses yet another gathering of mortals. Strange how they find comfort with one another in these bizarre conventicles. Here is but a fleeting glimpse of what the Eye saw during Gamehole Con in Madison, WI.



A truly bizarre bazaar was erected with goods from countless worlds for sale.



Beware the plotting of artists when left to their own devices!



Curious garb was worn, emblazoned with the sigils of their patrons.



The lucky ones are rewarded at the booth raffle.



It seems so bare without a ziggurat, doesn't it?



Doug Kovacs leads the damned down *Inferno Road* presented by *Hobonomicon*.



High spirited comradery was on display by the Goodman Games crew!

Strange what these mortals do in the face of an uncaring cosmos, hmm? As always, the Phlogistic Eye eagerly awaits whatever sights Goodman Games produces next.

*The Phlogistic Eye sees all, knows all! Keep your own eyes open and await its next return in future *Dungeon Crawl Classics* adventures!*



EARN DUBIOUS FAME

ROLL WEIRD DICE

FUN AND TPKS

PLAY DCC RPG & VISIT A THOUSAND INSANE WORLDS!

Hey, Reaver! Tired of boring magic and fighting the same old monsters? Looking for ADVENTURES with REAL risk and reward? **The DCC RPG is for you!** With artwork by

some of the finest artists working today, and adventures drawn from the wellspring of yore, each module features fast play, cryptic secrets, and mysterious worlds!

PICK FROM
OVER 100
SWEET
ADVENTURES

— DCC RPG —



□ DCC #83:
The Chained
Coffin
Level 5



□ DCC #84:
Peril on the
Purple Planet
Level 4



□ DCC #85:
The Making of
the Ghost Ring
Level 4



□ DCC #86:
Hole in the Sky
Level 3



□ DCC #87:
Against the
Atomic Overlord
Level 5



□ DCC #87.5:
Grimtooth's
Mus. of Death
Level 1



□ DCC #88:
The 998th
Conclave of
Wizards Level 6



□ DCC #88.5:
Curse of the
Kingspire
Level 2



□ DCC #89:
Chaos Rising
Levels 1-5



□ DCC #90:
The Dread God
of Al-Khazadar
Level 4



□ DCC #91:
Journey to the
Center of Aereth
Level 4



□ DCC #92:
Through the
Dragonwall
Level 3



□ DCC #93:
Moon-Slaves of
the C. Kingdom
Level 2



□ DCC #94:
Neon Knights
Level 3



□ DCC #95:
Enter the
Dagon
Level 5



□ DCC #96:
The Tower of
Faces
Level 6



□ DCC #97:
The Queen of
Elfand's Son
Level 1



□ DCC #98:
Imprisoned in
the God-Skull
Level 6



□ DCC #99:
The Star Wound
of Abaddon
Level 3



□ DCC #100:
The Music of
the Spheres
Level 5

— MCC RPG —



□ MCC #2:
A Fallen Star
for All
Level 1



□ MCC #3:
Incursion of the
Ultradimension
Level 2



□ MCC #4:
Warlords of
ATOZ
Level 3



□ MCC #5:
Blessings of the
Vile Brotherhood
Level 4



□ MCC #6: The
Apocalypse
Arc
Level 5



□ MCC #7:
Reliquary of
the Ancients
Level 0



□ MCC #8:
The Data Orb
of Mankind
Level 3



□ MCC #9:
Evil of the
Ancients
Level 3



□ MCC #10:
Seeking the
Post-Humans
Level 0



□ MCC #11:
The Omnivary
of Eden
Level 2

EMAIL TODAY

*Missives from the Purple Planet, Shudder Mountains, or the Center of Aereth should expect 6 to 8 weeks for reply.

cyclops@goodman-games.com

START YOUR NEXT ADVENTURE TODAY!
goodman-games.com/store

24 HOURS A DAY . . .
7 DAYS A WEEK, including Sunday



Ask for the
Cyclops

He or another
Weird Relative
is waiting to
rush your order
out today!

*PLEASE ... the Cyclops
can take orders only ...
CANNOT answer rules
questions.

DUNGEON CRAWL CLASSICS EMPIRE OF THE EAST

OFFICIALLY LICENSED BY THE
ESTATE OF FRED SABERHAGEN



EMPIRE OF THE EAST

A POST-APOCALYPTIC SCIENCE FANTASY SETTING FOR DCC RPG & MCC RPG

Thousands of years ago, the ashes of nuclear fire changed the world. The weapons of mass destruction ceased to work as the laws of physics altered. In their wake came elementals and demons, creatures from the darkest dreams and nightmares of mankind. Magic returned to the world. Humankind arose from the ashes and rebuilt society, just as the vile Empire of the East wielded the demonic powers of Orcus to sweep across the globe. Now it falls to a small group of resistance fighters to reclaim freedom for humanity!

Officially licensed by the estate of Fred Saberhagen, this hardcover sourcebook offers everything you need to play DCC RPG campaigns in the world of the Empire of the East. Inside you will find:

- Rules for magic tailored to the post-apocalyptic fantasy setting of the Changeling Earth, including new spells and summonings to enrich any DCC campaign
- Character options for adventuring in this world
- A discussion of demons, elementals, and monsters, including stats for creatures compatible with any DCC and MCC campaign

- Lost technology of the Golden Age of Man, and its effect on the Changeling Earth
- Statistics for all of the major characters from the trilogy, also usable as NPCs in any DCC or MCC campaign
- Two short low-level adventures to start your campaign
- And more!

Using this sourcebook requires the DCC RPG core rulebook. While this sourcebook contains all you need to play a campaign, Saberhagen's novels are an invaluable resource in understanding the setting. We highly recommend you also read the Saberhagen Empire of the East series, available as a modern compilation or in the original three individual volumes, titled *The Broken Lands*, *The Black Mountains*, and *Ardne's World* (also published as *Changeling Earth*).

Prepare to enter the Empire of the East!

We're with the band.



The band of adventurers, that is. Join us in the pages of Dungeon Crawl Classics adventure modules. Stand-alone, world-neutral, all new, and inspired by Appendix N. Learn more at www.goodman-games.com.



DCC RPG

DUNGEON CRAWL CLASSICS®

BLOOM of the BLOOD GARDEN

DCC #103: A LEVEL 0 ADVENTURE
BY EDGAR JOHNSON

When a new master came to Cob Hill Manor, dozens from the impoverished village of Pike sought employment in his service. The wages were fair, the work honest and dignified. Now, weeks have passed with only silence from the manor, no word from the friends and family gone to Cob Hill. What has happened among the shaded gardens and shadowed halls of the manor? Can a group of humble villagers brave the perils of Cob Hill Manor to solve the mystery, or will they too be consumed by the darkness that dwells there? Blood will be shed before the mystery is solved.



\$10.99 GMG5113

ISBN 9781958809402

90000 >



9 781958 809402

4/6
2022