

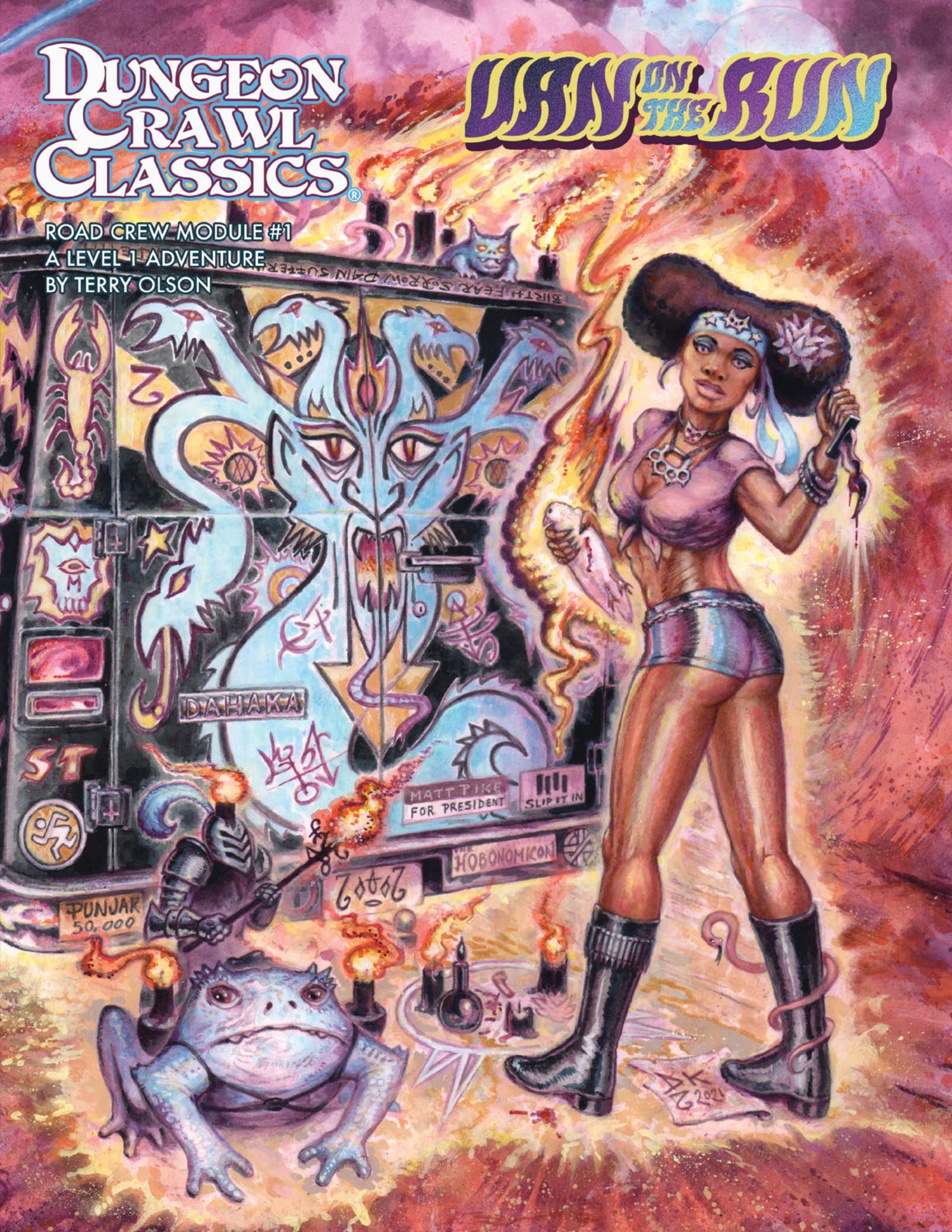
DUNGEON CRAWL CLASSICS®

WANNY THE BUN

ROAD CREW MODULE #1

A LEVEL 1 ADVENTURE

BY TERRY OLSON





RUN ON THE RUN

A LEVEL 1 ADVENTURE

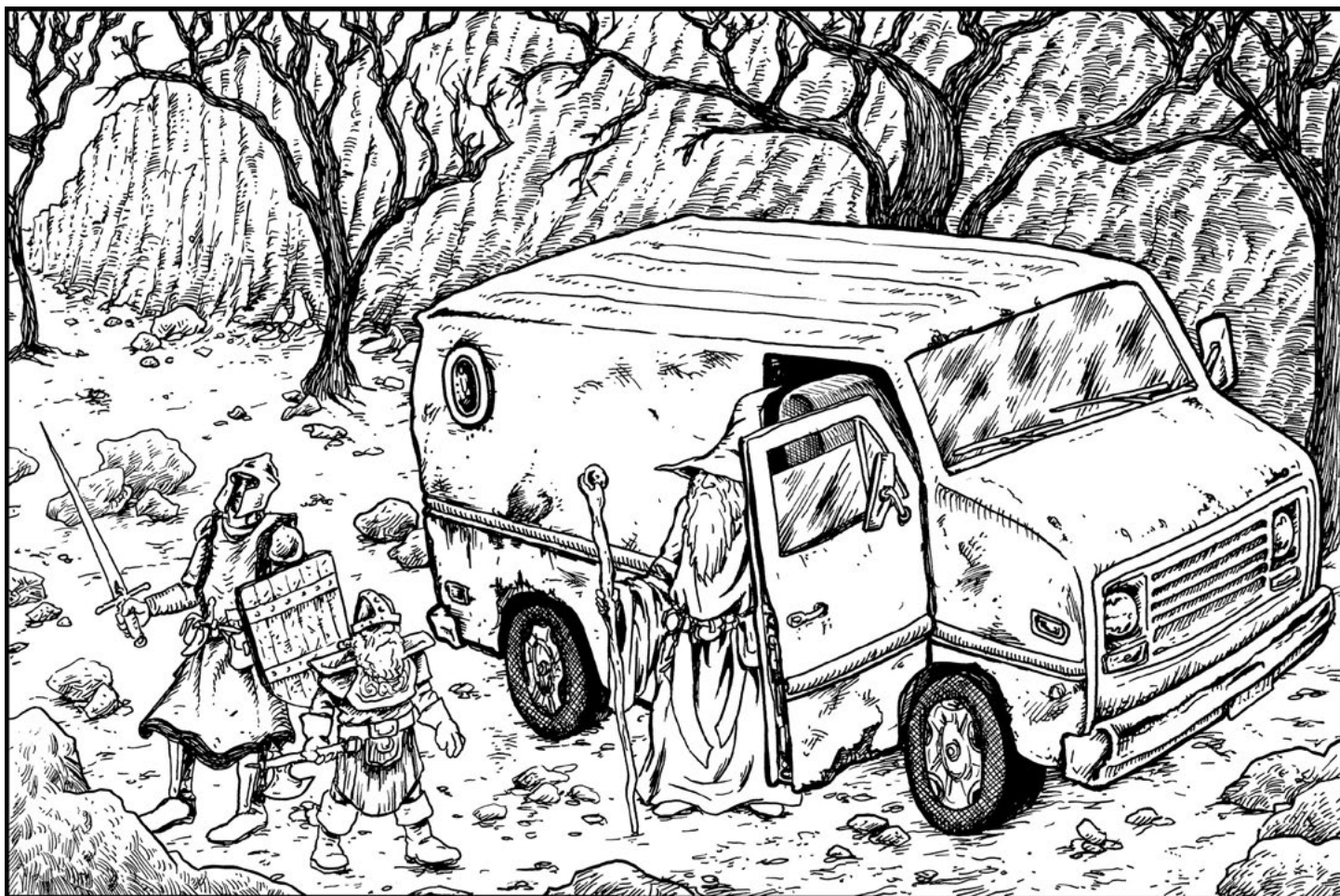
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INTRODUCTION



an on the Run is a first-level adventure intended for six PCs. The adventure begins with the party discovering a wrecked phlogistovan with a shrunken still-living hag's head hanging above the dash. With the head's prompting, the PCs enable the van to teleport themselves to the nearest phlogistomechanic, a demon named Eykanfyxit. However, the party must first find the demon either by helping a miniature knight or braving the local hazards. Unfortunately, the dread croc-ti have their own plans for the phlogistomechanic and are stealing his essence to summon their patron, Crocndoom! The PCs must find Eykanfyxit's lair, defeat the invading croc-ti forces, save the phlogistomechanic so he can repair the van, and then finally use the fully operational vehicle to defeat Crocndoom!

Possible Adventure Hooks:

- Finding the van by chance.
- Hired by a wizard to recover the van.
- Directed to the van by a divine or supernatural entity, such as the ghost of the former driver, or the ghost of the victim of area 3A.

BACKGROUND



ncient dragonscale tomes chronicle a vehicle of astral origin, driven by the sorcerous, jumping through labyrinthine time-light, spawning beings

of pure energy, and challenging gods. Now this arcane chariot, a phlogistovan, sits wrecked before the PCs. Its "brain," the shrunken head of the hag Ahtaga, managed to teleport it here just as their driver died. Ahtaga and the van are of one mind: get another driver so they can blink to a phlogisto-autoshop. Unknown to them, extra-dimensional monstrosities have invaded the shop and captured its demon mechanic, who has asked two different people for help: one is already dead; the other will die without the PCs' immediate aid. It is here that our adventure begins.

PLAYER START

Area 1—The Corpse in the Driver's Seat: *A metallic, box-like husk sits before you in a circle of charred earth. Painted with images of a soaring wizard and a chanting witch, it looks like some kind of vehicle... that lost a fight with an irritated god. Its windows are broken, its doors hang off hinges, and sparks crackle as foul smokes of various colors bleed outward. A corpse sits in front where a shrunken head of a warted hag hangs from the ceiling. Her face rotates until it looks at you and cackles, "LIVE DRIVER REQUIRED!"*

The corpse in the driver's seat wears a tattered robe, and both body and belongings become a small pile of pink dust as soon as they are touched. The dust has various arcane and oracular properties and can be sold to interested parties for 200 gp. If a PC samples the dust, they get a brief glimpse of the future; the judge should describe some feature of area 2 or areas 3A-3C while choosing something different each time.

The van requires a driver who can make a DC 5 spell check (arcane or divine); one untrained in spell craft uses a d10 for the check. As soon as a PC sits in the driver's seat, they feel arcane energy being drawn out of them and must make the check. If the check fails, the PC gains permanent van corruption (roll 1d4 or choose): 1) PC's breath smells like pine tree air freshener; 2) PC's body smells like cigarette smoke; 3) two springy CB antennae sprout from the PC's head, and they occasionally receive transmissions; 4) PC's hands and forearms are discolored with black grease and oil.

Upon success of the DC 5 spell check, read the following:

The hag's head exclaims, "FINALLY!" and begins repeating, "PREPARING TO TELEPORT TO A SERVICE FACILITY."

Rapid inspection reveals that although the van's interior looks battered, it is structurally safe. Give the PCs a reasonable amount of time to enter the vehicle. If additional prompting is necessary, the head counts down from 10 and teleports at 0. As soon as the party is in the van (or the judge has run out of patience with the stragglers), the vehicle teleports to area 2.

Ahtaga the hag's head is both jovial and crotchety. And very loud. All the time. She is an integral part of the van and can be role-played as much or as little as the judge desires. If the party survives the adventure, she could make an entertaining patron.

Area 2—The Knee-High Knight: *With a lurch that feels like your insides were left elsewhere, the van coughs and shudders as your surroundings change. You're now in a desolate, lavender-toned basin dotted by large boulders and seemingly dead trees with drooping limbs; craggy cliffs surround you. The shrunken head spins on her chain and shouts repeatedly, "FIND THE PHLOGISTOMECHANIC!" The vehicle's doors open (the ones that work) as you hear a distant cry for aid among sounds of fighting.*

The party must quickly decide whether they'll investigate the plea for help. The sounds seem to come from behind a wide flat-topped boulder about 100' behind the van. A quick survey of the landscape suggests no exit from the basin except possibly up the cliffs (such a path is outside the scope of this adventure). If the party ignores Sir Sumydid, he's eventually slain. Proceed to area 3.

PCs can climb the boulder (DC 12, 15' high) or go around it to investigate the sounds. Read the following.

A tiny plate-armored warrior, no more than a knee's height, thrusts, spins, and slashes his tiny halberd as he defends against truly fearsome opponents. Six creatures surround the knee-high knight. Each has a crocodile's head, a muscular humanoid torso, and a serpent's tail instead of legs. Their swords are bloodied and their quarry, despite his speed and skill, will not last long. Their melee circles around a pit in which two of the creatures lie dead. Without looking at you, the knight yells, "What grand fortune! If this mount-less master of arms can humbly impose upon you... HHHHEEEELLLLLPPPPP!"

The judge need not roll for Sir Sumydid; his stat-block is only provided in case the PCs are foolish enough to chal-

lenge him. Instead, assume that he does 6 points of damage per round to a croc-ti (judge's choice) and that he takes 4 points of damage per round (such that he dies in 6 rounds if combat lasts that long). Even if the PCs have all the croc-ti occupied, narrate extra attacks from them hitting Sumydid. Each croc-ti already has their to hit, MV, and hp modified by the knight's tendonizer attack.

Croc-ti Grunt (6): Init +1; Atk longsword -1 melee (1d8+1); Crit see SP; AC 12; HD 2d8; hp 7 each; MV 20'; Act 1d20; SP biting crit (croc-ti inflicts additional 1d6+1 bite damage); SV Fort +2, Ref +1, Will +0; AL N.

Biting Crit: On critical hit, the croc-ti inflicts additional 1d6+1 bite damage instead of using a crit table.

Sir Sumydid: Init +4; Atk tiny halberd +4 melee (1d7+4); Crit 1d20/IV; AC 18; HD 4d12; hp 24 (36 max); MV 30'; Act 1d20+1d16; SP no opportunity (withdraw from melee without free attacks), tendonizer (if both actions spent on halberd attacks hit, target suffers -10' MV and -2 to attacks); SV Fort +3, Ref +4, Will +2; AL L.

No Opportunity: Sumydid can withdraw from melee without opening up to free attacks.

Tendonizer: If Sir Sumydid hits a single target with both halberd attacks then the target suffers -10' MV and -2 to attacks, cumulatively.

The pit is roughly 15' in diameter and 20' deep and requires a DC 13 climbing check to get out of it.

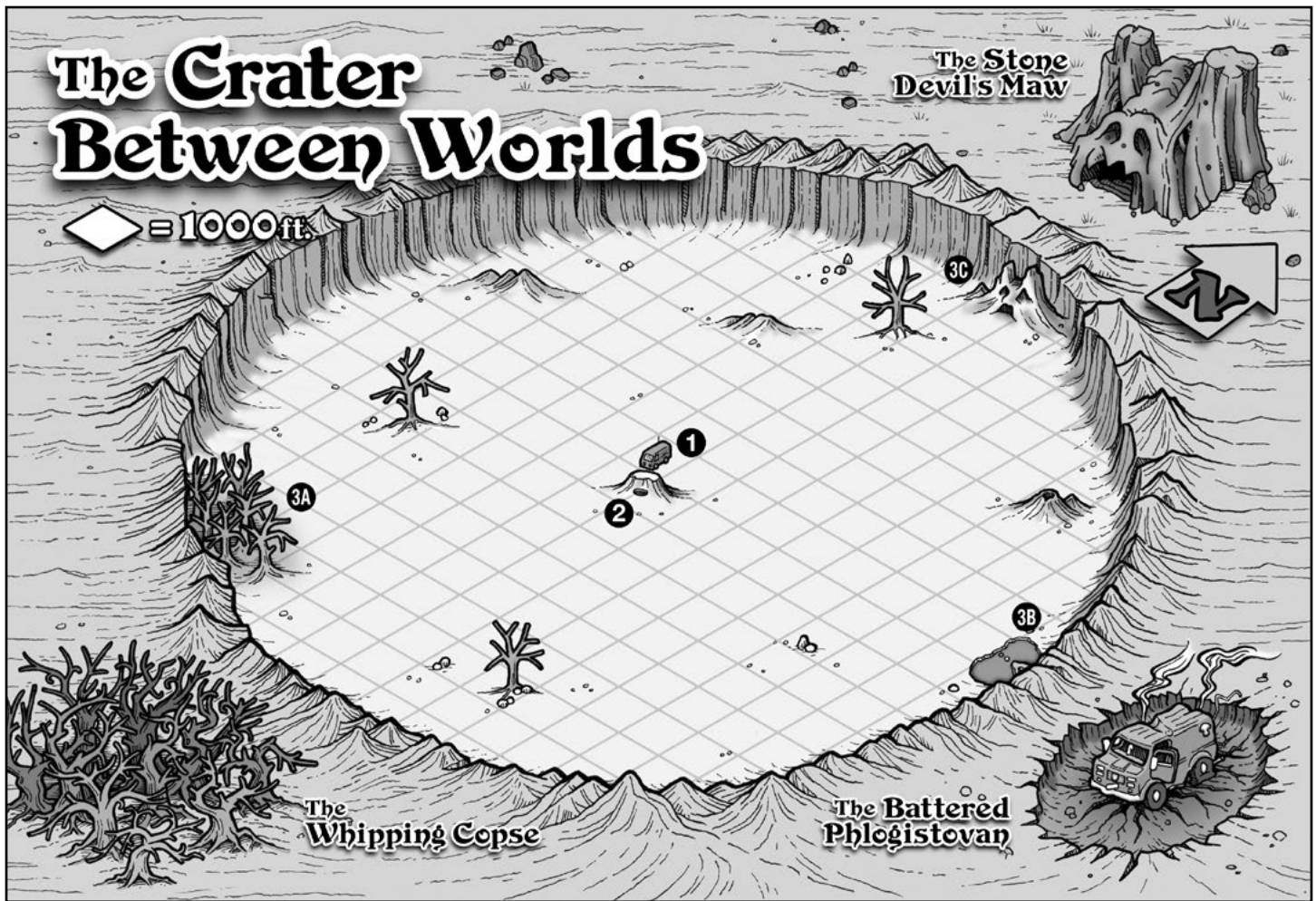
Once the battle is over the knight introduces himself and chivalrously proclaims his debt to his saviors. If the PCs explain their plight to him, he proclaims, "You need the demon Eykanfxyt! Sadly, the same nasty beasts that attacked me are plaguing him. Head toward that distant two-pronged boulder; his cave is there. Proceed to his aid, and I'll come to yours once I've regained my trusty steed!" With that, Sumydid salutes the PCs as a long frog's tongue darts out from the air and wraps around him; knight and tongue disappear in an inter-dimensional poof.

The croc-ti grunts have 2d4 sp each and longswords as loot.

Area 3—The Lavender Land of Withering Verdure: Regardless of whether the party decides to help Sir Sumydid, they must decide where to go. They can see the following features, each of which is about 1 mile away:

- General features of the basin: lavender-toned landscape surrounded by cliffs; many boulders; dried trees with rope-like limbs sparsely throughout; no apparent fauna.
- To the southwest: a dense copse of the aforementioned trees (area 3A).
- To the east: a pond or lake with steam rising (area 3B).
- To the north: a large boulder with two prongs (area 3C).

PCs checking the ground for signs make a DC 5 Intelligence check; if successful, they find trails of very large snakes (actually croc-ti) leading to the two-pronged boulder at area 3C.



If a PC perturbs any tree in the basin (climb, chop, hug, whatever), the vegetation retaliates by whipping its rope-like limbs at the nuisance: whipping limbs +3 melee (1d4 damage). However, if a PC waters the tree with a full skin's worth of water, the tree rewards is benefactor by instantly growing a small fruit, which restores 1d8 hp if eaten. A tree can produce a fruit once per week, and each fruit maintains its healing properties for 6 hours.

Area 3A—The Whipping Copse: *A dense copse of the trees you've seen throughout the basin stands before you. Though their bark appears dead, their ropey limbs begin to undulate and extend.*

All the trees in the basin are joined by an elaborate root system, so they have a hive-mind of sorts, with the copse being the most sentient. At this point, if the party has ignored the trees, the copse's limbs quickly settle. Let each PC make a DC 14 Intelligence check. If successful, they note that some limbs are wrapped around a corpse, otherwise it is concealed.

If the party has watered more trees than they've perturbed, the limbs slowly lower the corpse which appears to be the victim of the copse's aggression. If the PCs search it, they find a scroll case with the words, "Close portal. Use his name. North, South" The rest is damaged beyond reading unless the reader makes a very high Intelligence check: If 18 or above, the third word is "West." If 20 or above, the final word is "East." This poor soul was summoned here by

Eykanfyxit (see area 5) and then ruined their sword at area 3B. The judge is encouraged to create a backstory for the victim and tie it into their campaign.

If the party has perturbed more trees than they've watered, the copse attacks!

If the party has perturbed the same number of trees as they've watered, including no trees, then have the PC with the lowest Luck make a Luck check. If they succeed, then the copse treats them as if they've watered more trees than they've perturbed. If the Luck check is a failure, the copse attacks.

Whipping Copse (6): Init +2; Atk whipping limbs +3 melee (1d4, reach 20'); Crit see SP; AC 14; HD 4d8; hp 18 each; MV 5'; Act 4d20; SP throwing crit (limb grabs and throws PC to the ground for +1d8 damage); SV Fort +4, Ref +1, Will +3; AL N.

Throwing Crit: On a critical hit, limb grabs the PC and throws them to the ground for an additional 1d8 damage instead of using a crit table.

Area 3B—The Pond of Corrosion: *A dark gray pond rests against the cliff's side. A sword lies at the shore with its blade corroded away by the pond, which sizzles whenever it laps against the metal. Two small boulders, about 3 feet in diameter, protrude from the liquid and lead to an isolated shore where stone steps rise to a metal door with a large metal padlock.*

The pond's liquid is a strange acid that dissolves metal and flesh but doesn't affect wood and stone. A PC who touches the acid must make a DC 12 Fortitude save or suffer 1 point of damage. If a PC falls in the pond (e.g., when trying to reach a boulder), then they must make a DC 15 Fortitude save or suffer 1d3+1 points of damage. PCs wearing metal armor have a -1d penalty to the save. Metal armor that contacts the pond loses 1 point of AC per exposure, and metal weapons lose -1d damage per exposure. The sword belonged to the corpse in area 3A.

The two flat boulders rise about a foot from the surface. The first is fifteen feet from the shore; a running jump to it requires passing a DC 11 Strength or Agility check. The second boulder is eight feet from the first and eight feet from the opposite shore. Making both jumps from the first boulder to the second and from there to the shore require DC 13 Strength or Agility since PCs can't have a running start.

Thieves may choose to climb along the cliff wall to reach the door, but this part of the cliff is especially sheer and smooth. It requires two DC 18 *climb sheer surfaces* checks to traverse the 60' distance to the door.

The padlock on the opposite side is not trapped but requires a DC 18 *pick locks* check or a DC 22 Strength check (PCs can add their deed die if available) to open. Clever PCs will find a way to gather acid in a wooden or stone "container" (require a Luck check to find one) and pour it on the padlock. This unlocks the door with no check required. The door opens into a small chamber containing a magic portal that leads to the north side of the chasm in area 6. Note that the iron door and padlock have a faint enchantment; if the door is touched from the inside, the padlock magically opens and falls to the ground, enabling the door to be opened by those who might come from area 6.

Area 3C—The Stone Devil's Maw: *You approach a large two-pronged boulder that looks like the decapitated head of a giant stone devil. Its bottom opens like a gaping mouth in which a stairway descends into darkness. There's a buzzing behind the boulder as two large crimson wasps fly out... on leashes... held by an armored serpent man with a crocodile's head. The reptilian horror makes a clicking sound and drops the leashes. They attack!*

Red-Jackets (2): Init +3; Atk sting +2 melee (1d6); Crit 1d8/M; AC 13; HD 2d8; hp 9 each; MV fly 35'; Act 1d20; SP leash vulnerability (if a PC grabs the leash, also AC 13, then all physical attacks against the red-jacket gain a +1d bonus to hit); SV Fort +1, Ref +3, Will +0; AL N.

Croc-ti Wasp (1): Init +3; Atk club +2 melee (1d6+1) and bite +2 melee (1d6+1); Crit 1d8/ III; AC 14; HD 3d8; hp 14; MV 30'; Act 1d20 (club)+1d16 (bite); SP supplemental sting (if both club and bite hit the same target, a red-jacket makes a sting attack if within 15'); SV Fort +1, Ref +3, Will +0; AL C.

The croc-ti wasper carries 2d10 gp and a bone whistle that summons the red-jackets if they're within 300'. The judge can allow Personality checks if a PC wishes to command the insects with the whistle.

Area 4—The Portal with Red Glowing Glyphs:

This large chamber looks like a workshop, with metal pipes, gears, and complicated mechanisms filling shelves on the wall. Bodies of slain croc-snakes litter the floor around a large magical portal standing on the floor, encircled by copper with red glyphs, and has swirling red phlogiston within. There are three monstrosities guarding the room while one more is emerging from the portal... green oozes with chomping teeth... and they fly!

This portal was hijacked and hacked by the croc-ti, who have come to use Eykanfyxit's essence to summon their patron, the dread Crocndoom (see area 7). The PCs need to close the portal to prevent any more intrusions, but they must first deal with the chomping slimes. The fourth finishes coming through the portal on round 3 once combat begins.



Chomping Fly-Slimes (3, +1 on round 3): Init +1; Atk chomping teeth +1 melee (1d8); Crit 1d4/M; AC 12; HD 1d12; hp 7 each; MV fly 20'; Act 1d20; SP slime superiority (if three or more slimes attack the same target, they each gain +1d to hit); SV Fort +1, Ref +0, Will -1; AL C.

When the PCs are safe to inspect the portal, give the players handout 1 and read the following:

The portal is bound by a copper ring which has four glowing red glyphs at each of the cardinal directions. At North, the glyph depicts an open eye; at East, a depiction of a vehicle similar to the one you used to get here (but in much better condition); at South, a metallic cylinder; and at West, a small demon repairing a broken wheel.

To close the portal, the party must touch the correct sequence: North, South, West, East, i.e. the eye, the can (metallic cylinder), the fix (demon repairing wheel), and the van... Eye-can-fix-the van ... Eykanfxyt! If PCs found the scroll in area 3A, this should be no problem. Otherwise, the PCs need to remember the name of the phlogistomechanic that Sir Sumydid told them. If the PCs didn't help Sumydid, and they didn't investigate area 3A, then they can still apply trial and error (which might be costly).

If a PC touches the correct glyph in the correct sequence, the glyph turns green. If the incorrect glyph is touched it flashes

red and then reverts to a steady red. Each time an incorrect glyph is touched, the PC with the lowest Luck score must make a Luck check. If successful, nothing happens. Otherwise, a chomping slime begins coming through the portal and arrives in 1 round. Once the portal's glyphs are correctly pressed, the portal is deactivated and can only be reactivated by Eykanfxyt.

If PCs wish to burgle the room, they can gather around 200 gp worth of mechanical oddities to be purchased by interested collectors. Note that Eykanfxyt will not appreciate the theft, however.

Area 5—The Bedroom of a Demon: *This is a bedroom, except that the mattress is on the ceiling, whereas the rest of the furniture, a stool, a desk, a small bookshelf, and a stone bucket, is on the floor. A mirror is on one of the walls, and a thin film of energy undulates about eight feet overhead, roughly four feet below the ceiling.*

The door to area 5 is locked (DC 14 *pick lock* or DC 16 Strength check). Note also that the five-foot section of floor on the bedroom's side of the door is trapped with a pressure plate that triggers 6 steel spikes to be jettisoned from the southwest wall (DC 12 *find trap* and DC 14 *disable trap*, DC 14 Reflex save or take 2d4 damage). This is Eykanfxyt's bedroom, which he rapidly left when he realized his portal



(area 4) had been hacked. However, he did manage to use the mirror (see below) to send messages to Sir Sumydid and the poor soul who died in area 3A.

The energy film overhead affects a change in gravity. If one penetrates the film then they're gently pulled upward and after passing through the film, they "fall" gently toward the ceiling. Likewise, if a PC penetrates the film from the ceiling, they gently fall to the floor. If a PC looks under (over?) the bed, they find a full potion bottle and an object like a screwdriver. A PC that succeeds on a DC 9 spell check recognizes it as a wand.

Screwdriver of Missiles (3 charges): requires an arcane spell check but adds +5 to the check and casts *magic missile* (remember non-casters roll a d10 + Intelligence modifier). For any modified spell check less than 12, the screwdriver shocks the user for 1d6 damage and loses a charge. On a natural 1, the user suffers 2d6 shock damage and all charges are drained.

Potion of Lucky Heal: PCs who taste, test, etc., can discern that this is a healing potion if they pass a DC 10 Intelligence or spell check. A PC who consumes it must make a Luck check. If successful, they roll their HD with a +1d bonus (e.g., a warrior with d12 hit die rolls a d14) and are healed that amount. If failed, they roll their HD with a -1d penalty (e.g., a warrior with d12 hit die rolls a d10) and are healed that amount.

The desk and stool are mundane and have nothing valuable. The stone bucket isn't special, although it is useful to gather acid from area 3B and circumvent the chasm in area 6. The bookshelf holds similar looking tomes of various widths, all of which say "Notchill's" on the spines; they are repair manuals for different types of vehicles. A persistent PC can locate the one that corresponds to the phlogistovan; bringing it inside the van and showing it to Ahtaga results in 10 bonus hp for the vehicle once it is repaired (see area 8).

The mirror can be used as a communication device on an arcane spell check of 14 or more. Only 1 try allowed per PC! If successful, read the following:

You see a strange flying demonic creature with eyes on his knees, a face on his torso, and a single eye on his head. He seems very busy defending himself from magical attacks, but still manages to notice you. "You! Yes, you! Stand still and listen! I need help. You made it this far, so come kill these croc-ti and I'll fix your van. You'll have to cross the chasm. You'll either need to cross the acid pond, get Sumydid's help, or find the invisible cable about seventeen feet from the left wall. Thanks and bye!" The mirror flashes and becomes just a mirror.

Further attempts at using the mirror are unsuccessful.

Area 6—The Cavern Cut by a Chasm: A stairway winds down into a large cavern with a high ceiling. Glowing fungi fills the room with soft blue-green light, which accentuates a 25'-wide chasm that bisects the chamber. There are two tunnels exiting the other side. The right-hand one is dark, while the left-hand one flashes with sporadic colors accompanied by faint explosive booms.

The chasm is nearly impossible to jump, even with a running start (DC 25 Strength check, armor check penalties apply). It's 50' deep, so a fall is almost certainly fatal. Should a PC somehow survive the fall, or climb down, reward them by revealing a fallen corpse whose pouch holds 70 pp. Climbing the chasm's walls requires a DC 16 *climb sheer surfaces* check (armor check penalties apply).

Another means of crossing is an invisible cable spanning the chasm, located 17' from the west wall, one foot down from the chasm's edge. Treat the cable as having a permanent *invisibility* effect cast with spell check of 20. Even though it can't be seen, it radiates magic if detected. Once found and revealed (clever PCs will find a way!), it's relatively easy to traverse (DC 5 Strength, Agility, or *climb sheer surfaces* check).

The ceiling is 30' high with a few stalactites hanging down. Using these to somehow cross (never underestimate *ropework*) requires a Luck check to ensure the anchoring point holds the PC's weight.

There are two ways to get across the chasm that are significantly easier than those mentioned above. The first is to use the magical portal in area 3B, which leads to the alcove in the North-East portion of the room. The second way is to have saved Sir Sumydid in area 2.

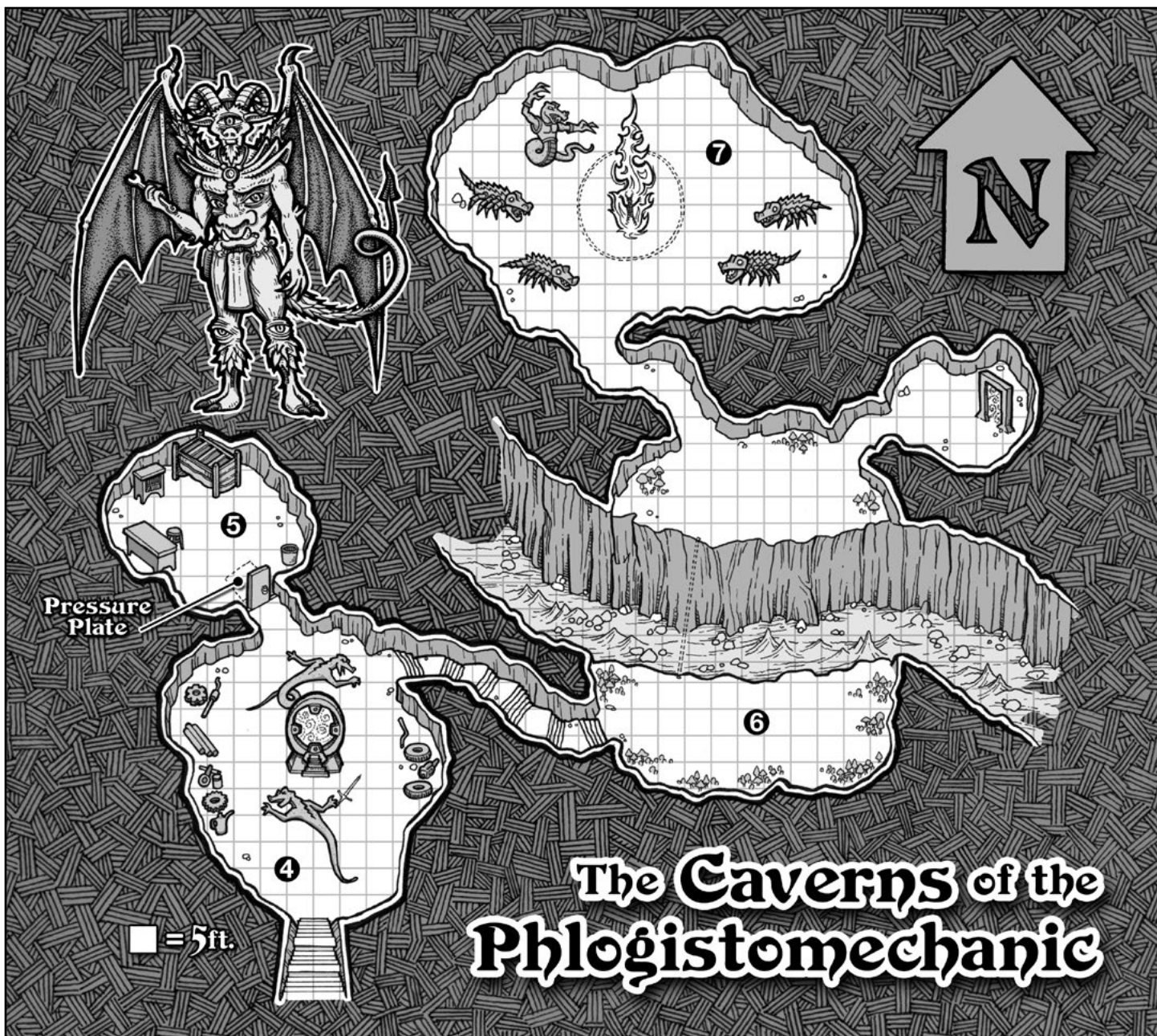
The tiny knight will teleport into the room on his blink frog mount, Ambrojump, at just the right time. If a PC falls into the chasm, Sumydid and Ambrojump blink in as the frog's tongue catches the falling PC and launches him to safety. If the party is stumped by the hazard, then the pair appears at the other side asking if the party needs help. Ambrojump can easily leap the chasm and will take one PC at a time. After helping the PCs across, he salutes them and says, "I hope you consider my debt repaid, now go save Eykanfyxit!" The knight-frog duo teleport away, perhaps to meet the party again at the judge's discretion. Ambrojump's stat block is provided for just such an occurrence.

Ambrojump, Blink-Frog (1): Init +4; Atk leaping stomp +4 melee (1d8+2) or tongue lash +6 melee (2d3 plus tongue-tied, range 15'); Crit 1d12/M; AC 18; HD 6d7; hp 24; MV jump 60' or teleportation (special); Act 2d20; SP tongue-tied (DC 16 Reflex save or pinned as in a grapple), teleportation; SV Fort +4, Ref +6, Will +4; AL L.

Tongue-Tied: Target must make a DC 16 Reflex save or they're pinned as in a grapple, a DC 18 Strength check to escape is permitted on subsequent rounds. Sir Sumydid gains a +2d bonus to hit tongue-tied targets.

Teleportation: By spending 1 action die, Ambrojump can teleport anywhere within 100', by spending both action dice, Ambrojump can teleport to any place it already knows.

If the party makes it across without requiring Sumydid's help, then they are rewarded with his aid in the next encounter. He instead appears as they are about to enter area 7 and says "One good deed deserves another. Please let us help you save Eykanfyxit."



Area 7—The Demon in a Bind: *The first thing you notice in this room is the beam of crackling energy shooting up through a large round hole in the ceiling. Following the beam down, you see that its source is an imprisoned demon. The creature has almost three faces. A single eye, nose, and mouth are on its horned head, while two eyes, a larger nose, and a larger mouth are on its torso, and finally there is an eye on each knee. A glowing shell surrounds it, constricting its wings, and slowly solidifying as you watch. Somehow the shell is draining energy from the demon and fueling the beam. Overseeing the process is a croc-headed humanoid snake that is adorned with mechanical devices. Four metallic monstrosities skitter on the floor, each with eight legs and large metal crocodilian jaws with teeth that move like a saw. Besides these immediate threats, the room seems to store broken vehicles like yours.*

This is a timed challenge for the party, who must save Eykanfyxit before he's destroyed by the constricting shell and all his vital energy is drained into the beam. The croc-ti mechoshaman is using the demon's energy to fuel a portal in the air

outside; the croc-ti's patron is already stepping through the portal, and the party's only hope for victory is to use their van... but first they must save the phlogistomechanic!

The party has 9 rounds to break open the constricting shell, and each round the shell becomes harder (larger AC and more hp) as indicated by the shell tracker table. On round 10, Eykanfyxit is destroyed. As soon as the shell is reduced to zero hp, the demon slumps to the ground, liberated, but unable to help in the fight.

The croc-ti mechoshaman prioritizes attacking anyone attempting to break the shell, and the acrocnids try to engage as many PCs as possible to draw attacks away from both the shell and mechoshaman. The croc-ti has a device on his person that can disable the shell and beam; a DC 13 spell check is required to recognize it among his other mechanical paraphernalia. In addition to his gauntlet and nail gun, the mechoshaman carries 3d20 pp of an alien mintage.



Croc-ti Mechoshaman (1): Init +3; Atk gadget-claw gauntlet +3 melee (1d6+1, reach 15') or nail gun +3 missile fire (1d5, range 60'); Crit see SP; AC 16; HD 4d8+2; hp 20; MV 30'; Act 1d20; SP perforation crit (flurry of nails, +3d4 damage), mechosave (uses d24 for saving throws); SV Fort +3, Ref +3, Will +4; AL C.

The mechoshaman's gadget-claw gauntlet has metal workings that extend the claws up to 15', enabling melee attacks with a long reach.

Perforation Crit: On a critical hit, the mechoshaman fires a flurry of nails at target's abdomen doing 3d4 additional damage instead of using a crit table.

Acrocnid (4): Init +2; Atk saw teeth +2 melee (1d6) or web fluid (special, range 15'); Crit 1d6/M; AC 14; HD 1d8+5; hp 9; MV 35'; Act 1d20; SP web fluid (DC 14 Ref save or entangled, DC 14 Strength check ends), immune to mental effects; SV Fort +0, Ref +2, Will +0; AL N.

Web Fluid: Target must make a DC 14 Reflex save or become entangled, suffering -1d to hit and granting +1d to hit until they pass a DC 14 Strength check; penalties and bonuses are cumulative with additional webbing.

If Sir Sumydid and Ambrojump are aiding the party for this combat (see area 6), the judge need not roll for them, except for Initiative (d20+4). They inflict 6 damage every round at whatever target the PC's direct them to, but they suffer 3 damage per round (narrate as appropriate); their hp pool is 36 (Sumydid) plus 24 (Ambrojump), so it's highly unlikely they'll perish in the encounter.

If the PCs did not close the portal in area 4, then a chomping fly-slime joins the fight on round 4 and another appears every successive 4th round until the portal is closed.

Chomping Fly-Slimes (1 on round 4, 8, 12, etc.): Init +1; Atk chomping teeth +1 melee (1d8); Crit 1d6/M; AC 12; HD 1d12; hp 7 each; MV fly 20'; Act 1d20; SP slime superiority (if three or more slimes attack the same target, they each gain +1d to hit); SV Fort +1, Ref +0, Will -1; AL C.

Once the PCs are victorious and have saved Eykanfxyit (who must rest, regardless of healing possibly administered by the party), read the following.

As you finish your foes, the demon props itself up. Its torso's eyes are rolled upward, showing only their whites, but its head's single eye seems alert. Though the body's mouth is drooling, the head's mouth says, "Thanks for the save, but I'm afraid your work isn't done! They managed to summon Crocndoom! Our only hope is for you to defeat him with the van. Cut off my tail and feed it to the van's hag. That... will... fix... it." The demon's head falls asleep as its torso's face wakes up and whispers a few arcane syllables then also sleeps. Your broken vehicle teleports into the room and you hear the shrunken hag's head laughing maniacally, "WE'RE GOING TO DIEEEEEEE!"

Area 8—The Van in the Sky: This battle takes place in the sky above the basin, and so it is not indicated on the map. As soon as someone feeds Eykanfxyit's severed tail to the hag's head, read the following.

As the shrunken head begins devouring the tail, wisps of phlogiston swirl about the van. All damage is repaired, and it looks as good as new, perhaps even better! The engine starts with a roar as various interior devices pop into view. The hag's head exclaims, "WHO'S DRIVING? A CASTER MIGHT BE SMART. NOT IT!" Then, as if she were the party leader, she commands, "THE REST OF YOU GET HELMED, GLOVED, AND BOOTED!" Just as she finishes, strange boots appear on the van's floor, pairs of gloves hover in midair, and helms that cover the entire face hang from the ceiling. There are enough to suit everyone besides the driver.

SHELL TRACKER TABLE

Round	1	2	3	4	5	6	7	8	9	10
hp	12	+1d3	+1d4	+1d5	+1d6	+1d7	+1d8	+1d9	+1d10	N/A
AC	10	11	12	13	14	15	16	17	18	N/A

Driving the van will require spell checks (either arcane or divine) each round, which is why Ahtaga recommended a caster. When a PC puts on the helm, gloves, and boots, describe their experience as if they are playing a VR game with augmented reality. Non-VR-helmed PCs see the wearer enveloped in a protective energy field, while the wearer perceives that the van “disappears,” and they are floating in the air along with others who have similarly suited up. However, these avatars look significantly more powerful (stronger, thicker armor, better weapons, magical auras, etc.) than the PCs. Only those wearing the gear or driving have a chance to survive the encounter. Once a driver is seated and the others are suited up, read the following.

Just as the driver is surrounded in a protective energy field, the van launches into the air! Those wearing the gear see and feel themselves flying. They can slightly alter their own course, but they all move in the same general direction. As avatars, you instinctively feel like your abilities are amplified, and just in time too. The clouds part to reveal a huge flying serpent with the head of a bearded, fanged man. Its face must be 20’ tall! Instead of hair, his head sprouts six serpentine bodies each with a crocodilian head. The creature rumbles, “COME, LITTLE BUG... AND DIE!”

Roll initiative! PCs’ avatars can attack and are attacked by Crocndoom. Any damage suffered by an avatar is transferred to the PC but subtracted first from their shield (see below), like temporary hp. Avatars can fly up to 100’ away from the van at MV 60’ (the van’s speed). Crocndoom’s six croc-head snake “hairs” attack the avatars with either bites or eye rays, and the beast’s large face doomshouts.

Though the PC in the driver’s seat is called the “driver,” Ahtaga and the van can generally maneuver the vehicle as that PC desires. However, this PC has a more important role that affects everyone else in the party. The driver makes a spell check at the beginning of each round; *if the driver chooses not to cast a spell for the round, then they add +5 to that beginning-of-the-round check*. If the modified result is greater than 10, they add the excess to all avatars’ AC, attack bonus, and damage bonus for the round; for example, if the driver’s

modified spell check is 17, then they add 7 points (17-10). If the result is 10 or less, those stats are unaffected. Note that this check cannot be modified by any other means (spellburn, Luck, etc.) than caster’s regular spell check modifier.

When running the battle, remember the following:

- Each PC shield (including driver’s) is worth 30 temporary hp; Ahtaga can transfer hp from other shields to a single shield once per round. Inform the players of this and let them track their own temporary hp.
- Avatars and the van fly with MV 60’, though outside of combat Ahtaga can enable the van to travel much faster, even teleporting if necessary.
- An avatar’s AC is PC’s AC + Driver’s spellcheck -10 (if spellcheck > 10)
- An avatar’s attack bonus is PC’s + Driver’s spellcheck -10 (if spellcheck > 10)
- An avatar’s damage bonus is PC’s + Driver’s spellcheck -10 (if spellcheck > 10)
- The effects of magic items like the Screwdriver of Missiles (from area 5) can be used against Crocndoom, but the van or driver does not modify them.
- The van has 74 hp (84 if the party uses the Notchill manual from area 5). If the van is reduced to 0 hp it explodes, killing the PCs. The judge can enroll a player (perhaps the PC driver’s) to track van hp.
- The driver can use an action to “attack” with the van by ramming it into Crocndoom (driver uses their melee to hit + avatar bonus) for 3d6 damage, but the van also takes half the damage inflicted.
- Generally, the croc-head-bites or croc-eye-rays target the avatars while the van takes damage from the doomshouts.
- For spell effects that require targets (*paralysis, magic missile, etc.*), or Mighty Deeds of Arms, Crocndoom is treated as 7 separate targets: the large face and the six croc-snake “hairs.”

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Crocndoom: Init +6; Atk croc-head-bite +8 melee (2d10, reach 30') or croc-eye-ray +8 missile fire (2d8, range 200'); Crit 1d10/DN; AC 23; HD 10d20; hp 105; MV fly 60'; Act 6d20 plus doomshout; SP doomshout (once per round large face shouts; see table below); SV Fort +10, Ref +10, Will +10; AL C.

DOOMSHOUT TABLE

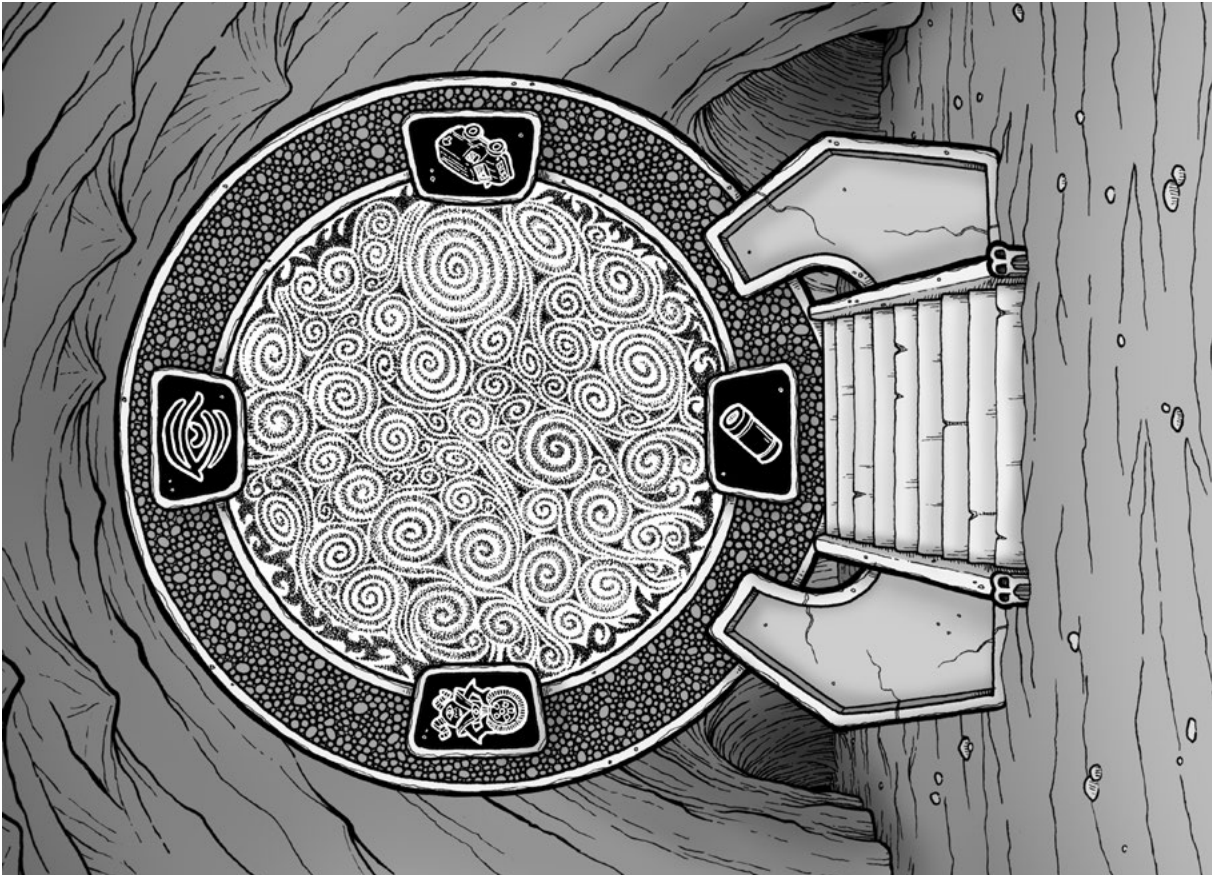
(Once per round roll 1d5 or choose sequentially)

1d5	Result
1	A resonating roar shakes the van to its core! All PCs make DC 14 Fortitude save or take 2d6 damage. The van takes 2d12 damage.
2	Crocndoom screeches a scream of stasis! Helmed PCs must make DC 14 Willpower save or their avatars are helpless (granting +1d to be hit) and actionless for 1 round. Van takes 1d12 damage.
3	Doom is demanded! Crocndoom targets the avatar who has caused the most damage with focused decibels! PC must make DC 16 Fortitude save or suffer 2d8 damage.
4	A shout of smoke obscures vision and clogs the intakes! All PCs must make a DC 17 Intelligence check or suffer -1d to all actions for the next round. The van takes 2d6 damage.
5	Crocndoom howls at the hag! Ahtaga is compelled to howl along and cannot transfer shield hp for 1 round. PCs and van are unaffected.

VICTORY!

After defeating Crocndoom, Ahtaga is exhausted and lands the van on a rock tilted upward like a ramp. Eykanfxyt flies over and thanks the PCs. His tail is already growing back! He gives a can of oil to Ahtaga, which the hag's head guzzles. The phlogistomechanic offers to fix the van whenever it needs it. He says, "Now, let's get you out of here," and opens a portal to a radiant land of ivory towers. Ahtaga cackles, "A REAVER'S WORK IS NEVER DONE!"

Ahtaga's Van: The PCs have won themselves a phlogistovan! It's best to think of the vehicle as Ahtaga's body, responding to her desires with PCs' spell checks providing the catalyst. For combat, the van has the properties listed in area 8, but the judge (and the PCs!) should not feel limited by these. Indeed, upgrading or changing the capabilities of the van makes for great quest-for-it material. Ahtaga serves as an entertaining NPC and "interface" to the vehicle, perhaps even a patron. If the PCs want to get somewhere (or somewhere!) then maybe they just need to find the right food (fuel!) for Ahtaga, just as her consuming Eykanfxyt's tail fixed the van in this adventure. Similarly, to avoid party abuse of such a powerful "magic item," the judge should limit the van's capabilities unless the party finds the right item for Ahtaga to convert to energy. If PCs want to fly their AC 25 "tank" through the dungeon, then perhaps the hag needs to consume the tongue of an ancient dragon. Finally, Ahtaga and the van have their own agenda (which is up to the judge), and it just might probably most definitely will happen that they use the PCs to achieve it.



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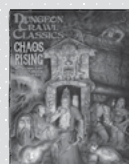
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