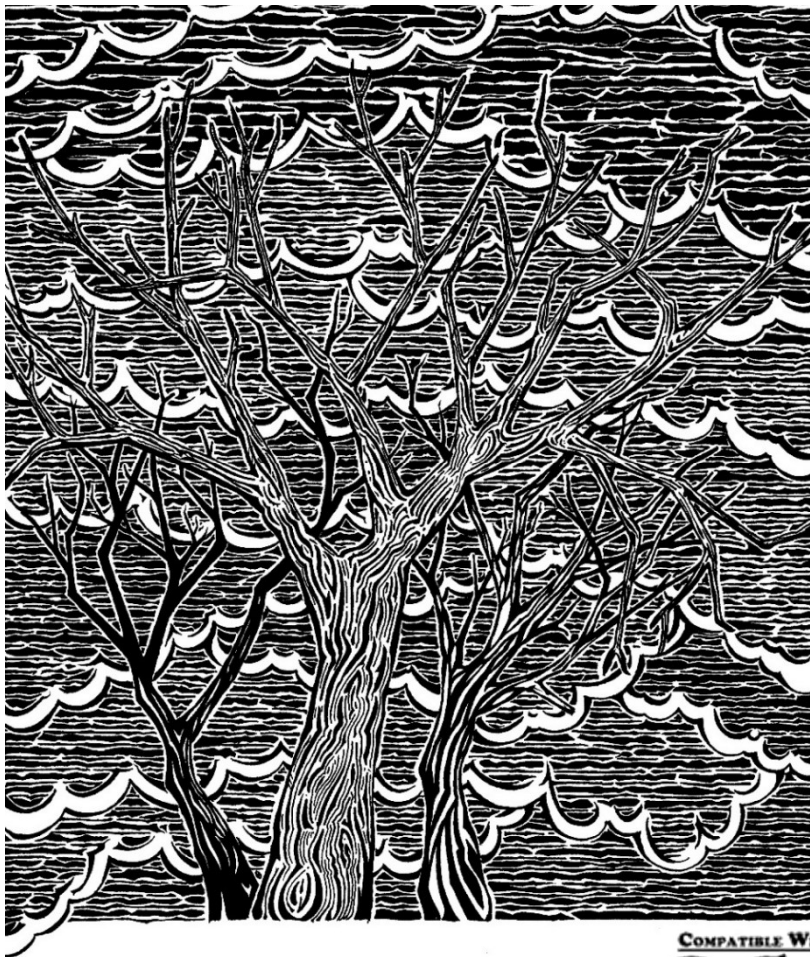


# FARMYARD FATALITIES

book two  
(of two)

A Zero-Level Funnel Adventure



COMPATIBLE WITH

**DCC  
RPG**

## CREATURES FOR BOOK TWO – IN ORDER OF APPEARANCE:

### Pages 3, 11 and 12:

**Corrupted Saplings:** Init +0; Atk wood spear +1 melee (1d4); AC 12; HD 1d4; HP 3; MV 20'; Act 1d20; Spcl Stealthy Nature; SV Fort +0, Ref +0, Will +0; AL C

*If encountered in the Abandoned Orchard, and unless stated otherwise, these creatures always attack with surprise—perfectly blending with the environment.*

### Page 6:

**Crochet Golem:** Init +1; Atk whipping hand +1 melee (1d4); AC 14; HD 1d8; HP 6; MV 20'; Act 1d20; Spcl Tangling Touch, Immune to bludgeoning; SV Fort +0, Ref +1, Will +3; AL N

*Once every three rounds of combat, the Crochet Golem may perform its “Tangling Touch”: long filaments of yarn project from its body—entrapping up to 1d3 characters unless they make a Reflex Save versus DC15 to avoid the attack. Those failing the Reflex save are tangled and helpless until cut free or managing to gnaw (1 point of damage per attempt) their way out (Filaments: AC 10; HP 3).*

### Page 6:

**Adeline Rose:** Init +0; Atk crochet hook +1 melee (1d2); AC 10; HD 1d8; HP 5; MV 30'; Act 1d20; Spcl Stach-Tarum's Blessing; SV Fort +0, Ref +0, Will +0; AL C

*Adeline Rose is one of Stach-Tarum's faithful servants—fortunately held in her cottage-prison away from the world solely by the will of the one who loves her.*

*Once per combat Adeline Rose may invoke “Stach-Tarum's Blessing”. Once receiving this gift, for the next three Rounds any she touches (touch +3 melee) become blackened with mold and die—no save allowed.*

### Page 10:

**Water Goblins (4):** Init +0; Atk clawed hand +1 melee (1d4); AC 12; HD 1d6; HP 4; MV 20' (land)/30' (swimming); Act 1d20; Spcl Drowning Attack; SV Fort -2, Ref +1, Will -2; AL N

*The Water Goblins, on a successful clawed hand attack, latch on their victim unless a Reflex Save versus DC10 is successfully made to kick out from their clutches.*

*On a failed Reflex Save, the Water Goblins pull their victim underwater and the victim begins to immediately drown: temporarily reducing the unlucky character's Stamina Ability Score by 1d4 points per Round. If the character's Stamina has been reduced to “0” the character dies. Each Round the drowning victim can attempt to either attack and kill the Water Goblin(s) holding them under or perform a Reflex Save to kick free. Once freed and back to the surface the lost Stamina returns with 10 minutes of rest.*

# FARMYARD FATALITIES

book two

by

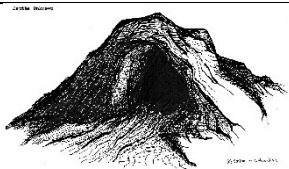
m.c.franklin



*First Printing of 150*

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### Information for the Judge:

The section containing “**The Abandoned Orchard**” is completely optional for use with the main adventure found in **Farmyard Fatalities: Book One**. Including this section is recommended if the party of zero-level characters is large, somehow the party is flush with resources and needs those resources whittled down a bit, or the Judge wishes to have a longer gaming session.

If the Judge so desires, the entire section of “**The Abandoned Orchard**” can be excised, in part or in its entirety, from the module without affecting the main adventure. It may also be used as its own standalone adventure with a little modification as well.

### The Weather:

The weather turned cold and wet earlier in the day and has stayed that way. To determine what the weather currently is, roll d6 and consult the chart below once every 20 minutes in real time or every time the party of characters changes NAMED locations (i.e.: moving from The Northern Road to the Abandoned Orchard, moving from hex to hex, etc.):

- 1: Thunder rumbles and growls as lightning intermingles with the pulsating lights appearing to originate from the Nazuk’s property; the rain holds off for now.
- 2: An annoying light drizzle begins to fall.
- 3: The wind begins to pick up, causing torches to sputter fitfully, diminishing the area of light they provide by half. Candles blow out and are impossible to keep lit. Lanterns function normally.
- 4: Not only does the wind pick up but a steady rain begins to fall. Torches and candles are extinguished and do not relight while these conditions persist. Lanterns have trouble keeping a steady light, and the area of light they provide is reduced by half.
- 5: A raging storm blows and debris begins to fly—the character with the lowest Luck Ability Score is struck by a flying branch for 1d3 points of damage! You say there is more than one character with the same terrible Luck score? Do not despair...there are PLENTY of branches to go round! *If the Judge is feeling merciful, let the unlucky saps make a Reflex Save vs DC10 to avoid being clobbered.*
- 6: A light rain begins to fall as a heavy mist begins to rise, obscuring all vision and reducing sight to 10’. Light sources still work but are useless beyond the range of 10’—however light sources do show up as glowing blobs in the darkness, allowing members of the group to find each other. And for other things to possibly find them...

## **The Abandoned Orchard (optional):**

*The Judge should read or paraphrase text in gray boxes for the players—typical:*

*Approaching the two-thirds mark of your journey, you see a weed-choked and neglected trail: squat moss-covered pillars of stacked stones, flanking either side, support the remnants of a rotting timber gate. This is the cottage-path to what you know to be the Abandoned Orchard—the scene of an old mystery.*

*In the time of your grandparents, this orchard was the site of the simple cottage of Zephyr Rose and her wife Adeline Rose. Nothing is known of what happened to the pair, other than one market day they failed to show up in the village with their usual cart of goods from their orchard.*

*When a group of concerned citizens from the village went searching, they found no sign of the pair. Almost as disturbing as the disappearance of the two humans, the searchers found no trace of the cottage: it was gone down to the last foundation stone—only a clearing in the trees at the end of the cottage-path remained to show the cottage had ever been there.*

*Since then, none in the village dare pick the fruit, which hangs so invitingly heavy, from the trees in fear they might disappear themselves...*

### **Possible Hooks to Draw the Party Into The Abandoned Orchard:**

- The party hears a strange rhythmic sound, like the tapping of sticks together, deep in the orchard. *The tapping sound originates from the Corrupted Saplings holding their ritual heralding the coming of “Stach-Tarum: The Mildewed One”.*
- The ghostly image of a woman (the spirit of Zephyr Rose) is seen momentarily amongst the trees several yards further back into the property. Her transparent form lingers for a moment, as she turns a distraught face towards the party, before fading from view.
- Rumor has it there is a vast cache of coins left behind by Zephyr and Adeline on the property somewhere. Nobody has been brave enough to try and collect them....until possibly now.

### **Setup of the Abandoned Orchard:**

- The Abandoned Orchard is a small hexcrawl through the property bordering the southern side of the Nazuk Farmstead.
- Each hex is approximately 6 acres in size.
- Each hex takes about twenty minutes to traverse in any direction.
- The hedgerows along the borders are difficult, and dangerous, obstacles; consisting of piles of loose rocks, rotten timbers, living trees and wild roses. Climbing over these is likely to take its toll. Unless a Reflex Save versus DC18 is made the structure shifts and pitches the character making the attempt back to the ground in an avalanche of debris—causing 1d6+1 points of damage.

### **Maintaining Direction in the Abandoned Orchard:**

With the march of time, the site of the former orchard has become quite overgrown and difficult to traverse. Due to the lack of stars or moon overhead, and the tangle of plant growth, the possibility of losing direction within the mass of trees, vines and undergrowth is quite high.

Unless there is at least one elven forester, hunter, or trapper within the party there is a chance of straying off course once leaving the overgrown cottage-path. To determine how the party possibly loses direction consult the table below.

***Each time the party picks a direction to travel, the Judge should roll 2d6 and find the result on the table below:***

- 2:** The party ends up going in the completely opposite direction from what they declared (i.e.: the party wishes to travel one hex to the northeast and instead travels one hex to the southwest).
- 3 thru 4:** The party ends up going in a direction offset by 45 degrees clockwise from the intended direction of travel (i.e.: the party wishes to travel one hex to the northeast and instead travels east).
- 5 thru 9:** The party travels in the intended direction.
- 10 thru 11:** The party ends up going in a direction offset by 45 degrees counterclockwise from the intended direction of travel (i.e.: the party wishes to travel one hex to the northeast and instead travels north).
- 12:** The party walks in a circle and ends up exactly where they started from. The Judge should inform the party they come across what appear to be footprints. The Judge should only state they appear to be the prints made by the party of characters if they are asked if the prints belong to members of the party. Otherwise, if the party decides to follow the footprints, without attempting to determine their source, let them wander around in a circle a few times before letting on things look REAL familiar.



### **Random Encounters in the Abandoned Orchard:**

These random encounters are to be used as the party travels from one hex into another hex within the Abandoned Orchard. Roll a d6, and on the result of a “1” a random encounter occurs, and the Judge should consult the following chart:

#### ***Roll a 1d4 and on a result of:***

- 1: The spectral image of the orchard’s former owner, Zephyr Rose, is seen standing amongst the trees silently weeping. She points in the direction of her unmarked and unhallowed grave (**hex 23**) where her wife, having given herself wholly to the entity known as Stach-Tarum, buried Zephyr Rose after murdering her. The image always disappears before the characters can approach it. This encounter can happen more than once; this encounter is no longer used if the party discovers the body (**hex 23**) or attempts to attack the ghostly image.
- 2: Oddly lumpy fruit, of the Judge’s choice (cherries, peaches, apples, etc.), is seen lying amongst the leaf litter on the ground—presumably knocked down by the winds. This fruit has been touched by Stach-Tarum’s Corruption: see the entry for “**Corruption Touched Fruit**”. Note the fruit picked from the trees is NOT Corruption Touched and is perfectly safe.
- 3: Corrupted Saplings have grown from fruit fallen from the trees and subsequently twisted by the influence of Stach-Tarum. These halfling-sized creatures are mobile tangles of vegetation, in vaguely humanoid form, and aware of what Stach-Tarum is aware of: the group of intrepid villagers poses a threat to the ritual being performed by Mordi-Cow beneath the barn on the Nazuk property. They attack with uncanny stealth from amongst the undergrowth permeating the unattended orchard—the party encounters 1d3 of these creatures.

**Corrupted Saplings: Init +0; Atk wood spear +1 melee (1d4); AC 12; HD 1d4; HP 3; MV 20’; Act 1d20; Spcl Stealthy Nature; SV Fort +0, Ref +0, Will +0; AL C**

If encountered in the Abandoned Orchard, and unless stated otherwise, these creatures always attack with surprise—perfectly blending with the environment.

- 4: A simple, flimsy wooden door appears in the darkness—standing upright as if set in a wall. If left alone for more than one minute, it vanishes. The characters may walk around it, touch it, and attempt to open it; by moving the handle, bashing it, or hacking at it; to no effect. However, knocking on the door causes it to open and reveal the interior of a simple one room cottage—light from a roaring fire in the hearth spills out into the damp and chill darkness of the orchard: invitingly warm. This is the entrance to Zephyr Rose’s cottage—see the section “**The Cottage of Zephyr Rose**”. The door encounter may happen more than once, but once the characters enter it no longer appears.



### **Corruption Touched Fruit:**

All the fruit lying on the ground of the Abandoned Orchard is tainted by the essence of “Stach-Tarum: The Mildewed One”.

If eaten by a human or demihuman, this fruit has a foul taste, like mildew, but otherwise seems harmless. However, if the human or demihuman ingesting the fruit dies within 24 hours from eating it they instantly shrivel, blacken, and mold before bursting 1d4 Rounds later—releasing choking spores in a radius of 15 feet from the corpse. This cloud of spores debilitates any character who does not make a Fortitude Save versus DC10. Those failing this save are hindered as they gasp for breath for 2d4 Rounds: their AC and attack rolls decreased by -2 for this period.

It is possible a animal companion with the villagers attempts to eat the Corruption Touched Fruit. At the Judge’s discretion, this can be all of the animal companions or one (or more) chosen randomly to do so by whatever preferred method. The Judge should inform the players of any animals attempting to eat the fruit and allow the players to decide if their characters allow this or not.

To determine if an animal has eaten the Corruption Touched Fruit lying on the ground in the Abandoned Orchard, the OWNER of the animal makes a Willpower Save versus a DC10 to determine if their command of the animal is strong enough to overcome the animal companion’s desire to eat this tasty treat lying unattended on the ground.

If eaten by a domestic animal (wild animals are not affected) the Corruption Touched Fruit causes the animal to horribly transform into a (possibly) murderous variation of itself once brought within the vicinity of its congruent animal at the Nazuk Farmstead—see the chart below.

### **Companion animals as determined by their Trade Goods:**

- Cow:** In the Cow Pasture in the presence of the Demonic Cows
- Dog:** Beneath the Nazuk Barn in the presence of the other hounds
- Duck:** Near the Fishing Pond
- Falcon:** Unaffected as this is a wild animal, tolerating the presence of the handler...for the moment.
- Goat:** Beneath the Nazuk Barn in the presence of Mordi-Cow and her Chaos Goat acolytes
- Goose:** Near the Fishing Pond
- Hen:** At the Chicken Coop in the presence of the Chicken Coven
- Mule:** This creature is too stubborn to change unless it wants to...and it just doesn’t want to.
- Pony:** The Nazuk Barn in the presence of the draft horses Dilly and Molly
- Sheep:** In the Backyard in the presence of the Sheep-Mass
- Sow:** Causeway leading past the Pigsty in the presence of Mighty Pig-Thulhu



### **The Cottage of Zephyr Rose:**

If the party encounters the door random encounter and steps through, they enter the Cottage of Zephyr Rose—or at least the shade of what once was the cottage.

*Within the cottage's single room, a fire in the hearth provides a welcoming, if subdued, light and warmth to the soaked group. In front of the fire sit two comfortable looking chairs, turned toward the fire, with a small table between them.*

*A single book, containing popular verse from several decades ago, and a small basket containing a skein of orange woolen yarn and a silver crochet hook rest on top of the table. Next to these two items is a single white pillar candle set on a plain, unglazed ceramic dish: unlit.*

*Against the walls are shelves lined with various jars, boxes, and tins containing what appear to be foodstuffs and utensils. A large basin for water and a table for dining, along with its benches, are near the center of the space—a large wooden bowl filled with fruit from the orchard is in the middle of the table.*

*Small rag rugs cover the planks on the floor. There is a window on each wall, though all seem tightly shuttered and cannot be opened.*

*A crude ladder leads up to a small loft area containing a bed.*

#### **Information for the Judge:**

*The interior of the cottage is devoid of an occupant—unless the candle on the small table is lit. If the candle is lit, a young human woman (Adeline Rose) appears in the chair nearest the basket containing the yarn and the crochet hook (Judge's choice on which chair that is).*

#### **Adeline Rose:**

The young woman who appears in the chair cheerily introduces herself as Adeline Rose. She tells the party how happy she is to finally have company, as her Zephyr has been gone for so long and she has been so alone.

Adeline Rose smiles warmly and invites the party to help themselves to food and drink,

as well as to warm themselves by the fire. As she does so, she is working the crochet hook through the yarn, fashioning some type of item. This occurs regardless of whether a character has taken possession of the yarn and crochet hook—the character finds they no longer have these items on their person.

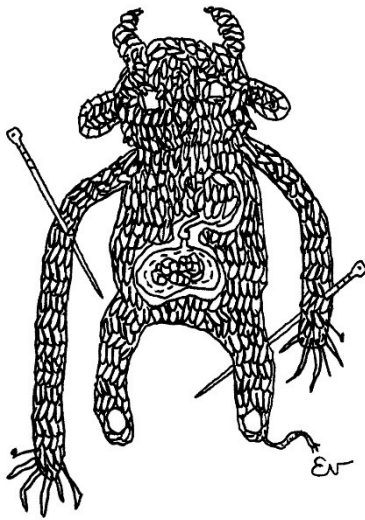
Adeline Rose attempts to keep the party in conversation by asking them the goings on of the world: what the current season is, has the war between the followers of the Heartless Gentlemen and the Hatless Couriers finally been resolved, and whatever other out-of-date and nonsensical thing the Judge can think of to keep the party engaged.

## The Cottage of Zephyr Rose—continued:

### COMBAT!

If Adeline Rose manages to keep the party in conversation long enough to ask, and receive answers to (regardless of how good, poor, or truthful the answer may be), **four** questions she has kept the party there long enough to complete her Crochet Golem. Once complete, her demeanor instantly changes from polite and enthusiastic to cackling and maniacal, as she orders the thing she has constructed to attack the party.

**Crochet Golem:** Init +1; Atk whipping hand +1 melee (1d4); AC 14; HD 1d8; HP 6; MV 20'; Act 1d20; Spcl Tangling Touch, Immune to bludgeoning; SV Fort +0, Ref +1, Will +3; AL N

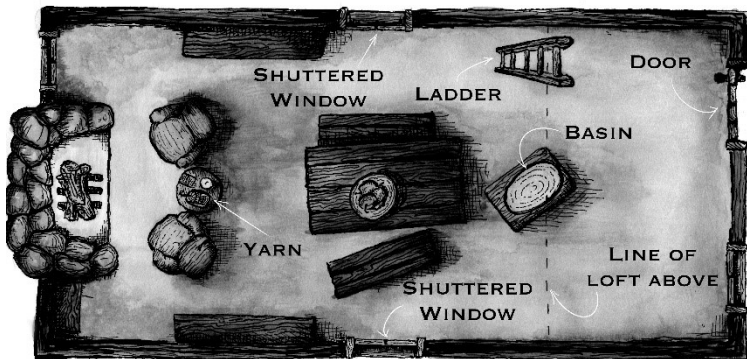


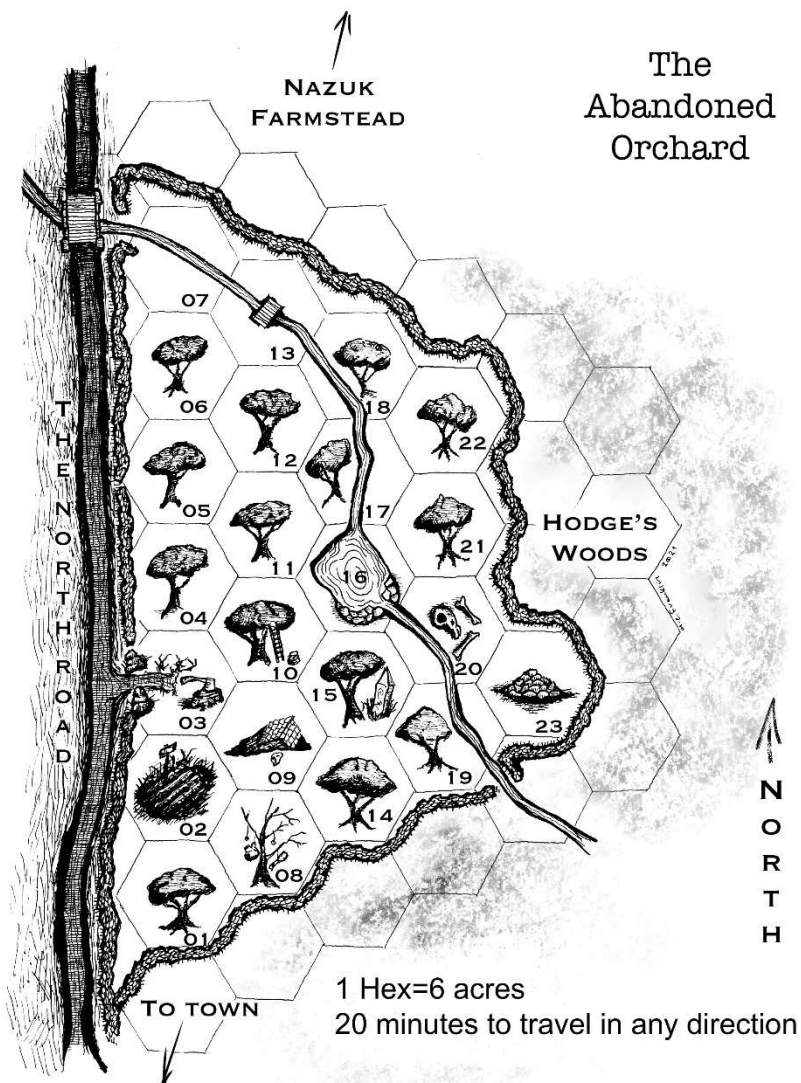
Once every three rounds of combat, the Crochet Golem may perform its “Tangling Touch”: long filaments of yarn project from its body—entrapping up to 1d3 characters unless they make a Reflex Save versus DC15 to avoid the attack. Those failing the Reflex save are tangled and helpless until cut free or managing to gnaw (1 point of damage per attempt) their way out (Filaments: AC 10; HP 3).

**Adeline Rose:** Init +0; Atk crochet hook +1 melee (1d2); AC 10; HD 1d8; HP 5; MV 30'; Act 1d20; Spcl Stach-Tarum’s Blessing; SV Fort +0, Ref +0, Will +0; AL C

Adeline Rose is one of Stach-Tarum’s faithful servants—fortunately held in her cottage-prison away from the world solely by the will of the one who loves her.

Once per combat Adeline Rose may invoke “Stach-Tarum’s Blessing”. Once receiving this gift, for the next three Rounds any she touches (touch +3 melee) become blackened with mold and die—no save allowed.





Notes:

### **General Map Information:**

- The hexes for the map of the Abandoned Orchard are filled with unkempt fruit trees of various types: apple, pear, cherry, etc. The Judge is free to come up with their favorite type of fruit for each hex or simply state the entire orchard consists of one type of fruit if easier.
- The ground is heavily overgrown with wild raspberries, roses, and other thorny plants, making travel at anything faster than normal walking speed impossible.
- The property containing the Abandoned Orchard is separated from The Northern Road on the west, Hodge's Woods to the east and the south, and the Nazuk Farmstead on the north by sturdy, and hazardous, hedgerows.

### **Notes on Hodge's Stream:**

Hodge's Stream cuts through the property in a southeasterly direction. Normally a shallow and slow-moving stream with a rock bottom; known for its clear water, abundant fish, frogs, and turtles; it currently is fast moving and muddy with all the rain. Too wide to jump, it poses a challenge to cross safely in its present state: the characters must make a Strength or Agility Check (whichever is better for them) versus DC5 to maintain their footing. Failure means they fall and are swept to the southeast 1d3 hexes before they manage to crawl out—make sure to roll a random encounter for crossing to different hexes. Being swept to the pond formed in **Hex 16** invokes an attack by the Water Goblins living there.

### **Hex Map Contents:**

**Hex 01:** Gentle chimes can be heard to the east—otherwise nothing.

**Hex 02:** The remnants of copper markers on small wooden stakes show there was once a vegetable garden here. A single rusted trowel sits in the rotting remains of a wooden toolbox. Gentle chimes can be heard to the southeast.

**Hex 03:** The cottage-trail runs eastward from The Northern Road to a weedy patch, about the size of a small cottage, devoid of trees. An old stump with an axe embedded in it, its head rusted and its wood handle gray and weathered, is here. Next to the stump with the axe is a moss-covered stack of firewood—nearly rotted into uselessness.

**Hex 04:** Nothing

**Hex 05:** Nothing

**Hex 06:** Nothing

**Hex 07:** Hodge's Stream flows through the center of this area—swollen with rain and bubbling over the rocks. To the north, beyond the hedgerow, is the Nazuk Farmstead.

### **Hex Map Contents (continued):**

**Hex 08:** Various small items such as coins, spoons, and bits of broken ceramic gently chime against each other. They are suspended from several branches by what appears to be long strands of hair.

**Hex 09:** A small shed, collapsed and rotten, sits under the remnants of a fallen tree. Inside the shed are the crumbling skeletal remains of a halfling and a dog—they appear to have been crushed while attempting to shelter within. Searching through the debris, a rotting leather satchel containing a dagger, as bright and clean as if made yesterday, can be found on a Luck Check of DC20. This dagger confers a bonus of +1 to both hit and damage. Gentle chimes can be heard from the south.

**Hex 10:** A ladder, rotten and dangerous looking, leans against a tree. A wooden basket, the name “Zephyr” embossed on a small silver medallion on the side, sits at its base. Characters wishing to climb the ladder risk falling unless they make an Agility Check versus DC10 when they reach the top—those failing receive 1d6 points of falling damage. Those who succeed manage to score some really nice fruit...yum.

The fruit from this tree is touched by Zephyr Rose, as this was the last tree she harvested before the incident of rage ending her life. A single character can retrieve 1d3+1 pieces of fruit. If eaten, this fruit heals 1d4 points of damage OR if thrown (range: 20 feet) at any creature corrupted by Stach-Tarum (except for Mordi-Cow and her Chaos Goat acolytes) on a successful hit the creature must make a Willpower Save versus DC15 or return to normal and flee. The fruit is consumed regardless of which purpose it is used for.

Note, the fruit remains unspoiled indefinitely in the hands of Lawful characters, lasts 2d6 weeks in the possession of Neutral characters, and rots within 1d3 hours in the hands of Chaotic characters.

**Hex 11:** Nothing

**Hex 12:** Nothing

**Hex 13:** A small wooden footbridge crosses Hodge’s Stream. It seems horribly dangerous—creaking and groaning with each slippery step on its moss-covered surface—but otherwise it is safe.

**Hex 14:** Gentle chimes can be heard to the southwest—otherwise nothing.

### **Hex Map Contents (continued):**

**Hex 15:** A single monolith, standing nearly eight feet tall and constructed of weathered and moss-covered gray stone, stands on a slight rise in a clearing. Worn symbols adorn its sides. A small copper bowl, filled with rotting leaves and rainwater, sits at the base of the monolith on the north side.

Alchemists, astrologers, elven sages, fortune-tellers, halfling gypsies, shamans, and wizard's apprentices can, if they pass an Intelligence Check of DC20, make out in all the strange symbols a single name: "Stach-Tarum: The Mildewed One".

**Hex 16:** Hodge's Pond—formed by the damming of Hodge's Stream with a large pile of rocks. A single small boat, large enough to hold two passengers, sits upside-down on the pond's western shore. The boat is capable of being used, but each time it crosses the pond there is a chance its rotting wood lets go and it sinks immediately—perform a Luck Check versus DC10 of the unluckiest character in the boat.

### **COMBAT!**

Any character in the water of Hodge's Pond draws the attention of the Water Goblins living there. Though normally not hostile, the sudden appearance of the Corrupted Saplings, who have been attacking the Water Goblins mercilessly, have agitated them. The Water Goblins attempt to pull anyone in the water under and hold them there until they drown.

**Water Goblins (4):** Init +0; Atk clawed hand +1 melee (1d4); AC 12; HD 1d6; HP 4; MV 20' (land)/30' (swimming); Act 1d20; Spcl Drowning Attack; SV Fort -2, Ref +1, Will -2; AL N

The Water Goblins, on a successful clawed hand attack, latch on their victim unless a Reflex Save versus DC10 is successfully made to kick out from their clutches.



On a failed Reflex Save, the Water Goblins pull their victim underwater and the victim begins to immediately drown: temporarily reducing the unlucky character's Stamina Ability Score by 1d4 points per Round. If the character's Stamina has been reduced to "0" the character dies. Each Round the drowning victim can attempt to either attack and kill the Water Goblin(s) holding them under or perform a Reflex Save to kick free. Once freed and back to the surface the lost Stamina returns with 10 minutes of rest.

**Hex 17:** Hodge's Stream flows through this area.

**Hex 18:**

**COMBAT!**

A band of 1d4+2 Corrupted Saplings, tormenting a lone Water Goblin they hauled up from Hodge's Stream, turn and face the party. As their attention is diverted the Water Goblin flees into the swollen and churning stream with a splash. The loss of their plaything does not make the Corrupted Saplings very happy...

**Corrupted Saplings:** Init +0; Atk wood spear +1 melee (1d4); AC 12; HD 1d4; HP 3; MV 20'; Act 1d20; Spcl Stealthy Nature; SV Fort +0, Ref +0, Will +0; AL C

If encountered in the Abandoned Orchard, and unless stated otherwise, these creatures always attack with surprise—perfectly blending with the environment.

**Hex 19:** A sound, like the light tapping of sticks together, comes from the northeast. Hodge's Stream flows through here—otherwise nothing

**Hex 20:** Carcasses of various wild animals are littered about—their rain-soaked bodies are covered in a black mildew, the scent of which permeates the air. As the party travels east towards **Hex 23** the bodies become more frequent. It is unclear what led to their demise. Hodge's Stream flows through this area.

A sound, like the light tapping of sticks together, comes from the east.

**Hex 21:** Nothing

**Hex 22:** Nothing

**Hex 23:**

**ENCOUNTER/COMBAT!**

A cairn-like pile of stones, covered in fallen leaves and moss, rises from the ground to about waist-high to a human or elf. Surrounding this cairn are eight strange creatures, nearly 3 feet tall and composed of tightly intertwined slender branches and leaves, marching in a counterclockwise direction about the pile of stones. With each step they pause briefly to strike their arms together in a gentle “clacking” sound before taking the next step. They do not seem to notice the party unless the party is going out of their way to be loud.

The spectral image of Zephyr Rose appears between the party and this pile of stones—she silently points towards the pile of stones as tears stream down her face before fading from view.

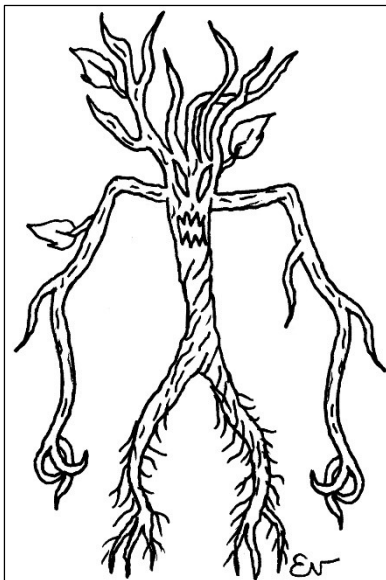


## Hex Map Contents—Hex 23 (continued):

**Corrupted Saplings (8):** Init +0; Atk wood spear +1 melee (1d4); AC 12; HD 1d4; HP 3; MV 20'; Act 1d20; Spcl Stealthy Nature; SV Fort +0, Ref +0, Will +0; AL C

If encountered in the Abandoned Orchard, and unless stated otherwise, these creatures always attack with surprise—perfectly blending with the environment.

If the party defeats the Corrupted Saplings and removes the stones from the pile, they find the skeleton of Zephyr Rose, badly crushed from the weight of the rocks, at its bottom. Her spectral image returns and smiles slightly, knowing the remnants of her missing corporeal form have been discovered, before fading from view forever. Within the jumble of bones sits a tiny silver bell, still bright, attached to a thin silver chain.



### The Silver Bell of Zephyr Rose:

This item, when chimed by the wearer for one Round in lieu of any other action, offers protection from creatures under the effects of Stach-Tarum: adding +1 to all saving throws and armor class for the duration of the combat.

### Note to the Judge:

Though her spirit is now free, and Zephyr Rose has no more care for her bones, the Gods of Law are keen to watch the actions of those still living. The party is not required to give the bones a proper burial, but if they desecrate the remains (using them as ornaments, etc.) this displeases the Gods of Law. Every character involved whose alignment is "Lawful" **PERMANENTLY** loses 1d4 points of Luck for being jerks.



# **Appendices**

## **Appendix M: Magic Items**

### **Note to the Judge:**

The Judge should not feel obligated to let the players know the full extent of what their characters have found, instead allowing the true and full nature of these items to reveal itself naturally through experimentation.

### **The Silver Bell of Zephyr Rose:** (“The Abandoned Orchard”: hex 23)

*The Silver Bell of Zephyr Rose* offers protection from all entities of a chaotic alignment. When chimed by the wearer for one Round in lieu of any other action it adds +1 to all saving throws and armor class for the duration of the combat.

In addition, once per week the possessor may chime the bell prior to their normal period of sleep. Doing so causes the possessor of the bell to dream of a kindly woman speaking to them, possibly Zephyr Rose though the memory of her features fades upon waking.

In this dream the woman discusses at great length three solutions to a single problem that may arise. The catch being the problem is unknown, the correct solution may not be decipherable to the person trying to utilize it, and the two incorrect solutions provide, without fail, a calamitous result.

### **Note to the Judge:**

The content of the “solutions” may be plucked from books, favorite random word generators, clipping sentence strips and rearranging them, etc. Have fun with it and try not to be too concerned if things make a lot of sense. The characters are dealing with information from a dream after all. Just make sure to not be afraid to reward cleverness and ingenuity on the part of the players, even if the solution is not what the Judge originally intended.

### **The Books of Goats:** (Chamber of Mordi-Cow)

This pair of books are bound in a hide of some type unknown, stained a deep black. Within the pairs’ identical pages not a single jot is written about goats...it is possible these books were not even *written* by goats.

Useless on their own, as a pair these books; when combined with the proper preparation, ritual, and sacrifice; summon a heretofore unknown demon: Asoiwe-Ehtos. This demon probably has nothing to do with goats either. Though in fairness it is unclear from the writings in the book what exactly Asoiwe-Ehtos is all about—so potentially Asoiwe-Ehtos *could* have something to do with goats. The books do not note how to rid oneself of Asoiwe-Ehtos, but this is probably a minor detail of little consequence...

**The Dead Halfling's Dagger:** ("The Abandoned Orchard": hex 9)

Initially this rather plain, but very clean, dagger only confers a bonus to hit and damage of +1. However, with some use the actual nature of the dagger comes to the fore: the dagger contains the souls of Thomasina of Hurst Hill and her canine companion Beckett.

Thomasina relates to the possessor of the dagger, via telepathy, the sad tale of being, seemingly, the unluckiest halfling once alive, as she died by not only being crushed by a tree, but she also was simultaneously electrocuted by the blast of lightning that took down such tree...as she was choking on a piece of apple from the tree's branches. To the best of her way of thinking, the massive jolt of electricity must have fused her and Beckett to the already magical dagger.

Thomasina is a rather lonely soul in need of conversation...often talking far too long about topics long out of memory and too mundane to bother dredging up. Sometimes buried within the outdated bits of gossip, interlaced with bouts of self-pity, the possessor of the dagger may glean something of use, though for the most part the information is useless.

Beckett on the other hand is quite glad to be of doggy service once more and quite handy for the adventuring type: barking out a mental warning whenever danger is near, making the possessor of the dagger impossible to surprise. Also, Beckett is adept at helping sniff out goodies to eat when foraging.

**Crochet Golem Hook:** (The Cottage of Zephyr Rose)

With this hook (and any ball of yarn) the possessor can, once per month, fashion a crochet golem (see the stats for this constructed being on page "6" of this book). The creature produced is not particularly adept at performing tasks—it is made of yarn after all—and wears out fairly quickly with any amount of use, the crochet golems often lasting a week or less before becoming hopelessly frayed.

Constructing murderous animated amigurumi, though novel, is only what keeps the possessor on the "hook" ...oh yes...I totally went there with that pun.

This crochet hook once belonged to Adeline Rose. And if somebody has it, that means something bad happened to Adeline Rose. And that somebody probably did that bad thing to Adeline Rose. And you can bet she's coming back to claim that hook—and tear that somebody, and all their little friends, to pieces. And Adeline Rose, she's definitely come out the other side of dying very, very different.

The Judge should feel free to create a rather terrifying undead version of Adeline Rose to deal with the thieves at a later, and inconvenient, date.

## **Appendix ST: Stach-Tarum (The Mildewed One)**

The result of the accidental contamination, subsequent infestation, and inevitable subjugation of an experimental organic-based artificial intelligence by a simple black-mold colony, Stach-Tarum has grown large and powerful over its long existence. Ever grasping outward to expand itself, Stach-Tarum set across the many varied realities to gratify its appetites. Utilizing knowledge and computational power incomprehensible to all but itself, Stach-Tarum has become master of interdimensional travel, unleashing a horde of self-iterations: all independent in action yet totally unified in the purpose of conquest.

Scattered about a multitude of worlds, the fragments of Stach-Tarum either died, thrived, or remained in hibernation until the proper conditions exist. Some worlds fell rapidly, even willingly, to Stach-Tarum's might—other worlds struggle and strain at this moment to free themselves from Stach-Tarum, though the ending of their resistance is inevitable. This iteration; 27,489 of 457,398; has made its home in the reality on this world.

Of the realities Stach-Tarum has invaded, none hold such mystery to it as this world. In all other realities, no matter how fantastic the phenomena, the mind of Stach-Tarum has been capable of assigning a cause based on science; therefore, Stach-Tarum is capable of predictably and controllably reproducing the same result repeatedly at will. But this reality contains something Stach-Tarum had only seen hints of in the fables of other realities and never experienced before: real and working magic.

Stach-Tarum is incapable of wielding magic in any form: a setback that is quite vexing to an entity who is, more or less, omnipotent. This does not mean Stach-Tarum has not created a workaround to the problem of magic: by corrupting, or simply bribing, the weak and malleable creatures capable of manipulating the power of magic Stach-Tarum has found its necessary hands.

The flipside to Stach-Tarum's inability to wield magic is, not being of this reality, Stach-Tarum falls outside the influence of any god, demon, devil, or entity in between—fearing none. Neither arcane nor divine magic affects Stach-Tarum in any way. However, Stach-Tarum is quite capable of affecting these supernatural beings.

Creatures of nature instinctively flee from Stach-Tarum—even facing certain death to do so. Creatures whose existence has been tainted by their proximity to humans, and similar humanoid beings, are capable of tolerating Stach-Tarum's presence, as domesticated life has dulled their senses to the danger Stach-Tarum poses.

It is these domesticated creatures; the docile sheep, the trusting dog, the mysterious cat; which Stach-Tarum uses to create monstrosities. By twisting and manipulating their genetic material, Stach-Tarum shapes these creatures into forms more suitable

for Stach-Tarum's needs: greater intelligence, attunement to arcane magics, aggressive and violent behavior where there was none, etc.

To the best of Stach-Tarum's knowledge, there are 436,187 surviving iterations of itself existing in nearly the same number of realities. Each part can communicate with the other as simply as one would think—knowing all of what the other iterations know and accessing this shared knowledge instantaneously.

Though Stach-Tarum is not certain, even Stach-Tarum admits when thinking out loud, there could be iterations of itself presumed deceased that may, in reality, be incapable of communicating with the whole. Or there are iterations not sharing the interest of the majority, that interest being conquest and consumption, and choosing to remain silent and deaf to the whole while pursuing their own goals. There might possibly even be iterations having gone insane—an interesting, but frightening, scenario.

Note:

Stach-Tarum, though not magical, has a special interest in individuals who can manipulate arcane energies. It is through these individuals Stach-Tarum can work around its inability to cast arcane spells, whether for study or to further its own agenda.

An individual wishing to channel the power of Stach-Tarum is, for this purpose, considered to be a "Petitioner" and not a "caster". Also, in lieu of "caster level" (CL) being used to determine additional effects, use the term "Petitioner level" (PL).

### **Spellburn: Stach-Tarum**

1	<p>Stach-Tarum has recently found enjoyment in the sound of song, though Stach-Tarum is unclear as to why. Stach-Tarum demands its test subject, the Petitioner, allow (like the Petitioner has a choice...) horrendously complicated lyrics and melodies be implanted into their brain to then perform. The song must be sung, in full, within 1d3 days: consuming one hour and one point of Stamina for each point Spellburned to complete. Lost Stamina can be regained as normal.</p> <p>Failure to sing for Stach-Tarum results in the Petitioner becoming muted for 2d3 months due to mold colonies, implanted by Stach-Tarum as punishment, infesting the Petitioner's vocal cords.</p>
2	<p>Stach-Tarum has found something of interest but needs the Petitioner's meat-paws to work some magic...in the form of summoning demons...</p> <p>Each point of Spellburn used by the Petitioner is totaled and used to determine what demon, "Type I" through "Type VI", Stach-Tarum requires to be summoned. The necessary ritual to call forth the wicked entity is immediately implanted into the Petitioner's mind. Note, totals greater than "6" still result in a ritual to summon a "Type VI" demon.</p> <p>The summoning rituals implanted into the Petitioner's mind always work—whether the Petitioner can control the summoned demon, or banish it, is not Stach-Tarum's concern: the Petitioner should have thought of the consequences of asking frivolous favors from the mighty Stach-Tarum earlier.</p> <p>Once the summoning ritual is complete it is erased from the Petitioner's mind. Failure to do Stach-Tarum's bidding in 1d4+3 days results in Stach-Tarum having the Petitioner as a snack.</p>
3	<p>One of Stach-Tarum's multitudinous pursuits is the cultivation of hardier instances of itself. Stach-Tarum requires the Petitioner to become a growing matrix for multiple varieties of its spores. These spores manifest themselves instantly and begin to grow—as the spores feed on the Petitioner-host a point of Strength, Stamina or Personality for each point Spellburned is randomly lost. The spores remain growing on the Petitioner's body for 1d5 days, at the end of which the Petitioner immediately regains any lost points to their abilities. There is a 40% chance these spores are growing in a conspicuous area on the Petitioner's body, such as their face, causing a -4 modifier to their Personality during the period the spores are viable.</p>
4	<p>The spores Stach-Tarum secretly deposited within the Petitioner's body are feeling a bit more peckish than usual. An immediate trade is in order: a point of Strength or Stamina in return for each point Spellburned. The lost abilities return as normal.</p>

### **Invoke Patron check results: Stach-Tarum**

12-13	At the current time, Stach-Tarum is bending its vast computational abilities towards a more pressing matter—one with consequences much greater than the problem of the lowly Petitioner. However, seeing as the Petitioner's capacity for intelligence is very limited, and should not be a burden to the computational performance of the whole, Stach-Tarum is willing to link the Petitioner's mind to a bit of its own. For the next 1d4 hours the Petitioner gains a 1d6+1 bonus for anything involving Intelligence. The air around the Petitioner's head swirls with miniscule clouds of spores while this effect is active.
14-17	The air grows rank as millions of mold spores spontaneously manifest themselves, radiating out from the Petitioner in a hemisphere a distance of 15 feet. This effect lasts for the next minute. The closeness of the spores both blocks sight and deadens sound—causing any creatures within, who are not the Petitioner, to be both blinded and deafened. Also, any within the cloud of spores who are not the Petitioner begin to immediately take 2d6 points of damage per round they remain. Note: the effect is stationary and does not move with the Petitioner.
18-19	The Petitioner opens their mouth impossibly wide—emitting a fan-like torrent of black and viscous liquid. The spray extends 30 feet from the Petitioner and widens to 20 feet at the maximum range. Creatures within the area of coverage need to succeed on a Reflex saving throw versus DC15 or be covered in a vile mildew-reeking substance. Creatures who fail their saving throw take 6d6 points of damage as the liquid takes on a more solid aspect: bludgeoning and strangling its victims with many-tendrilled forms. Those who succeed the saving throw dodge the mold slurry and take no damage.
20-23	<p>The Petitioner's hands transmute from flesh (presumably flesh...) to a mass of black-mold covered tendrils—each tendril twitching and searching the air as if searching for prey.</p> <p>The tendrils can strike as many targets as there are tendrils available, with the maximum quantity of tendrils being determined by how many fingers the Petitioner has available on their hands at the time. <u>Each</u> tendril attacks with +5 bonus and a d24 action die to a range up to 15 feet from the Petitioner. The Petitioner may opt to use one tendril per round, or one hand's worth of tendrils against a single target.</p> <p>Each time a tendril is used for an attack, whether the attack succeeds or fails, the tendril squelches itself free from the Petitioner's hand. On a failed attack the tendril harmlessly flails about on the ground until it shrivels and crumbles to black dust.</p> <p><i>Continued on the next page.</i></p>

### **Invoke Patron check results: Stach-Tarum (continued)**

20-23	<p>If the attack succeeds the freed tendril quickly constricts itself about the target and flails about: the target is immobilized for 1d4 rounds and takes 2d4 points of damage each round it is being crushed and bludgeoned by the flailing tendril.</p> <p>Once all the tendrils have been used up the Petitioner's hands return to normal—not until then.</p>
24-27	<p>Stach-Tarum manifests a large sphere around the Petitioner, 10 feet in diameter and composed of a leathery layer of mold nearly a foot thick. While inside of the sphere the Petitioner is completely aware of their surroundings regardless of darkness, fog, etc. Being created from the “stuff” of Stach-Tarum, the sphere is completely immune from all magic spells, scrolls, devices, weapons, etc. and offers the Petitioner, ensconced within, the same immunity. The sphere also protects the Petitioner from all damage of any kind until the sphere itself is destroyed or the duration of the effect expires.</p> <p>Further, the sphere is capable of traversing smooth terrain at a rate of 90 feet per minute and 30 feet per round over adverse terrain, such as debris fields and water. The Petitioner mentally directs the sphere where they wish it to go.</p> <p>On smooth terrain the sphere may be used to ram enemies (adjusted by the Petitioner's Agility modifier) provided the sphere has at least 15 feet to begin a charge. On a charge, the sphere can complete its full movement (in a straight line only): running over any target on its path. Smaller creatures, and creatures with less than 2 hit dice, are simply turned into paste by the sphere as it runs over them. Larger, and tougher, opponents take 3d8+4 points of damage and are knocked prone.</p> <p>The sphere lasts for one minute and has 6d6 hit dice. The Judge should roll the hit dice and secretly track the hit points of the sphere.</p>
28-29	<p>Stach-Tarum is continually conducting the grandest of experiments. And at this moment in time Stach-Tarum has decided to allow the lowly Petitioner the honor of participating in just such an experiment.</p> <p>Stach-Tarum, not having the ability to manipulate arcane energies, requires the service of the Petitioner to execute this phase of the experiment. And what is the purpose of experimenting if not to improve on the old—or even create totally new effects...or disasters? The Petitioner has the complete formula; both somatic and verbal components; for a random arcane spell temporarily implanted in their mind. The spell is cast with this corresponding spell check.</p>



	<p>There is a 50% chance Stach-Tarum has altered the formula in some way in hopes of recording a new and fantastical discovery. It is up to the Judge if this alteration is for the better, or worse, and how it manifests. Note, Stach-Tarum demands results, and the spell goes off the same round this “boon” is granted. This occurs regardless of whether the Petitioner wants it or not—or whether such a random casting would be deadly to the Petitioner and/or their allies.</p>
30-31	<p>Stach-Tarum demands lesser creatures of this world do its bidding. Often the minds of the “thinking” creatures are too fragile, breaking easily, but Stach-Tarum has found domesticated creatures, and ones living close in proximity to humans, to be excellent vessels for the transformative corruption of Stach-Tarum.</p> <p>Stach-Tarum provides the Petitioner with the ability, for the next 1d6 hours, to transfer manipulated genetic material via touch to up to 2d4 domesticated creatures (or ones that live in close proximity to humans). These creatures include swine, cattle, dogs, cats, rats, goats, etc. Wild creatures are incapable of being affected by this genetic material. If the 1d6 hours expires before a suitable creature can be found, the effect is wasted.</p> <p>After being infected, the creatures immediately change. It is up to the Judge how this change manifests itself: insane strength, bizarre intelligence, gargantuan size, frightening savagery, etc.</p> <p>The transformed creatures willingly follow the Petitioner’s every command for a period of one hour—even commands that are self-destructive. Once the hour has expired the transformed creature no longer follows the commands of any but Stach-Tarum.</p>
32+	<p>Gouts of a black mucous-like substance pour forth from the Petitioner’s nostrils. In a matter of moments, a simulacrum of the Petitioner, as well as can be formed of congealed mildew and...something...stands before the Petitioner. This entity follows in the initiative order directly after the Petitioner.</p> <p>The two entities, the Petitioner and simulacrum, are tethered together by a thin cord of the black goo, with a diameter no greater than a thumb, emanating from the Petitioner’s nostril (left or right...Petitioner’s preference) and terminating into the back of the simulacrum’s head. This cord allows the simulacrum to range away from the Petitioner up to 30 feet, while still allowing the Petitioner absolute control of the thing.</p> <p><i>Continued on the next page.</i></p>

### Invoke Patron check results: Stach-Tarum (continued)

32+	<p>The simulacrum starts with the following stats:</p> <p><b>Mildewy Simulacrum: Init +2; Atk moldy fists +1 melee (1d8); AC 10; HD 6d8; MV 30'; Act 1d20; Spcl Immune to magic/Stach-Tarum's hunger; SV Fort +0, Ref +0, Will +0; AL C</b></p> <p>Like its parent entity Stach-Tarum, the simulacrum is immune to all magic—though not the physical effects of fire, acid, or cold created by magic. Bludgeoning, piercing and slashing attacks only do half the expected damage, as there are no critical systems or organs to hit.</p> <p>The simulacrum immediately begins to absorb each organic creature it defeats—increasing its size and strength with each victory. The simulacrum gains the consumed creatures hit dice and adds that total to its own. Also, the simulacrum grows 1 foot taller with each new hit die; as well as gaining +1 to the attack and damage bonus, Fortitude save, and Reflex save; with each foot it grows—up to a maximum of +10.</p> <p>The simulacrum persists, and follows the Petitioner's every command, if the two remain tethered. However, if the tether chances to become broken (or the Petitioner is incapacitated or killed) the simulacrum immediately goes rogue and attempts to sate its insatiable appetite with any organic matter it can—and it is not choosy in the slightest as to what the organic matter is. The tether has an AC 14 and 10 hit points.</p> <p>If the tether is broken the simulacrum knows it is now dying and attempts to consume any random organic creature, as the consumption of organic matter slows this inevitable process. The simulacrum takes 6d6 points of damage each round after the tether is broken.</p>
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### Patron Taint: Stach-Tarum

When the Petitioner receives patron taint, roll 1d6 on the table below. When a Petitioner has acquired all six patron taints below at all levels, do not continue to roll for more.

1	<p>Random organic items on the Petitioner form small colonies of mildew and remain that way, regardless of any efforts at sanitation, for the next 24 hours. The mildew is unappealing but harmless.</p> <p>If this result is rolled a second time, the mildew goes from a nuisance to a problem. Any foodstuffs within 10 feet of the Petitioner, no matter how well preserved or packaged, form black-mold colonies. This contamination does not hurt the Petitioner but causes the food to be inedible to any other creature.</p>
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	<p>If this result is rolled a third time, the mildew aggressively feeds upon any organic items the Petitioner has on their person: scrolls become blackened and unreadable in minutes; clothing deteriorates in a matter of hours; leather straps securing armor, packs, etc. crumble into moldy ruin making these items unusable in a day.</p>
2	<p>The Petitioner's breath smells of mildew to anyone within 5 feet of them. It is noticeable, and odd, enough to make the Petitioner receive a -2 penalty against any roll involving their Personality.</p> <p>If this result is rolled a second time, the Petitioner's breath smells of mildew to anyone 10 feet from them. Adding to the effect, the Petitioner's teeth take on an unwholesome and blackened look—closer in they even seem to be a bit...fuzzy. Any attempted roll involving Personality takes a -3 penalty.</p> <p>If this result is rolled a third time, the Petitioner's tongue is visibly growing mildew to the point speaking becomes nearly impossible, and the Petitioner can only grunt or growl their vocalizations—this negates any attempts at spell casting. In addition, the horrid appearance of the Petitioner causes a negative reaction in most creatures, whether from the sight or the moldy smell, and any roll related to Personality receives a -4 penalty.</p>
3	<p>The Petitioner is warped by Stach-Tarum's reality: any potions, salves, or other consumable magical items in possession of the Petitioner at the time are made inert—permanently.</p> <p>If this result is rolled a second time, the Petitioner no longer receives the results of any beneficial magic for a period of 1d4 days. Any potions, salves, or other consumable magical items on the Petitioner at the time are made permanently inert. In addition to this, any prepared spell is wiped from the Petitioner's memory until the next day.</p> <p>If this result is rolled a third time, the Petitioner can no longer cast any magic, activate any magical device, or gain the benefits of any magical weapons or armor for 1d4 days. Further, all magical items on the person of the Petitioner at the time of this corruption become permanently non-magical.</p>
4	<p>The Petitioner must no longer eat fresh food. The Petitioner can eat food in any state of freshness or decay provided the food is not poisoned.</p> <p>If this result is rolled a second time, the Petitioner finds eating food preserved with salt, brine, vinegar, or other processes meant to hinder spoilage to be inedible and damaging: causing 2d4 points of Stamina loss unless a Fortitude saving throw versus DC15 succeeds. Fresh food, as well as unpreserved food others would consider spoiled, may still be freely eaten provided it is not poisoned. Lost Stamina is recovered as normal.</p> <p><i>Continued on the next page.</i></p>

### **Patron Taint: Stach-Tarum (continued)**

4	<p>If this result is rolled a third time, the Petitioner no longer eats in a normal fashion, seeking out only decaying plant matter and carrion (not poisoned) to satisfy their hunger pangs. This sustenance is consumed by pressing the rotting matter directly to their flesh as black and slimy tendrils pull the meal into the Petitioner's body, where it is absorbed.</p>
5	<p>The Petitioner finds dry climates to be maddening—unless the Petitioner remains slightly damp, they lose concentration and suffer a -2 penalty to all rolls. This is cumulative with other penalties the Petitioner may be suffering.</p> <p>If this result is rolled a second time, the Petitioner finds being dry to be unbearable. This condition causes the Petitioner to suffer a -3 penalty to all rolls until they become damp. This is cumulative with other penalties the Petitioner may be suffering.</p> <p>If this result is rolled a third time, the Petitioner finds being dry to not only be uncomfortable but deadly. Unless the Petitioner remains in a constant state of dampness, they lose 1 point of Stamina every hour they remain dry. Lost Stamina recovers as normal once the Petitioner becomes damp again. Upon reaching a Stamina of zero the Petitioner immediately, and irrevocably, turns into a pile of inert spores—blowing away on the next breeze.</p>
6	<p>The Petitioner is no longer able to tolerate the bright and cleansing rays of the sun—suffering -2 to all rolls while exposed to direct sunlight. Being in shade or covering up head to foot alleviates this condition.</p> <p>If this result is rolled a second time, unless the Petitioner is heavily cloaked from the top of their head to the tops of their feet, with their eyes shaded by at least a wide brimmed hat to protect them, the Petitioner's health rapidly declines if exposed to direct sunlight. The Petitioner loses half of their current hit-point total and cannot gain beyond half their maximum hit-point total until they are protected from the sun's sterilizing rays.</p> <p>If this result is rolled a third time, unless the Petitioner is heavily cloaked from head to foot with a means to shade their eyes, the Petitioner instantly loses half of their current hit-point total and 1d8 points of damage each minute thereafter as the mildew colonies, now permanently integrated with the Petitioner's body, begin to die. This damage is incurable and continuous until the Petitioner is removed from direct sunlight. Upon reaching zero hit points the Petitioner is immediately, and irrevocably, dead. Their remains crumble to a pile of inert spores—blowing away on the next breeze.</p>

## Submit – Become

Level: 1 (Stach-Tarum)	Range: Self	Duration: 1d4+PL Rounds	Casting Time: 1 Round	Save: WIL vs PL
General				
The living computer that is Stach-Tarum sees the cold logic in preserving the life of its servant, lending a small portion of its intellect for use. The cruel and insatiable part of Stach-Tarum, the primeval entity at the core, delights in ripping apart its servant's physical being and rearranging it in Stach-Tarum's image. Sometimes these goals align to the Petitioner's benefit.				
Manifestation	See below.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	Failure, but the effect is not lost.			
14-15	<b><i>My mind...it expands!</i></b> The Petitioner channels the vast intelligence of Stach-Tarum, increasing their intelligence. The Petitioner gains a +1 bonus to their Intelligence modifier and finds themselves able to bend this new-found braininess to their will.			
16-19	<b><i>I can almost feel this newfound knowledge scraping at the inside of my skull!</i></b> The Petitioner channels the vast intelligence of Stach-Tarum, increasing their intelligence. The Petitioner gains a +2 bonus to their Intelligence modifier and bends this new-found capacity of their brain to their will.			
20-21	<b><i>I see all possibilities before me...my mind has no boundaries!</i></b> The Petitioner channels the vast intelligence of Stach-Tarum, tapping into this font of brainpower gives the Petitioner a +2 bonus to their Intelligence modifier.  The Petitioner is now capable of analyzing millions of complex situations utilizing the tiny, shared portion of Stach-Tarum's computer-like brain: the Petitioner can anticipate incoming threats with alarming accuracy. The Petitioner gains a +1 bonus to all saving throws, their armor class, ability checks, and attacks.			
22-25	<b><i>I wear the cloak of my Master...</i></b> The Petitioner takes on physical aspects of Stach-Tarum—patchy colonies of mold form on their skin, clothing, armor, and equipment. The transformation warps the reality around the Petitioner, and they gain a fragment of Stach-Tarum's ability to negate magic: all spells, potions, scrolls, items, magic-like abilities, etc.; whether cast on or from the Petitioner for beneficial or malign purposes; have a 30% chance of failure.			
Continued on the next page.				

### **Submit – Become (continued)**

22-25	Channeling the vast intelligence of Stach-Tarum, the Petitioner’s brain is now capable of analyzing millions of complex situations simultaneously. The Petitioner can anticipate incoming threats with alarming accuracy: gaining a +1 bonus to all saving throws, their armor class, ability checks, and attacks.
26-29	<p><b><i>Ever closer to thee my Master...</i></b></p> <p>The Petitioner takes on physical aspects of Stach-Tarum—their presence having a shockingly unhealthy and moldy look: the air around them filled with the unmistakable reek of mildew. The transformation warps the reality around the Petitioner, and they gain a greater share of Stach-Tarum’s ability to negate magic: all spells, potions, scrolls, items, magic-like abilities, etc.; whether cast on or from the Petitioner for beneficial or malign purposes; have a 40% chance of failure.</p> <p>Melded with the vast intelligence of Stach-Tarum, the Petitioner’s brain is now capable of analyzing millions of complex situations simultaneously. The Petitioner can anticipate incoming threats with alarming accuracy: gaining a +2 bonus to all saving throws, their armor class, ability checks, and attacks.</p>
30-31	<p><b><i>Where we walk...terror walks.</i></b></p> <p>The Petitioner has portions of their flesh visibly replaced by pulsating colonies of mildew—the air about them is darkened with swirling clouds of black-mold spores. The Petitioner’s terrifying appearance causes any creature of 1 hit die, who can see the Petitioner, to make a saving throw or flee in terror.</p> <p>All spells, potions, scrolls, magic items, magic-like abilities, etc.; whether cast on or from the Petitioner for beneficial or malign purposes; have a 50% chance of failure.</p> <p>The Petitioner has channeled the vast intelligence of Stach-Tarum, and their brain is now capable of analyzing millions of complex situations simultaneously. The Petitioner can anticipate incoming threats with alarming accuracy: gaining a +2 bonus to all saving throws, their armor class, ability checks, and attacks.</p>
32-33	<p><b><i>The powers of this world—its mightiest beings—tremble before us.</i></b></p> <p>The Petitioner has invited Stach-Tarum nearly fully into their physical being. The air around them is heavy with the stench of mildew and swirls with a darkening cloud of spores. The Petitioner’s body and equipment are covered with overlapping colonies of black mold and a randomly determined limb is now fully comprised of writhing tendrils of black mold. Their terrifying appearance causes any creature of 2 hit dice or</p>

	<p>less, who can see the Petitioner, to make a saving throw or flee in terror.</p> <p>All spells, potions, scrolls, magic items, magic-like abilities, etc.; whether cast on or from the Petitioner for beneficial or malign purposes; have a 60% chance of failure.</p> <p>The Petitioner has channeled the vast intelligence of Stach-Tarum, and their brain is now capable of analyzing millions of complex situations: the Petitioner can anticipate incoming threats with alarming accuracy. The Petitioner gains a +3 bonus to all saving throws, their armor class, ability checks, and attacks.</p>
34+	<p><b><i>I have become...</i></b></p> <p>The Petitioner is now more mildew than their former selves, as their armor, weapons, and equipment fall away from a form no longer able to accommodate such items. The air around them is blackened and choking with mildew spores. All creatures (friend or foe) requiring breathing as part of their daily-living routine find it difficult to be within melee range of the Petitioner and make all attacks, saves, and ability checks at -2. Any creature of 4 hit dice or less, who can see the Petitioner, must make a saving throw or flee in terror. No wild animal will approach the Petitioner and attempts flee at any cost—no saving throw.</p> <p>All spells, potions, scrolls, magic items, magic-like abilities, etc.; whether cast on or from the Petitioner for beneficial or malign purposes; have a 70% chance of failure.</p> <p>The Petitioner's body is now a weapon, and they are capable of channeling Stach-Tarum's great strength and agility: attacking twice per round with a melee bonus of +5. Any unfortunate enough to be struck by the Petitioner's mildew-formed fists find themselves quickly overrun by spreading patches of mildew. Non-fleshy creatures and constructs (skeletons, animated statues, non-corporeal, etc.) take 4d5 points of damage from the attack. Fleshy creatures find a much harder time of it, as the spores of Stach-Tarum take hold and consume their flesh for the next 1d4+1 rounds for 4d6 points of damage per round. Fleshy undead, without an active immune system to overcome the invading mold growing on them, have it even worse: the spores of Stach-Tarum feast upon the undead continually until exposed to direct sunlight, burned off with fire or acid, or the affected part is severed away from their main body—taking 3d6 points of damage each round until they are wholly consumed.</p> <p><i>Continued on the next page.</i></p>

## Submit – Become (continued)

34+	<p>All attacks against the Petitioner with bludgeoning, piercing or slashing weapons only do half the normal damage, as there are no longer any central or vital spots to hit: the Petitioner is literally a massive mobile collection of mold colonies. Fire, acid and cold do normal damage. Direct sunlight causes damage to the Petitioner in this new form, and they take 4d5 points of damage per round of exposure—leaving nothing but a pile of dusty and inert spores upon reaching zero hit points.</p> <p>Once the effect of this gift granted by Stach-Tarum ends the Petitioner finds themselves naked and without equipment at hand.</p>
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## Manifest-Grow

Level: 2 (Stach-Tarum)	Range: Area	Duration: 1 minute	Casting Time: 1 Round	Save: varies
General				
Stach-Tarum is vain—wishing to see the worlds it inhabits transformed into its own image, if only temporarily. Even better yet is when it has a chance to consume some fleshy creatures in the process.				
Manifestation		See below.		
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-13	Failure, but the effect is not lost.			
14-15	<b><i>Such a small sample...yet these weak creatures choke and sputter.</i></b> The Petitioner emits small puffs of spores from their mouth and nose with each breath. Any creature with an active respiratory system within melee range of the Petitioner, friend and foe alike, begins to cough uncontrollably from the irritating spores—receiving a -2 to any action, saving throw or ability check they attempt.			
16-19	<b><i>I control the very air these nutrient sacks greedily suck into their lungs...with but a careless thought I take it away.</i></b> The Petitioner releases a small cloud of spores from their mouth and nose with each breath. Any creature within an area radiating 10 feet from the Petitioner, friend and foe alike, who is reliant on breathing to sustain their life begins to choke and gasp for air as their lungs fill with the toxic spores—taking 1d10+1 points of damage per round they remain within the affected area. Further, any creature so affected receives a -2 to any action, saving throw or ability check they attempt as they are being suffocated.			



20-21	<p><b><i>The very air is heavy with my spore...suffer under the weight of Stach-Tarum!</i></b></p> <p>The Petitioner emits substantial clouds of spores from their mouth and nose with each breath. Any creature within an area radiating 15 feet from the Petitioner, friend and foe alike, who is reliant on breathing to sustain their life begins to choke and gasp for air as their lungs fill with the toxic spores—taking 2d14 points of damage per round they remain within the affected area. Further, any creature so affected receives a -2 to any action, saving throw or ability check they attempt, as they are being suffocated.</p>
22-25	<p><b><i>Just a taste of the world as I envision it...</i></b></p> <p>The very ground around the Petitioner, in an area with a radius of 10 feet centered on the Petitioner, becomes slick with mildew—affecting everyone but the Petitioner. Keeping standing in this area is difficult and a Reflex saving throw versus DC10 must be made every round to remain upright. Failure means the victim has fallen into the mold colonies and begins to take damage as they are consumed by the essence of the voracious Stach-Tarum for 3d6 points of damage. This occurs until they can right themselves by making a successful Reflex saving throw versus DC10 on their next turn.</p>
26-29	<p><b><i>I subjugate the world...it feeds me on your flesh!</i></b></p> <p>The ground surrounding the Petitioner is veritably alive with writhing tendrils made of the essence of Stach-Tarum. Anyone, friend and foe alike, within a radius of 20ft of the Petitioner risks being actively taken down by this manifestation of Stach-Tarum unless they succeed their Reflex saving throw versus a DC15.</p> <p>Those failing their Reflex saving throw are enveloped by the black-mold tendrils and pulled to the ground, where they are used as foodstuff for the ever-ravenous entity. Enveloped non-fleshy creatures (skeletons, statues, etc.) are constricted and battered by the tendrils for 2d4 points of damage each round until they escape (successful Strength check of DC15), are destroyed, or the effect's duration ends. Organic living creatures have it worse—suffering 4d5 points of damage per round until they can escape (successful Strength check versus DC15), are consumed or the effect's duration ends. Fleshy undead (zombies, vampires, mummies, etc.), having no system of defense against Stach-Tarum, take damage at a rate of 6d6 points per round until they are consumed—whether they escape the clutches of Stach-Tarum's tendrils (successful Strength check DC15) or not, as Stach-Tarum is loath to let a tasty morsel escape its grasp.</p> <p><i>Continued on the next page.</i></p>

## Manifest-Grow (continued)

30-31	<p><b><i>How easily I thwart the plans of this reality's beings.</i></b></p> <p>Reality is forcefully bent to the will of Stach-Tarum. An area with a radius of 30 feet, centered on the Petitioner and moving with them, fills with black-mold colonies on every surface as the air becomes thick with spores; disrupting all magic spells, scrolls, potions, magic items, magic-like abilities, etc.; affecting both friend and foe to the Petitioner alike. Each time magic of any kind is used within this area there is a 50% chance of failure—regardless of the Spellcheck.</p>
32-33	<p><b><i>The most powerful force in this reality wavers and fails in the presence of even a small portion of my magnificence...these energies no more than a plaything for my amusement.</i></b></p> <p>Black-mold colonies spread forth from the Petitioner's very skin and within moments cover every available surface within a radius of 20 feet from the Petitioner—creeping outward at an ever-increasing radius of 10 feet per round for the duration of the effect; disrupting all magic spells, scrolls, potions, magic items, magic-like abilities, etc.; affecting both friend and foe to the Petitioner alike. Magics of any kind used within this area have a 60% chance of failure as they are negated by Stach-Tarum's manipulation of reality—regardless of the Spellcheck.</p> <p>Creatures who derive their lifeforce from magic find themselves inert and helpless until the end of the effect.</p>
34+	<p><b><i>Such a thing of beauty...this being existing only to feed the greater bulk of which it is just the tiniest fragment.</i></b></p> <p>Imagine a kaiju-like formation of black-mold over a hundred feet tall—and it is SO hungry. A titanic “creature”, formed of the very essence of Stach-Tarum, manifests itself at any location the Petitioner can see. From the moment of its manifestation the “creature” randomly seeks out the nearest organic (living or undead) being to consume, and it is not choosy on what this source of food is.</p> <p>The “creature” is not under the control of the Petitioner—all its actions are indifferent to the will and want of the Petitioner, as well as the Petitioner's friends and foes.</p> <p>This “creature” is too large to be affected by normal means. If there is a way to effectively attack and harm this entity it is not easily apparent—it's probably best just to run.</p> <p>The thing randomly grabs up anything small enough to fit in its gargantuan maw—grabbing up intended morsels with a +10 attack and a d30 Action Die. Any being of 3 hit dice or less are horribly consumed. Hardier creatures suffer 6d20+PL points of damage with each strike of this monstrous thing's ponderous fists.</p>

## Infest-Invade

Level: 3 (Stach-Tarum)	Range: Touch	Duration: 1d5+PL Rounds	Casting Time: 1 Round	Save: FORT vs PL
General				
Stach-Tarum is a master at invading and overtaking the mind and body of even the strongest of foes. Using its fleshy puppet; the Petitioner; so many minds can be bent, broken, and destroyed for Stach-Tarum's purposes.				
Manifestation	See below.			
1	Lost, failure, and patron taint.			
2-11	Lost. Failure.			
12-15	Failure, but the effect is not lost.			
16-17	<p><b><i>Head-whispers...weird sights and sounds as reality bends and wavers...but overall is the pain.</i></b></p> <p>Stach-Tarum manifests several oozing colonies of black-mold upon the Petitioner's hands; on their next attack the Petitioner transfers a dose of mycotoxin to a single creature they can touch—the creature suffering reality-bending hallucinations, causing them to develop a seething hatred for any nearby creature or object they can see, as well as taking 3d4 points of damage from the forceful invasion of mildew within their brains unless their saving throw succeeds—taking only damage.</p> <p>Creatures under the influence of Stach-Tarum move straight for this focus of their rage, regardless of obstacles and hazards in between, and attack it mercilessly for the duration of the effect.</p>			
18-21	<p><b><i>The head-whispers start out tiny as pins...but they grow...they grow big as nails.</i></b></p> <p>Stach-Tarum manifests several oozing colonies of black-mold upon the Petitioner's hands; on their next attack the Petitioner transfers a massive dose of mycotoxin to a single creature they can touch. The hallucinogenic toxin opens the mind—the victim hearing the full mental onslaught of all the instances of Stach-Tarum across all realities. This barrage of thoughts from a multitude of superior intelligences causes 4d6 points of damage. No creature of a finite mind can hope to deal with the vast amount of information being poured raw into their skull; unless a saving throw can be made all the victim can do is stand in a catatonic state, unable to act or react, for the duration of the effect.</p> <p><i>Continued on the next page.</i></p>			

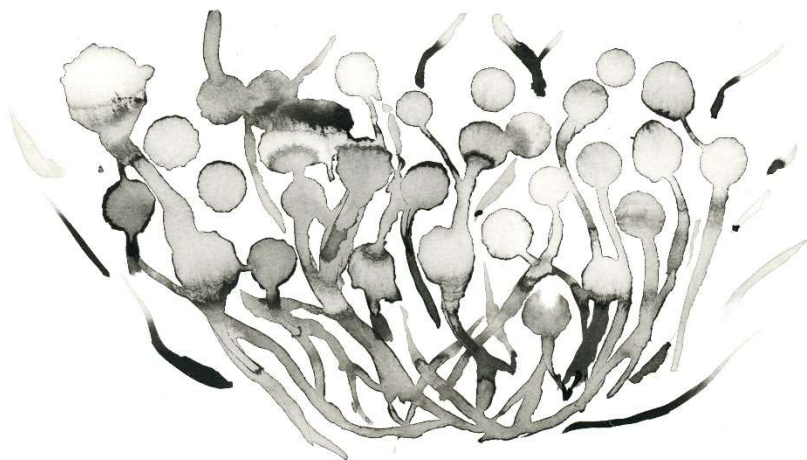
## Infest-Invade (continued)

22-23	<p><b><i>The sizzle of arcane energies is gone...the comforting voices of the gods have vanished...replaced with only the cold song of voices performing calculations from the darkness.</i></b></p> <p>Stach-Tarum manifests several oozing black-mold colonies upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. Unless the creature makes its saving throw against their poisonous effect, the creature is overwhelmed by the reality of Stach-Tarum: all magic, potions, scrolls, magic-like effects, etc. the creature attempts fail for the duration of the effect.</p>
24-26	<p><b><i>Reality is gone...only the cacophonies of voices remain...they clamor in their hunger...soon hunger as they do.</i></b></p> <p>Stach-Tarum manifests several oozing colonies of black mold upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. Unless the creature makes its saving throw, its personality is overwhelmed by a lesser manifestation of Stach-Tarum suddenly growing on, and within, them.</p> <p>This new personality has only the base drives of Stach-Tarum; lacking in all its intelligence, deviousness, etc.; and carrying forward only the merciless desire to feed. For the duration of the effect the affected creature attempts to feed upon any nearby decaying vegetation, carrion, etc. in an effort to satisfy the impulses given to it by Stach-Tarum. Lacking ready foodstuffs to feast upon, the creature may improvise: randomly attempting to create its own food source from a friend or foe by whatever means is at hand.</p>
27-31	<p><b><i>Something has entered...something at first seemingly vile and corrupting...but it whispers of the gift it brings...strength for something inconsequential in trade.</i></b></p> <p>Stach-Tarum manifests several oozing black-mold colonies upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. Unless the target creature makes its saving throw, it suddenly finds itself increasing with the unnatural strength of Stach-Tarum: its ability to hit and cause damage during melee combat increased by +2d4 over their base melee attack bonus.</p> <p>However, this gift comes with a cost. For the duration of the effect the creature is consumed by Stach-Tarum for 6d4 points of damage per round. Note willing creatures do not attempt a saving throw—the effect is automatic.</p>

32-33	<p><b><i>A chorus of voices...seemingly countless...they call out impossibly loud. They have one command that must be obeyed if this pain is to cease: grow.</i></b></p> <p>Stach-Tarum manifests several oozing colonies of black-mold upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. If the target creature fails its saving throw, these spores take root and implant the singular and overwhelming command to spread the spores the creature is now host to.</p> <p>The creature must spend all its movement and actions during the duration of the effect attempting to spread the infestation of Stach-Tarum amongst its allies—failing to do so brings great physical pain and causes 6d6 points of damage per each round it fails to spread Stach-Tarum's spores. Any successful melee attack against an ally spreads this effect to the struck creature and the newly infected ally repeats the cycle for the duration.</p> <p>Singular creatures are unable to follow through with the command and take 6d6 points of damage per round for the duration of the effect. There is a 50% Stach-Tarum is feeling particularly ornery, and the singular creature infects an ally of the Petitioner—starting the cycle of infection within the Petitioner's party.</p>
34-35	<p><b><i>There seems to be peace...the chorus in the void promises that...they show sights and sounds unbelievable...a million realities unfold: each more unbelievable than the last...but beneath all this beauty there seems to be something rotten...and gnawing.</i></b></p> <p>Stach-Tarum manifests several oozing black-mold colonies upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. These spores rapidly wind their way through the creature's body until finding whatever center within the target creature serves as a brain unless a successful saving throw is made.</p> <p>On a failed saving throw, Stach-Tarum temporarily takes root within the target creature's mind and begins to grow, detaching the consciousness of the target from reality; pacifying them with amazing sights, sounds, etc.; as the growing spores allow the Petitioner to take control of the target creature's physical form.</p> <p><i>Continued on the next page.</i></p>

## Infest-Invade (continued)

34-35	For the duration of the effect the physical form of the target creature is an oblivious thrall of the Petitioner—fearing neither consequence, morality, or death. The spores of Stach-Tarum growing within take their share as well: causing 4d4 points of damage to the target creature per round of the effect as they feed to maintain their existence.
36+	<p><b><i>The voices crowd out every reality...fill every space...fill every space within to bursting...soon burst...burst and spread the voices.</i></b></p> <p>Stach-Tarum manifests several oozing black-mold colonies upon the Petitioner's hands; on their next attack the Petitioner transfers spores to a single creature they can touch. These spores quickly overwhelm and take over the target creature's physical body both inside and out unless a successful saving throw is made.</p> <p>The growing spores create an enormous pressure on the form of the creature—so much so the creature immediately ruptures in a horrible explosion of offal and black spores. This sudden bursting kills the spore-host creature and causes 1d6 points of damage per hit die of the exploding creature to all within a 15-foot radius unless a successful saving throw is made.</p> <p>Any creature within the area failing the saving throw, friend or foe to the Petitioner, repeats this effect for the duration of the effect or until the effect exhausts itself (i.e.: has no more victims).</p>



**MAPS FOR BOOK ONE – IN ORDER OF APPEARANCE**

<b>Point Crawl</b>	<b>Page 6</b>
<b>The Nazuk Farmsted</b>	<b>Page 8</b>
<b>Nazuk Farmhouse: Lower Floor</b>	<b>Page 12</b>
<b>Nazuk Farmhouse: Upper Floor</b>	<b>Page 18</b>
<b>The Chicken Coop</b>	<b>Page 33</b>
<b>Nazuk Barn</b>	<b>Page 38</b>
<b>Nazuk Barn Lower Tunnels</b>	<b>Page 42</b>

**MAPS FOR BOOK TWO – IN ORDER OF APPEARANCE**

<b>The Cottage of Zephyr Rose</b>	<b>Page 6</b>
<b>The Abandoned Orchard</b>	<b>Page 7</b>

**Strange lights were seen in the sky over the Nazuk Farm just outside of town—followed by bloodcurdling screams of terror!**

**The screams died out almost as quickly as they came. The strange lights have been seen in the sky since—but the Nazuk Family have not.**

**Will you brave the terrors of the night and discover the source of these inexplicable happenings?**

*Farmyard Fatalities: Book Two consists of a mini-hexcrawl adventure for use with the main adventure found in Farmyard Fatalities: Book One (or as a stand-alone adventure). This book also includes appendices containing further information on the magic items found within both books of the Farmyard Fatalities two-book set along with patron information for the mighty Stach-Tarum.*

*This is the companion book to Farmyard Fatalities: Book One and is the second book included in the two-book set. Both books are required to enjoy the full adventure - ensure that both books are present at the time of purchase!*



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