

GNOME JAMBALAYA

BY DANIEL J. BISHOP



COMPATIBLE WITH

**DCC
RPG**



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Playtesters: David Baity, Becky Banner, Ryan Bishop, Clint Boharty, Todd Brashear, Dave Caulkins, Morgan Clayton, Chris Ellis, Katen Johnson, Jon Steelman.

This adventure is dedicated to my middle child, Ryan, who wanted the chance to play traditional gnomes in the Dungeon Crawl Classics game! In playtests, the players were each given 3 gnome characters and 1 faerie animal, although the judge may choose to use any character types with only a few adjustments.

This adventure assumes use of the Gnome class first outlined in *Crawl! Fan-zine Issue #6*, by Yves Larochelle. That class is reproduced herein, by permission, with some expansion related to 0-level gnomes added by myself. The author recommends a mixture of gnomes and faerie animal characters be used, and both the Faerie Animal class and details on animal types for the Blackwater Bayou region are supplied. Finally, a table of occupations suitable for the swampfolk is included.

Although the debt this adventure owes to H.P. Lovecraft's *The Colour out of Space* is obvious, another debt is owed to Manly Wade Wellman's *The Devil's Asteroid*.

INTRODUCTION

The gnomes of Blackwater Bayou have lived in peace with the natural denizens of the surrounding swamps and marshy woodlands for many generations. Now, something threatens that. Weeks ago, a strange meteor fell into the bogs, its fall a streak of light across the night sky in a color not one of the gnomes could name. For days thereafter, parts of the swamp glowed with a weird phosphorescence in the same unknown hue, and some have seen the tree branches whispering in the dark sky when there is no breeze. Somewhere in the heart of Blackwater Bayou, a malignancy grows. If the balance is to be restored, the meteor at the center of the strangeness must be found and contained.

Humans live in Blackwater Bayou as well, but the gnomes have little to do with them, and try to avoid the backwards and clannish swampfolk whenever they can.

JUDGE'S NOTES

The alien “meteor” that struck Blackwater Bayou carried within it an alien fungus, the Carcinoma, which has spread its parasitic mycelium like a cancer. As the adventure progresses it should become increasingly clear how dire the situation is – if the PCs do not find a way to deal with the Carcinoma and the meteor that sustains it, Blackwater Bayou is doomed. Moreover, the meteor is a beachhead for the fungal petalheads, who wish to use it to merge their home world with that of the PCs. Those who survive the funnel will either emerge as scarred victors, or as refugees fleeing a ruined homeland.

This adventure comes with two overland maps. One shows Blackwater Bayou as the PCs know it, and should be given to the players. The other shows Blackwater Bayou as it currently is, and is used by the judge to run the adventure. It is assumed that each hex takes 10 minutes to traverse, and is 1,000 feet across. This takes into account the gnome’s slower movement speed and the difficulty of the terrain. A human can walk faster on solid ground, but moving through Blackwater Bayou humans lose all advantage in speed. Characters moving off the marked trails slog through the swamp at a rate of 1 hex per $1d6 \times 10$ minutes, and have a 1 in 6 chance per hex of encountering quicksand (see below).

RANDOM ENCOUNTERS

The judge's map is divided into three areas. In the Outer Area, a random encounter occurs every hour on a roll of 1 on 1d7. In the Middle Area, a random encounter occurs every 30 minutes on a roll of 1 on 1d5 (+2 to the roll to determine what the encounter is). In the Inner Area, closest to the Carcinoma, an encounter occurs every 10 minutes on a roll of 1 on 1d3 (+5 to the roll to determine what the encounter is). As one gets closer to the Carcinoma, the level of danger increases. Although average hit points are given for these encounters, the judge should feel free to roll randomly.

1d5	Encounter
1	1d5 swamp deer
2	1d4 swampfolk
3	Quicksand
4	1 copperhead
5	1d3-1 alligator
6	1d3 infected spoonbills
7	1 infected alligator
8	1 fungal guardian
9	1d3 fungal guardians
10	1d5 fungal guardians

Alligator: This encounter is with one or more normal alligators. Alligators are ambush predators – roll 1d20+3 to set the DC for an Intelligence check to spot the creature(s). If everyone fails, the alligator attacks with surprise. Otherwise, the alligators are spotted at a distance of 1d6 x 10 feet. Alligators can be befriended by gnomes as can other animals, and if the gnome makes a DC 10 Personality check, he can convince an alligator to bear him up to 1d3 hexes through the swamp at a rate of 1 hex per 10 minutes. An alligator that kills a creature takes its meal and departs.

Alligator: Init -3; Atk bite +3 melee (2d4); AC 15; HD 2d8;hp 9; MV 20' or swim 40'; Act 1d20; SV Fort +2, Ref -2 , Will -2; AL N.

Copperhead: This is a venomous serpent with an irritable disposition. When encountered, have each player roll a Luck check (1d20 equal to or under Luck) for her character with the lowest Luck score. If all succeed, the cop-

perhead is spotted at a distance of 1d3 x 10 feet. If not, the character with the highest check result has stepped on the copperhead, which gets a surprise attack. A befriended copperhead will allow itself to be carried for 1d6 x 10 minutes, or until it is asked to bite someone, before slithering away.

A copperhead's bite is venomous, but the first bite has a 3 in 5 chance of being a warning bite (Fort DC 5, 1d3 Strength on a failure), but otherwise the bite does 1d3 Strength (Fort DC 10 or 1 point is permanent). After 1d3 regular bites, the snake can only "dry bite" and isn't poisonous until it can rebuild its venom supply.

Copperhead: Init +3; Atk bite +2 melee (1 plus poison); AC 13; HD 1d4; hp 3; MV 20' or swim 30'; Act 1d20; SP poison; SV Fort +0, Ref +3, Will +0; AL N.

Fungal Guardian: An irregular mass of fungus atop 1d10+2 spindly legs, with 1d3 long lashing tendrils beneath, each fungal guardian stands 8+1d5 feet tall. Each tendril is tipped with a hard bone-like dart that can infect a creature with alien fungus on a successful attack of 18+. Infected creatures must make a Fort save (DC 10) or take 1d3 Personality damage, with another 1 point of Personality damage each hour thereafter so long as the Carcinoma exists. If Personality reaches 0, a character is controlled by the Carcinoma, and immediately attacks his companions (the player may run the character for this attack, if the judge desires). This is in addition to any critical effect.

Fungal guardian: Init +0; Atk tendril +0 melee (1); AC 12; HD 1d8; hp 5; MV 30'; Act 1d20 per lashing tendril (1d3); SP infection, immune to mind-affecting; SV Fort +4, Ref +1, Will +0; AL C.

Infected Alligator: Strands of budding fungus, like sticky elongated mushrooms, emerge from this alligator's eyes and nostrils. When it opens its mouth, they coat the reptile's tongue and the spaces between its teeth. Once an infected alligator makes a kill, it bears it to the bottom of the swamp, only to return again in 1d5 x 10 minutes. It will always return to attack again, until it is dead.

Infected alligator: Init -5; Atk bite +1 melee (1d4); AC 15; HD 3d8; hp 13; MV 20' or swim 40'; Act 1d20; SP immune to mind-affecting; SV Fort +4, Ref -4, Will -4; AL C.

Infected spoonbills: These are roseate spoonbills, pinkish wading birds that can reach heights of nearly 3 feet. Infected by the alien fungus, these birds' feathers shimmer with unknown colors in the sun, and they glow faintly with strange hues at night. There is only a 2 in 5 chance that they attack in the Middle Area. When they attack, they do by swinging their heavy bills and pummeling with their wings.

Infected spoonbill: Init +0; Atk bill strike +0 melee (1d3) or wing buffet +1 melee (1); AC 9; HD 1d3; hp 2; MV 20' or fly 50'; Act 1d20; SP immune to mind-affecting; SV Fort -2; Ref +0; Will +0; AL C.

Quicksand: All characters must roll a Luck check. Those who fail to roll under their Luck on 1d20 step into quicksand. A Reflex save (DC 12) can save the character immediately; otherwise, the character is stuck and sinks at a rate of 1d3 feet per minute. During this time, the sinking character can be rescued by a character with a pole or a rope, with a vine or with a hand, but any character who approaches closely must make a new Luck check or also step into the quicksand.

Swamp deer: These small deer stand no more than three feet at the shoulder, and are no more than six feet in length. They are at home in the swamp. Although shy, if befriended they can carry a gnome for up to 1d12 x 10 minutes. They can move at two hexes per 10 minutes, even where there is no path. Swamp deer will not usually fight when fleeing is possible.

Swamp deer: Init +4; Atk hoof +0 melee (1d3); AC 13; HD 1d8; hp 5; MV 40'; Act 1d20; SV Fort +0, Ref +3, Will -5; AL N.

Swampfolk: These are nothing more than humans who live in the swamp. They are not normally hostile, and can be used as replacement PCs if the judge desires. They tend to view the gnomes as "magic folk what live back in the swamp", and look to them to solve the "queerness hereabouts". When used as replacement PCs, roll the characters using the normal rules, with the occupation table in Appendix C. Otherwise, the judge may use the following statistics:

Swampfolk: Init +0; Atk weapon +0 melee (1d4); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

ENCOUNTER AREAS

1. Adventure Start

You are on the ill-defined banks of the mighty, but slow, Blackwater River, which spreads slowly across the land, feeding the whole of Blackwater Bayou with its wetness. The water is often brackish, because the sea flows back into the sluggish waters with the tide, making a perfect habitat for shrimp, crabs, and plankton. Only a fool would drink from the Blackwater itself. You stand now by the Great Ford, where the silt of the river covers age-old stone, the waters spreading so that the river reaches a maximum depth of a mere foot and a half – a place where a gnome can easily wade across the water. To the right, a raised trail leads off through the moss-heavy cypresses. The gnome loremasters claim that the trail marks a roadway of the Ancients, long-buried, but still offering a relatively clear path through the swamp.

Any character who drinks untreated water from Blackwater Bayou must make a DC 10 Fort save or suffer 1d3 points of damage to Strength, Agility, or Stamina (roll randomly) after 1d6 x 10 minutes. This represents the toxins in the water, as well as the work of parasites. If a natural “1” is rolled on the save, the character has swallowed a Blackwater leech, which immediately causes 1d3 damage to Stamina, and then causes 1 point of damage to Strength, Agility, or Stamina every 10 minutes for 1d10 x 10 minutes. A character who is submerged in the bayou may attempt a DC 5 Reflex save to avoid swallowing water.

2. Giant Crawdads

Hiding by the western side of the ford are three enormous crawfish, each of which is approximately 4 feet from claw to tip. These crawfish hide under the large, flat stones around the ford. If more than two characters wade through the ford, a crawfish attacks the third PC by surprise. 1d6 rounds later, the other two crayfish join the fray, one from upriver, and the other from downstream.

These are natural creatures, and can be befriended by gnomes. If reduced to 5 hp or less, a giant crayfish jets backwards powerfully. All characters in the water within 10’ of the creature must succeed in a DC 5 Strength check or be

knocked prone. When jetting backwards in this way, giant crawdads do not provoke free attacks.

A crayfish that kills a victim retreats beneath the stones to consume its prey, and continues to retreat as long as it is pursued. A slain giant crawdad makes a good meal for up to a dozen gnomes.

Giant crawdads (3): Init +2; Atk claw +0 melee (1d3); AC 15; HD 2d8; hp 8 each; MV 20' or jet backwards 50'; Act 2d20; SP jet backwards; SV Fort +4, Ref +0, Will +0; AL N.

3. Bottle Witch

A creek cuts through the swampland ahead, its waters reddish with mud and the exposed scarlet roots of plants growing into the water from the somewhat drier shore. Rough wooden planks, covered with green moss, cross the small waterway. An ancient willow, huge and bloated, leans over this rough passage, its branches burdened by long beards of sphagnum and a hundred or more tinkling glass bottles of various hues, which are tied to the tree's hoary limbs.

This tree is the lair of Raggissa, the bottle witch. Each of the bottles in the tree contains one of the souls, dreams, or shadows of the people she has bargained with. If any character chooses to examine the bottles, they will note a small amount of liquid – equal chances of dark or light – at the bottom of the bottle. One character per player can declare they are opening a bottle and drinking its contents before Raggissa emerges. If this liquid is consumed, use the tables below to determine the effects. Each outcome is unique, and can be consumed only once:

Dark Liquid		
1d7	Description	Effects
1	A taste of dark smoke, the memory of a love turned to ashes.	Nothing really matters as much as it once did; character is immune to all charm spells and effects.
2	It is the shadow of a child. It curls around inside you. <i>I just want mommy to get better.</i>	PC can draw on that child's strength <i>once</i> to regain 1d3 hit points, even if reduced to 0 hp.

3	A man's shadow slips inside you, tasting like smoke and feeling like grit on your tongue.	No effect.
4	<i>I buried the lady in a shallow grave by the side of the road, bloodstained jewels tucked up into my hat.</i>	At some point in the PC's career (if they survive) they pass the spot where the lady is buried... and she rises up as a ghost or other un-dead seeking vengeance.
5	<i>The chamber smells sour with sweat and bile and the healer's useless medicines. I will never hold him again, or feel him hold me, or see the laughter in his eyes.</i>	Healing no longer helps the PC as much as it once did; the PC gains -1 hp/die every time healing occurs. This included non-magical healing.
6	It is the shadow of a young man, full of hope and promise, but insubstantial. There is nothing to swallow; it is gone.	No effect.
7	It is the shadow of a devil who wears the shape of a man, and it burns as it slides down your throat, deep down into the core of you.	Personality is reduced by 1 point each level (3 minimum). <i>Exorcism</i> might reverse this loss.

Light Liquid

1d7	Description	Effects
1	<i>The summer sky was so high and so blue I felt like in went on forever, and I told myself I would never forget this day.</i>	No effect.
2	The soul of an unborn child dances into you, lighter than air and sweeter than the promise of tomorrow.	Reroll the PC's Luck, and take the better of the original or new roll.
3	<i>I had a dream that I would be rich one day.</i>	If there is a chance to gain treasure, the PC must make a DC 10 Will save to resist. <i>Remove curse</i> might help.

4	<i>The love I feel for my daughter, the love I feel for my child, enough to burst a heart asunder.</i>	Fort DC 10 to avoid death by heart attack. If successful, gain +1d3 permanent Luck.
5	<i>I thought I would not need my soul, if I could only have the man I desired. Ah, but I was very young, and I have seen the spiteful thing I became once my soul was given away.</i>	Insight into loss grants a permanent +2 bonus to Will saves.
6	It tickles like dandelion fluff as it goes down, silly and light, a child's perfect dream.	No effect.
7	The liquid fizzes down your throat, a rich feast of daydreams, adolescent longings, and mature wisdom stolen from the vaults of Somnos.	The PC can fall asleep whenever there is an opportunity (rests, etc., as determined by the judge), including anytime the character is on watch. Will DC 10 to stay awake each time.

Raggissa dwells within an extradimensional space inside the tree itself, which she can merge with as a regular move (she will do this to confront PCs who display an interest in the bottles on her tree, or who call for her, or to escape an encounter that goes against her). She appears as an ancient crone with sharp features and long fingernails, dressed in a ragged grey dress. Only four feet tall, she towers over gnomes, but is shorter than humans or elves.

The bottle witch can offer potions to those who come here, or can cast an oracular reading. Each of these has a price: the soul, dreams, or shadow of the petitioner. Although the witch will claim that these are things the character has no use for anyway, losing any of them has consequences, as indicated below:

Price	How it is Taken	Consequences
Soul	Breath drawn into a bottle, condenses as light liquid.	The beneficial effects of divine magic, including clerical healing, no longer aid the character.

Dreams	Bottle held before forehead, light or dark liquid slowly condenses.	When the character rests at night, he must succeed in a Luck check to gain any benefit from resting – healing, reset disapproval, regained spells, etc.
Shadow	Cut from character with knife of black meteoric iron, then placed in bottle, where it becomes a dark liquid.	The character loses 3 points of Personality, one per day, taken at noon. If the shadow is restored, Personality is restored 1 point per night, at midnight.

A character can restore his lost price by finding his bottle and consuming the contents.

Conducting an Oracular Reading: Raggissa presents the PC with a handful of chicken, opossum, and cat bones, wrapped within a dirty rag. These are represented by 1d3, 1d5, and 1d7. The PC rolls all three, modifying the result by Luck, and the result determines the reading, as indicated on the chart below.

Result	Reading	Effect
3 or less	Death reaches his bony hand toward you from the dark waters.	During this adventure, every time the PC takes damage, increase by +1. All saves are made at -2. All attacks against the PC are at +2. If the PC survives anyway, they thereafter gain a permanent +1d shift in Hit Die type.
4-5	A shadow of ill luck hangs over your head.	The PC has a -1d shift to every roll made related to their Birth Augur (regardless of actual Luck score), until the end of the adventure.
6-7	The waters here are deeper than you know, and hidden things move in their depths.	The PC may make any roll with a +1d shift on the dice chain, but then the judge gets to choose a roll for the PC made with a -1d shift. Once both rolls are made, the PC can choose to shift another roll by +1d, and then the judge by -1d, and so on.



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8-9	The omens align against you, so beware!	The judge may choose to make the PC reroll any one roll during the adventure.
10-11	Your destiny is entangled with something from another world.	No effect.
12-13	The omens are in your favor.	The PC may choose to reroll any one roll during the adventure.
14	The shadows part to reveal a shining destiny. Fate aligns with you this day!	The first three times that the character would be brought to 0 hp during the adventure, that damage is instead taken by the closest ally for some narratively plausible reason.
15 or more	Ildavir reaches out her green hand to protect you. Blessed are you indeed!	Every roll made by the PC during the adventure is at a +1d shift. The PC cannot be reduced to 0 hp; they are destined to survive...at least to Level 1.

The bottle witch can supply the following potions:

- **Healing Draught:** Regain 1d6+1 hp, up to normal maximum hp.
- **Knight's Blood:** Gain a 1d3 Deed Die for 1d7+1 turns (this adds to attack roll and damage, and allows the imbiber to perform Mighty Deeds, as if a 1st level Warrior). If the imbiber has a higher Deed Die already, this potion has no effect.
- **Love Philter:** The imbiber must succeed in a DC 16 Will save or fall in love with the first creature seen after drinking this potion.
- **Water Breathing:** Lasts 2d6 turns.

These potions are mixed among the bottles on the witch's tree, but cannot be found by other creatures. Those paying close attention see the bottle come into existence as the witch reaches for it.

Raggissa the Bottle Witch: Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save) or spell; AC 9; HD 3d6; hp 13; MV 20' or climb 20'; Act 1d20; SP familiar, curse, spellcasting (+8 to spell checks); SV Fort +4, Ref +0, Will +8; AL C. Spells: *Chill touch*, *forget*, *sleep*.

Opossum Familiar: Init +0; Atk bite +2 (1d3); AC 14; HD 1d4; hp 3; MV 20' or climb 20'; Act 1d20; SV Fort +4, Ref +0, Will +8; AL C.

If Raggissa is killed, but the familiar yet lives, her soul flees to the opossum's body, which runs away to restore her power to fight another day.

4. Medlock

Ahead, through the cypresses and the hanging moss, you can see a collection of ramshackle huts, sagging heavily with moss. Faded laundry hangs dejectedly from lines strung beneath the trees, wherever there is a chance for sun. Shrimp nets are strung up across some of the slowly collapsing porches. Chickens run loose, as do a few barefoot children in dirty tunics and short-legged pants, calling to each other as they play.

This is the village of Medlock, a swampfolk community of less than a hundred rather inbred yokels. Additional PCs may be obtained here (see Appendix S for swampfolk occupations and random gear). Appropriate equipment may also be obtained here. Most of the swampfolk prefer trade and good manners to copper coins.

No map is given for Medlock. Most of the people who live here gain their living from the bayou – netting shrimp, crab-fishing, fishing, hunting, and growing what they can in the dry patches around their settlement. The gnomes seldom have dealings with swampfolk, and their map mislabels the settlement as “Arntree”...but this path doesn't go to Arntree. They've taken a wrong turn.

It is completely possible for the PCs to skirt the village entirely.

5. Turtle Bridge

A dark, deep stream enters the Blackwater here, over 100 yards across. Wooden pilings have been driven into the streambed to support a bridge of weathered wooden planks. The bridge is mostly level, but some places tilt where the pilings have shifted. The bank on the far side is swampy, with a moss-covered boardwalk going some distance into the reeds and cypresses.

As the PCs cross the bridge, they see painted turtles slide into the water ahead of them. A group of roseate spoonbills swing their heads side to side as they seek crustaceans and frogs in the water. All seems well enough. However, a gigantic snapping turtle lurks beneath the bridge where it is most skewed. It has grown used to bumping the pilings to knock food into the water. When the third creature reaches this point, it bumps the pilings, sending a shiver down the bridge.

The third creature (or creatures, if walking double-file) must make a DC 15 Reflex save or fall into the water. The next creature in either direction must make a DC 10 Reflex save, and the creatures after that a DC 5 Reflex save. If even one creature falls into the water, the turtle may attack with surprise. When the turtle succeeds with a bite attack, it snatches its prey, holding it underwater and automatically dealing 1d3 damage per round. The turtle is only interested in a meal, and once it has gained one, it spends 1d3 turns consuming it.

Proximity to the boundary of the Middle Area has allowed a number of strange rhizomes to grow from the snapping turtle's shell, amid the moss and algae. These rhizomes seem to vacuum up escaped bits of flesh in tube-like orifices as the turtle feeds, but are not directly harmful to the PCs.

Gigantic snapping turtle: Init +0; Atk bite +3 melee (1d7 plus snatch); AC 20; HD 4d8+8; hp 34; MV 10' or swim 20'; Act 1d20; SP snatch; SV Fort +10, Ref -8, Will +0; AL N.

The water here is deep, and creatures that fall into it are in danger of drowning. It is only a DC 5 task to swim for the shore, but each failure sweeps the character ½ hex towards the Blackwater. Any creature that reaches the river draws the attention of 1d3 infected alligators (see random encounters), which begin the encounter 1d6 x 10' away.

Gnomes can attempt to befriend this creature.

6. Skunk Ape

As you continue along the path from the bridge, the air gets closer, and there is a feeling of being watched. Tendrils of fungi weave among the moss hanging from the trees. The sense of rot is increasingly pervasive until you realize that there is another smell underlying it – the deep, musky

odor of the legendary skunk ape!

The PCs can hear a thrashing in the damp woodland as the skunk ape approaches them. They have only three rounds to act before the sasquatch-like beast is upon them....but this is neither the fierce nor the timid creature of conflicting legends – it is nothing more than the vehicle of the great purple-red mushrooms growing out of every orifice of its skull: eyes, ears, mouth, nostrils. It makes a barely audible, pitiful mewling noise as it stumbles along.

If not interfered with, the infected skunk ape is harmless. If attacked, or if any attempt is made to stop its motion, veins along the mushrooms stems begin to throb as the fungi take control of the beast to defend themselves. Even then, its movements are jerky, and it continues to mewl. If the swamp ape is reduced to 0 hp, the mushrooms detach their bloody roots and attempt to crawl away at 5' speed (AC 7, 1 hp).

Infected Swamp Ape: Init -2; Atk claw +1 melee (1d3+1); AC 8; HD 1d8; hp 5; MV 30'; Act 1d16; SP immune to any pain-based effects, death throes; SV Fort +4, Ref -2, Will +0; AL C.

7. Beached Skiff There is a flat-bottomed skiff beached here, large enough to accommodate up to 8 humans or 16 gnomes. It is visible from the far side of the Blackwater River, but is tied to a thick stake with an 8' hempen rope. There are four long poles in the skiff (12') and a torn shrimp net. It is not guarded.

8. River Crossing

The path leads to where a tributary stream cuts across the swamp, becoming lost in a myriad of smaller streams as approaches the larger Blackwater. Large, mostly-flat stones have been placed into the streambed here, allowing one to cross the algae-rich water without getting wet above the ankle.

Each player must choose one character to make a Luck check. If the chosen PC fails, a stone turns underfoot and deposits him in the water. The PC must succeed in a second Luck check or a random item the PC is carrying is lost in the silt at the bottom of the stream, and cannot be recovered. If no character fails, the first PC across notices an old shield half-hidden in the weeds on the far side. It is still serviceable, and, as it was made for a human child, a gnome

could use it. It has a white pony on a green field painted on it, now barely discernable due to fading and peeling.

9. Frog Hollow

The land plunges downward into a swampier marsh, before rising again to an area of drier ground. Cedars and cypresses grow in the hollow between the two squat ridges, giving way to a crown of bog oak on the higher ground beyond. The road follows a berm from ridge to ridge, about half a foot above the level of the marsh. The peeps and croaking of countless frogs fills the air, as do the gnats on which the amphibians must feed. So loud and persistent is their uncanny chorus that you get the feeling there is something unnatural about it...almost as though it were a chanted prayer.

PCs who listen to the frogs for a few moments begin to make out a word in the multitudinous voices, as though each frog but created a small part of any syllable: “Bo-bug-bib-ilz, Bo-bug-bib-ilz”. Any character who indicates a desire to serve Bobugbibilz, or venerates the evil lord of amphibians here, immediately rolls 1d24 + Personality modifier and consults the invoke patron spell chart on pages 148-151 of the core rulebook (Other). This occurs even if the veneration is done in jest.

These circumstances only occur once; if the PCs return to this area, nothing unnatural occurs.

10. Arntree

The road follows a rise out of the swamp, cut by a deep ravine through which a stream flows into the Blackwater. A ramshackle town huddles along the river and the road, forming almost a cross of grey-weathered wooden buildings. A listless silence hangs over the settlement. The trees sway slightly in a breeze that you cannot feel.

The people of Arntree are dull, grey, and listless. Even the children do not really play. Examination shows fungal growths hidden beneath the villager's clothing – just under the ends of sleeves, under hats, hidden in tangled beards, etc.

The village has fallen under the influence of a petalhead, which saps their will

while seeking power for its craft (see Area 18). If the PCs spend any amount of time in Arntree, the zombie-like possessed villagers will attempt to capture them and bring them to the petalhead. Although there are 25 villagers available, they do not attempt to kill the PCs; they do not even attempt to disarm them. Instead, they attempt to grab PCs, with a base 5 Strength check to get free, +2 per villager in addition to the first. No more than 4 villagers can grab a small character, such as a gnome, but small characters take a -1d shift on their Strength checks against the larger villagers. If a character fails three checks, he is pinned. Once all characters are pinned, or have fled, the petalhead emerges:

The door of one of the ramshackle huts creaks open, and a being such as you have never seen before folds itself out from the darkness within. It is spindly, with long, thin arms and legs, and a narrow stalk of a body. In addition to its three arms and legs, the being has a fringe of branching tendrils growing in a ring midway up its body. The head is almost flower-like in form, but its brownish-orange hue speaks more of rot than beauty. At least a dozen unblinking eyes circle its immense cranium. The entire creature – which seem more like a plant or a fungus than an animal – towers over the villagers at 11 feet in height. You can feel its intelligence as it contemplates you, neither malign nor evil, but simply without compassion.

The petalhead wishes to examine the prisoners, using its branching tendrils. It measures the PCs' Stamina, Intelligence, and Personality, looking for strong life-force with which to power the Carcinoma. As it examines the PCs, the zombie-like villagers relax their grip, providing another chance for PCs to escape (just requiring a DC 5 Strength check). If the PCs can slay the petalhead, the villagers drop like marionettes with their strings cut. They are still alive, recovering within 1d3 hours. The fungal growths are still present, but the village can now supply additional 0-level PCs if required.

Zombie-Like Villagers (25): Init -2; Atk grab +0 melee (0 plus hold); AC 8; HD 1d4; hp 2 each; MV 20'; Act 1d20; SP hold and pin; SV Fort +2, Ref -2, Will +0; AL N.

Petalhead: Init +2; Atk blow +3 melee (1d3) or psionic blast +4 ranged (1d6); AC 12; HD 2d6+2; hp 12; MV 40'; Act 3d20; SP psionic blast (Will DC 15 for half); SV Fort +4, Ref +0, Will +5; AL N.

11. Ancient Signpost

Where the main path is met by a side track, ancient posts of twisted and rusted metal still hold a sign partially aloft. Although pitted with age and rust, and warped far from its original shape, green paint can still be seen on the sign's metal surface, as well as large neat white letters declaring "New Orleans 65 miles" with an arrow pointing to the upper right hand corner of the sign.

The writing is ancient, and whether or not the PCs can read the sign is up to the judge. If the judge doesn't want his campaign milieu to be post-Apocalyptic, this could have been thrown back from a future era, or from another world/plane of existence. If the sign is from another world, the judge using standard PCs can make investigating it a necessary component to learn planar step.

12. Magnolia Way

The raised trail continues on through the swamp, but there is a side track away from the ancient roadway. This track goes off to the southeast, and can be seen climbing out of the bayou swamp into the hillier, forested lands to the east. The track is lined with ancient magnolia trees which have grown to a prodigious size – perhaps unnaturally so. Even in the swamp they seem to have prospered, dropping heavy petals from their pinkish-white flowers onto the ground beneath.

This path is protected by the will of Ildavir, Goddess of Nature, and nothing unnatural (such as creatures infected by the alien fungus) can step upon it. While the PCs may have encounters on the track, so long as they do not step off it they are safe. Gnomes, faerie animals, and elves feel a sense of peace on the track,

13. Sacred Spring

The magnolia-lined track leads upward through the wood for over an hour. It is clear that, although seldom used, the path is maintained. Swampfolk have travelled this way, perhaps even recently. Where the trail ends, a woman is crudely carved on the face of an enormous tulip tree, so great that it dwarfs even those which line the trail. Although the carving is rough, it reveals a figure of serene beauty. Carved flowers entwine the

woman's hair. At her feet, a sweet-smelling spring arises from among the magnolia's roots, from whence it goes splashing down the hillside to the north.

The figure carved on the tree is a representation of Ildavir. This icon draws the goddess' attention to Blackwater Bayou, and is the reason why the Carcinoma's poison has not spread further. Defacing this image, or drinking from the sacred spring, both have an effect – one for evil, and the other for good.

Desecration: The link to Ildavir is severed, and there is an immediate feeling of air pressure as the Carcinoma's power pushes outward. Ears pop. The sacred spring is polluted, and no benefits can be gained from consuming its waters. All PCs must roll 1d7 + Luck modifier, and consult the following table:

1d7 + Luck Mod	Effect
0 or less	The character takes 1d8 damage as his body erupts into a convulsive mass of fungi. If the character survives, he is hideously deformed, and takes 1d3 points of permanent damage to all ability scores.
1	The character's body cells are warped and replaced with fungi. The character is no longer an animal. The character suffers temporary 1d8 Intelligence and Personality damage; if either fall below 3, the character falls under the control of the Carcinoma.
2-3	Strangely colored mushrooms burst through the character's skin, causing 1d4 damage. As the damage heals, the mushrooms wither and fall off.
4-5	No effect.
6	PCs feels the push of an alien intelligence against their minds. There is a momentary vision of a strange fungal landscape, where towering filaments of colorful rot reach high into an extraterrestrial sky. Hues never seen on Earth before the Carcinoma abound.
7	The character feels the mind of the Carcinoma. Thereafter, they gain a +1d shift on the dice chain against the psychic powers of the Carcinoma and any of its creatures (petalheads' psychic blasts, the PRS damage caused by fungal guardians, etc.).
8 or higher	The character feels, and rejects, the mind of the Carcinoma. The character is immune to the psychic powers of the Carcinoma and any of its creatures (petalheads' psychic blasts, the PRS damage caused by fungal guardians, etc.).

Drinking from the Sacred Spring: The first time a character drinks from the spring, it heals all damage, cures disease, neutralizes poisons, and restores lost ability score points. Thereafter, Neutral creatures heal 1d4 damage and cure

all diseases.

If the image of Ildavir is not desecrated, PCs surviving this funnel can bring other characters to the Sacred Spring in order to gain a one-time restoration of lost abilities. In OSR-style games, knowledge of the campaign milieu is one of the rewards for play, and the judge should encourage players to make use of their knowledge!

14. Fallen Bridge

The bayou becomes stranger as the roadway moves north. Half-seen creatures slip into the water, and even sometimes scuttle across the road far ahead (or unnervingly close behind). Although you don't see them clearly, you are certain that they are...unnatural. Ahead is a wooden bridge crossing a stream feeding into the Blackwater. The bridge has been knocked down. Where it is fallen in the water, strange roots of pulsating weird colors wrap around the waterlogged boards. The road turns to the east beyond the stream, away from the strange meteor at the heart of the bayou.

The stream is too far across to jump. Characters attempting to wade discover that the water here is about 3 feet deep, and the stream bed is sucking black mud that can pull a character down another 1d3 feet at a rate of 6 inches per round. The smell rising from the disturbed mud is so foul that anyone in the water must succeed in a DC 5 Fort save or pass out for 1d3 rounds – easily fatal here.

Failed swimmers get pushed out into the brackish mouth of the Blackwater River after 5 minutes (Strength DC 10 to swim across the river).

The fungal roots are strange, but only dangerous if actually touched with bare skin. A Fort save (DC 10) is required to prevent the fungus from sending blood-seeking filaments into the character touching them. These filaments do 1d3 temporary Stamina damage each round until a DC 15 Strength check succeeds in pulling the character free.

15. Bear Warning A mutated black bear lurks in the forest east of the trail. It is covered in fungal growths, but walks upright, gripping a shovel in its hand-like paws. If the PCs continue along the eastern road, away from the rot at the heart of Blackwater Bayou, it leaves the forest, appearing in the trail

50' ahead. "Prevent..." it rasps out in a low growl, pointing in the direction of the Carcinoma. "Only you..." If they persist eastward, it attacks them. The creature wears faded denim trousers and a rumpled hat.

The mutated bear is half controlled by its one-time interest in protecting the wilderness from fire and other hazards, and half controlled by the Carcinoma's fungal roots, which reach deep into its brain. The Carcinoma is looking for living creatures to power it, and wants the PCs to approach it for this purpose. The bear wants the PCs to stop the Carcinoma from spreading. If the players attempt to negotiate with the thing, the judge should play both the sly but alien Carcinoma and the confused but desperate creature it has infected. Once combat begins, though, or if the PCs continue eastward, all hesitation disappears.

Mutated Black Bear: Init +2; Atk shovel +6 melee (1d4+1) or claw +4 melee (1d4+4) or bite +2 melee (1d6+4); AC 12; HD 4d8+8; hp 40; MV 40'; Act 2d20; SP maul (free bite attack if it hits the same target with both claws); SV Fort +4, Ref +0, Will -4; AL N.

The PCs may still persist to the east. In this case, the Carcinoma expands, creating a permanent link to the fungal world of Hellgoth (see Appendix E). While this adventure is over, their failure to stop the Carcinoma now will surely come back to haunt them.

16. Dolmen Island

Rising out of the Blackwater is a pillar of stone, its carved edges rounded by time. It leans towards the moving water, the detritus of mud and wood caught about it creating an island bound together by weeds and a few scraggly shrubs.

In a post-Apocalyptic game, this dolmen is made of rebar and concrete, part of the last remaining supports for a bridge which has long since vanished. Otherwise, it is made of stone that was moved to this place in ancient times. PCs who take the time to study it may learn a spell of the judge's choice, which does not have to be one that they could normally cast, with a DC 17 Intelligence check (one time only). This spell is cast using whatever die is normal for the character (i.e., 1d10 for 0-level characters).

17. Infected Apes and Swampfolk Drawing near the Carcinoma triggers this encounter.

As you move forward, you discover creatures coming out of the forested wetlands behind you. Many of them seem human, but a few are swamp apes. All are infected by strange fungal growths. These large mushrooms and spore-bearing bodies grow from eyes, ears, mouths, and skin, and are of many strange colors, but more that strange, nameless color that came to Blackwater Bayou with the alien meteor weeks ago. They do not seem interested in attacking you, but surround your party at a distance, cutting off your retreat and funneling you toward the heart of the weirdness which has come to this land.

The infected swampfolk outnumber the PCs by at least three to one, and there is an infected swamp ape for every 5 swampfolk (minimum 3). These beings do not attack PCs unless they try to move away from the Carcinoma. Resting PCs are guarded, but not molested. Faerie animals in animal form are not registered as sentient beings, and are ignored. Controlled by the Carcinoma, their only purpose is to force the PCs to approach the “meteor”, where one or more can serve as a power source.

Infected swampfolk (3+ per PC): Init -2; Atk makeshift weapon +0 melee (1d4); AC 8; HD 1d4; hp 2 each; MV 20'; Act 1d20; SV Fort +2, Ref -2, Will +0; AL N.

Infected swamp apes (3+): Init -2; Atk claw +1 melee (1d3+1); AC 8; HD 1d8; hp 5; MV 30'; Act 1d16; SP immune to any pain-based effects, death throes; SV Fort +4, Ref -2, Will +0; AL C.

18. The Carcinoma

You come at last to a clearing in the Bayou wetlands, where a great fractured rock sits, resembling nothing so much as a cracked pecan shell. The rock-shell is covered with alien fungal growths resembling purple ergot and pulsating morels of the strange unknown hue. The whole thing cannot be more than five yards in diameter. The entire clearing is surrounded by a ring of infected swampfolk and apes, eerily silent, swaying to the pulsating rhythm of the abnormal color.

From out of the largest of the dark cracks three creatures emerge, unfold-



ing like hidden spiders. They are long and thin, with three spindly arms and legs, a ring-like fringe of branching tendrils midway up their bodies, and flower-like heads with at least a dozen unblinking eyes. These creatures appear to be some form of deep orange-brown fungus, each over 10 feet in height.

These beings are petalheads, similar to (but more powerful than) the one found in Area 10. They survey the PCs quietly, until one of the characters speaks or moves towards them.

When this happens, a cold emotionless voice speaks in the PC's minds: This is not our world. We wish to attain our world. We need sacrifices to power our engines. The default is that three sacrifices are needed, but the judge may adjust this if many or few PCs remain. Willing sacrifices are invited into the Carcinoma.

Petalheads (3): Init +3; Atk blow +3 melee (1d5) or psionic blast +6 ranged (1d8); AC 12; HD 4d6+4; hp 18 each; MV 40'; Act 3d20; SP psionic blast (Will DC 15 for half); SV Fort +5, Ref +1, Will +6; AL N.

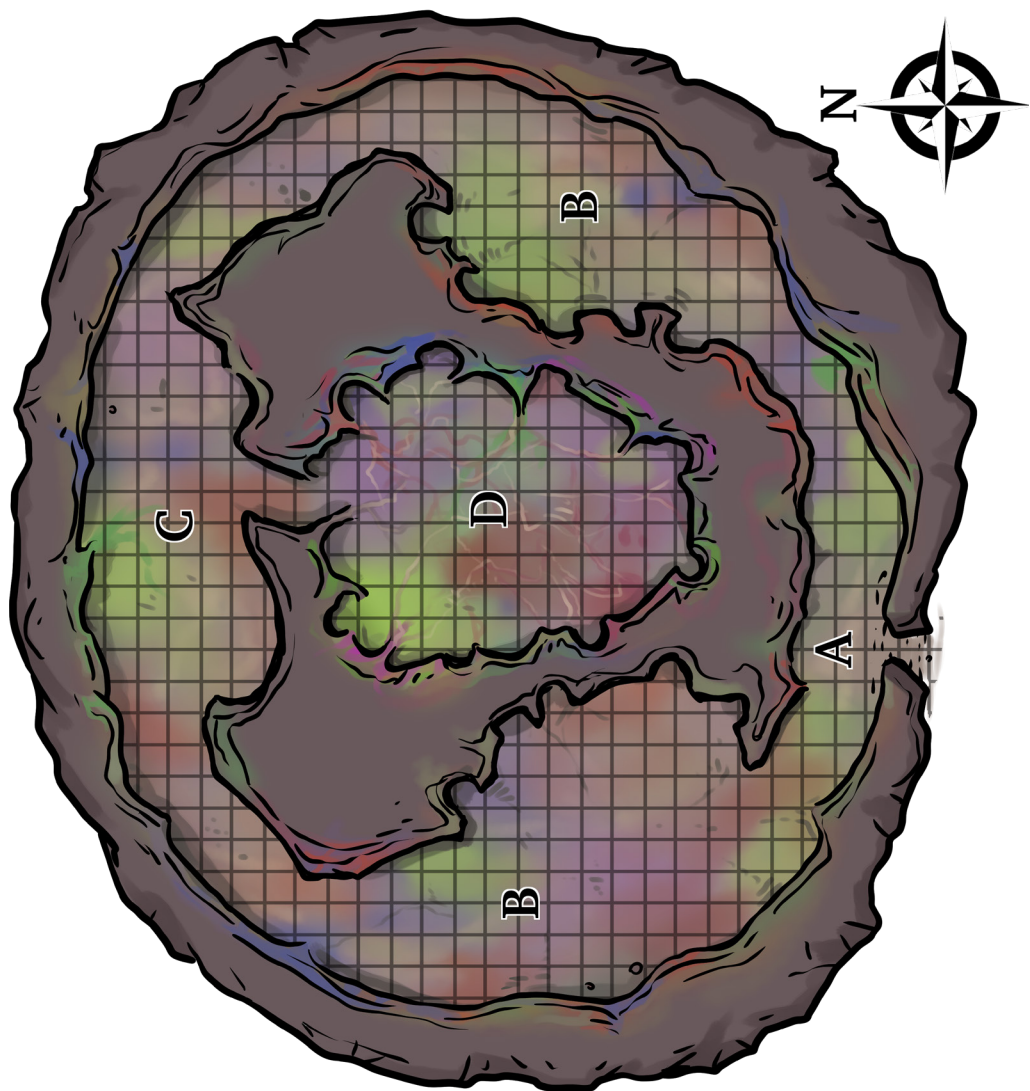
WITHIN THE CARCINOMA

A. Entrance

The entrance to the shell-like rock is so small that any creature larger than a gnome would have to duck to enter, but beyond you can see that the interior of the structure is much larger than the exterior. You find yourself in a narrow corridor made of walls of leathery material coated in colorful slime. The ceiling is lost in darkness above you. There is a faint taste of rot in the air.

When the last invited character enters the Carcinoma, the entrance seals behind them. The slime is oil-slick, but harmless, and retards fire. Sharp weapons can cut the leathery substance, but it heals at the rate of 1d5 hp/round and takes 25 hp damage to create a large enough rent to squeeze through.

Damaging the walls causes a colossal (20' tall) fungal guardian with 20 legs and 6 tentacles to drop down from above. This guardian doesn't have the



ability to drain Personality, but its tentacles are covered with sharp bone-like nodules. Any PC slain here will cause a petalhead outside the Carcinoma to invite a replacement to enter.

Colossal fungal guardian: Init +2; Atk tendril +2 melee (1d4); AC 14; HD 3d8; hp 13; MV 30'; Act 6d20; SP immune to mind-affecting; SV Fort +5, Ref +0, Will +0; AL C.

B. Petalhead Nodule

The organic passage follows the circumference of the stone-seed. Towards the inside, it widens, and you can see an area where several of the tall, spindly creatures are pressed into the inner wall. Their limbs and flower-like heads are unmoving, but whether or not they can see with their many eyes is anyone's guess. The smell of rot is stronger here than it was when you first entered the structure.

Each of these nodules contains five dormant petalheads, which the Carcinoma can revive if needed. It takes 1d3 rounds to fully revive 1d3 of the creatures, with 1d3 revived each round thereafter until all are active.

Petalheads (5): Init +3; Atk blow +3 melee (1d5) or psionic blast +6 ranged (1d8); AC 12; HD 4d6+4; hp 18 each; MV 40'; Act 3d20; SP psionic blast (Will DC 15 for half); SV Fort +5, Ref +1, Will +6; AL N.

C. Guardian Antechamber

The passage continues around the enormous interior of what was, on the outside, a relatively small object. Opposite where you entered, there is another widening to the interior, this one with a passage that leads further into the interior, into the very heart of the structure. One of the creatures with the flower-like heads waits here for you. You can feel its emotionless thoughts in your head, indicating that you are to go into the central node. The smell and taste of rotting meat is now strong in the air.

The petalhead is here to follow the PCs into Area D and ensure that they are properly connected to the planar engine (see below). If the PCs are hesitant, it will telepathically urge them to comply: "We wish our home. You will provide us power. You will bring us to our home." Of course, if the PCs decide

to fight here, the petalheads from both Areas B will be dispatched to subdue them.

Petalhead: Init +3; Atk blow +3 melee (1d5) or psionic blast +6 ranged (1d8); AC 12; HD 4d6+4; hp 18; MV 40'; Act 3d20; SP psionic blast (Will DC 15 for half); SV Fort +5, Ref +1, Will +6; AL N.

D. The Planar Engine

The narrow passage enters into a wide cul-de-sac, with walls of pulsating colors you have never seen before – weirder even than that which has infested Blackwater Bayou. Various living tubes descend from the unseen ceiling, merging and reemerging from the fibrous walls. Several niches contain human swampfolk, clearly dead or close to dying, their life force given up to power the abnormal structure of the seed-rock. Empty spaces remain, enough for each of you to make the same sacrifice. The dead are strewn casually about the floor – several humans and one skunk ape – but they are not the source of the rotten stench, stronger here than anywhere else. Their bodies are now no more than empty husks, shriveled and sere.

This is the heart of the Carcinoma. The PCs may choose to become part of the engines (the petalhead will certainly suggest this course of action). They may choose to attack the petalhead. They may choose to attack the engines. They may have some other, unforeseen, reaction. Below are guidelines for dealing with these eventualities, but the judge should remember that anything that disrupts the Carcinoma should succeed.

Hooked to the Engines: As you become part of this thing, the Carcinoma, you can feel the life being drained from you. You immediately take 1d3 points of temporary Stamina damage and will take 1d3 points of additional temporary Stamina damage each round until you die. The walls of the Carcinoma become transparent, and you can see beyond them a vast hellscape of eerie colors and weird fungi – this is the place the Carcinoma comes from. Far from leaving your world behind, you become aware of the mind behind the Carcinoma, its very animus, seeking to use your life force to merge your world with its own. What do you do?

Strength DC 10 breaks free of the Carcinoma, causing it 1d5 damage in the process. If the Carcinoma takes 10 damage or more, it is disrupted.

Attack the Petalhead: Statistics are in Area C, above. The petalheads in Areas B will be activated after the first round (taking 1d3 rounds to fully revive 1d3 of the creatures, with 1d3 revived each round thereafter, as indicated in Areas B). In the ensuing melee, misses have a chance of hitting the planar engines (1 in 5, or 1 in 3 for missiles). If the Carcinoma takes 10 damage or more, it is disrupted.

Attack the Engines: AC 5. If the Carcinoma takes 10 damage or more, it is disrupted. The petalhead (and reserves) may attempt to stop them.

DISRUPTION

A psychic shriek rips through your minds, disorienting you for a second. The leathery walls of the structure begin to weep some strange substance akin to blood. Where they were once rigid, disjointed waves ripple across their surface. The fungal creatures themselves collapse into quivering masses of slime. Out across Blackwater Bayou, infestations dry up and flake away. Where a creature's mind was not completely overtaken, they find themselves slowly recovering. Where a creature's mind was wholly given to the strange growths, their very being turns to dust!

The trembling walls of the structure become transparent, revealing a vast plane of strange hues and even stranger fungal beings, some of which would tower over the tallest trees of your own world. With a start, you realize that this structure is being drawn back where it came from. And you are still on it!

Characters who immediately run gain a DC 10 Reflex save, and all characters gain a Luck check, to escape the Carcinoma before it disappears. Those who fail are transported to the petalheads' home world/plane of Hellgoth (see Appendix E).

Enough of the swampfolk outside the Carcinoma have survived that any player who has lost all of their PCs can make a new 0-level PC using the occupation table in Appendix C. These characters have gained 10 XP from their ordeal, and immediately become 1st level. Hopefully, both gnomes and swampfolk have learned that each is capable of sacrifice to protect their home, and that problems exist in the game world which neither can handle alone.

It is time to put differences aside. There is a whole world to discover!

APPENDICES

APPENDIX A: GNOMES

The Gnome class, by Yves Larochelle, first appeared in *Crawl! Fanzine* #6, and appears here by permission. Minor edits, expanded 0-level occupations, and information about 0-level gnomes by Daniel J. Bishop. Some ideas come from svaragog on the Goodman Games forums in the initial design of this class.

Gnomes are mischievous distant cousins of the dwarves. They are small in size, rarely reaching more than 40 inches in height and 90 pounds in weight and can live up to 600 years of age. Gnomes are magical beings; they are very proficient with illusions and have better magic resistance than other races. Unlike the dwarves, gnomes usually live above ground, preferring forest and gardens to underground or brick and mortar habitations. Gnomes are curious and playful by nature but can also show extreme bravery and fellowship when danger shows up.

Hit points: Because of their fragile nature, gnomes gain 1d5 hit points each level.

Slow: Due to their small size, gnomes have a base movement of 20'.

Weapon Training: Gnomes usually don't like to fight with weapons. If forced to defend themselves, they will use a dagger, dart, sling or staff. Armor that will fit a gnome is very difficult to find, plus it affects a gnome's ability to use magic.

Alignment: Since gnomish lifestyle is based on freedom and nature, they usually are neutral but chaotic and, more rarely, lawful gnomes have been encountered.

Level Limitation: Gnomes are simple, humble creatures, they don't save the universe from annihilation or become demigods and hence are limited to level 5.

Magic: Gnomish magic is solely based on illusion, deception, mirage and trickery. Gnomes are especially resistant to magic and its corrupting effects.



GDTM

Gnomes can't have "patrons" and their spell list is limited (see below). At first level gnomes can pick any three 1st level spells from their limited list. Gnome spells, like wizards, are affected by Intelligence. Spellcasting for gnomes generally follow wizard's rules, with the exception of the Trick Die. The Trick Die determines the effective caster level (CL) each time a spell is cast. For example, a 1st-level gnome has a caster level of 1d3, as opposed to 1st-level Wizards or Elves with a caster level of 1. The spell check is usually a d20 + Trick Die + Intelligence Modifier. A gnome will only suffer the "1" effect of a spell failure if both the die roll and the Trick Die are natural ones.

Sturdy Illusionist Trick: Gnomes sometimes cast special illusions that become "sturdy" or solid. Whenever the gnome casts a spell, he can add a description of the precise manifestation of his illusion. If the judge considers it appropriate in relation to the situation and the adversaries and the Trick Die roll is 3 or higher, the illusion becomes "sturdy" (thick/real/solid) and is capable of causing real combat damage to an adversary on top of its other effects. The judge should describe the exact form of the damage according to the context. The damage is a one-time automatic hit doing 1d5 of damage per level of the gnome, and can also be fire-based, cold-based, etc. If the Trick Die is 5 or higher the illusion is also especially impressive and the adversary must make a Will save vs Spell Check or flee in panic for 1d5 rounds.

Gnomes are limited to the following spells:

- 1st level: (Roll 1d7) (1) charm person, (2) color spray, (3) magic shield, (4) read magic, (5) ropework, (6) sleep, or (7) ventriloquism.
- 2nd level: (Roll 1d10): (1) detect invisible, (2) ESP, (3) invisibility, (4) knock, (5) levitate, (6) magic mouth, (7) mirror image, (8) phantasm, (9) scare, or (10) scripted illusion (new spell, described in Appendix D).
- 3rd level: (Roll 1d6): (1) consult spirit, (2) dispel magic, (3) fly, (4) haste, (5) slow, or (6) turn to stone.
- 4th level: (Roll 1d6): (1-3) polymorph or (4-6) transmute earth.

Magic Resistance: Gnomes are especially resistant to magic. There is a 10% chance per level that any magic spell or effect targeting them will dissipate on contact with the gnome (this is in addition to any other applicable save check.)

Animal Trick: Gnomes are very close to nature. With a roll of 3 or more on their Trick die, an animal or insect of less than 1 HD will become "friendly"

with a gnome, protecting him or performing a small task for him. Minimal communication, but not an actual “speak with animal” skill, is also possible. The animal will not become a “familiar”, is always under the control of the judge, and will leave afterwards.

Night Vision: Gnomes can see in the dark up to 60', but cannot see in complete darkness.

Gem Affinity: Gnomes can detect the presence of large quantities of gems and various other precious stones (10% per level).

Luck: A gnome's Luck modifier applies to all Saving Throws against magic attacks and spells.

Languages: At first level, a gnome knows Common plus the gnome, elf, and dwarf languages. A gnome knows one additional language per point of Int modifier. Use the “Dwarf” or “Elf” column in Appendix L of the core rulebook, with an equal chance of each.

Action Dice: A gnome's action dice may be used for attacks and spell checks at any level.

0-Level Gnomes: A 0-level gnome has the following traits: slow (20' move speed), night vision to 60', and 5% magic resistance. A 0-level gnome gains 1d4 hit points, as does any other 0-level character. In addition, a 0-level gnome has a 1 in 6 chance of making a normal animal friendly to himself, so that it will not attack and may even perform some small service at the judge's discretion. Using this ability requires the gnome to take a non-hostile attitude toward the animal.

Table G-1: Gnome

Level	Attack	Crit Die/ Table	Action Dice	Trick Die	Known Spells	Max Spell Level	Ref	Fort	Will	Level Title
1	+1	1d6/1	1d20	1d3	3	1	+1	+1	+1	Trickster
2	+1	1d6/1	1d20	1d4	4	1	+1	+1	+1	Charmer
3	+2	1d8/1	1d20	1d5	5	2	+2	+2	+1	Illusionist
4	+2	1d8/1	1d20	1d6	6	3	+3	+2	+2	Master Illusionist
5	+3	1d10/1	1d20 + 1d14	1d7	8	4	+4	+3	+3	Copperfield

Table G-2: Zero-level occupations for gnomes

Roll 1d14	Occupation	Trained Weapon	Trade Good
1	Gnome artisan	Whittling knife (as dagger)	1d5 carved wooden animals
2	Gnome astrologer	Dagger	Spyglass, star charts
3	Gnome brewer	Bung hammer (1d4)	Frothing mug and small beer keg
4	Gnome cobbler	Awl (as dagger)	Three pairs of shoes
5	Gnome entertainer	Black wand (as staff)	Shiny black top hat, white gloves
6	Gnome fisher	Scaling knife (as dagger)	Fishing pole and wooden bucket
7	Gnome gardener	Hand garden fork (as dagger)	Bag of flower seeds, green thumb
8	Gnome healer	Staff	Healing potion (1d4 hit points)
9	Gnome herbalist	Dagger	½ lb. bag of herbs, briar wood pipe
10	Gnome housekeeper	Straw broom (as staff)	Bottle of vinegar
11	Gnome lantern-bearer	Staff	Lantern with candle, flint & steel
12	Gnome prospector	Rock pick (1d6)	Prospecting pan
13	Gnome stroller	Walking stick (as staff)	Pants with large pockets (small rocks, thread)
14	Gnome warden	Short bow	Backpack and heavy cloak

APPENDIX B: FAERIE ANIMALS OF THE BAYOU

This class first appeared in *FT1: Creeping Beauties of the Wood*. An alternate local animal types table appeared in *FT2: The Portsmouth Mermaid*. Another alternate animal table, based on the Blackwater Bayou environment, appears below.

You are a magical animal native to wild spaces, which has gained a supernatural ability to take on human form. Regardless of what type of animal you are, as a faerie animal your lifespan is approximately three centuries. Your nature is defined by your animal type – a wolf is rapacious, a mouse timid, a turtle slow and thoughtful. Your occupation is also determined by your animal type; you are good at doing things that your animal type is good at.

Faerie animals are literally animals with human-level intelligence, which are able to take human or semi-human form. Most are found in the wilds, in places of sylvan beauty or supernatural terror. Some few, curious about humans and other folk, choose to explore the world and become adventurers.

Powerful faerie animals can cast spells as wizards do, but this is not a skill that comes easy to them.

0-level Faerie Animals: 0-level faerie animals cannot yet shift to humanoid form. They have the abilities of their animal form, as well as infravision and iron vulnerability. Regardless of their animal type, they roll 1d4 for hp.

Hit Points: A faerie animal gains 1d6 hit points at each level.

Weapon Training: A faerie animal is trained in the use of its natural weapons. A faerie animal may designate three other weapons with which it is trained. A faerie animal may wear armor, but this does not change with it when it shifts form, and iron vulnerability prevents faerie animals from comfortably using many types of armor and weapons.

Alignment: Faerie animals may be of any alignment, but tend towards Neutral and Chaotic. Lawful faerie animals are extremely rare.

Animal Form: In animal form, a faerie animal has the natural attacks, AC, and movement, and any other special abilities of its animal type. A faerie animal can only shape shift into its own animal type. It has a distinct identity

both as an animal and as a human. I.e., a faerie cat cannot become any cat or any human, but rather one specific cat and one specific human. When in animal form, a faerie animal is limited in the same way that the animal type normally is.

Shifting Shape: A faerie animal can shift between its animal form and its human form, and can sometimes intentionally shift partially between shapes. A faerie animal has a “Shift Die”; this is rolled when the character attempts to shift between one shape and another. The Shift Die result must be 3+ in order to shift.

On a roll of 5+, the character can shift to a humanoid animal form, retaining the natural attacks and defenses of its animal type. In this form, the character can use any special movement types the animal has at half speed.

On a roll of 7+, the character can intentionally shift only a portion of its body, so as to give its animal form the manual dexterity of human hands, or to grant its human form cat’s eyes to see better in the dark.

On a roll of 10+, normal equipment can become part of the new shape, subject to any limitations the judge may place. This equipment is not operative while shape-shifted.

If the roll is a natural “1”, the faerie animal cannot attempt to shift again until the next sunrise (for primarily diurnal animals) or sunset (for primarily nocturnal animals). The Shift Die is rolled again immediately, and if the roll falls between 1-2, the faerie animal is not only stuck in his current shape, but he is caught partially changed in some disadvantageous way determined by the judge.

Magic: Faerie animals learn arcane magic as they become more powerful. Faerie animal spells are determined randomly like a wizard’s. if a faerie animal suffers corruption, the corruption manifests in any form it takes.

Caster Level: Caster level is a measurement of a faerie animal’s power in channeling a spell’s energy. A 5th level faerie animal has a caster level of 1, and this caster level rises by 1 for each level gained thereafter, to a maximum of 6.

Infravision: Faerie animals can see in the dark up to 60’.

Iron Vulnerability: Like elves, faerie animals are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. A faerie animal may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact. This is true even when the faerie animal is in its human form.

Luck: At first level, a faerie animal’s Luck modifier applies to one saving throw of his choosing. That modifier does not change as the character’s Luck score changes. In addition, a faerie animal may spend 1 point of Luck to avoid corruption, as can a wizard.

Languages: A faerie animal always knows the language of its animal type, Common, and either Elf or Gnome (equal chances of each). Faerie animals learn one additional language per point of Intelligence bonus. Additional languages are randomly determined as specified in Appendix L, using the column for elves.

Action Dice: A faerie animal’s action dice can be used for attacks or shifting shape. At 5th level, a faerie animal may use one Action Die each round to make a spell check.

Table: Faerie Animal

Level	Attack	Crit Die/ Table	Action Dice	Shift Die	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d4/M	1d20	D3	0	0	+1	+1	+0
2	+1	1d6/M	1d20	D4	0	0	+1	+1	+1
3	+2	1d6/M	1d20	D5	0	0	+2	+2	+1
4	+2	1d8/M	1d20	D6	0	0	+2	+2	+2
5	+3	1d8/M	1d20 + 1d14	D7	1	1	+2	+3	+2
6	+3	1d10/M	1d20 + 1d16	D8	2	1	+3	+3	+2
7	+4	1d10/M	1d20 + 1d20	D10	3	2	+3	+4	+3
8	+4	1d12/M	1d20 + 1d20	D12	4	2	+3	+4	+3
9	+5	1d14/M	1d20 + 1d20	D14	5	3	+4	+5	+3
10	+5	1d16/M	1d20 + 1d20 + 1d14	D16	6	3	+4	+5	+3

Table: Faerie Animal Titles

Level	Title
1	Wildling
2	Manwalker
3	Beast
4	Great Beast
5	Beast Lord

Table: Faerie Animal Type & Occupation

In normal campaign generations, assume a base 2% chance of a character being a faerie animal. If a character is not a faerie animal, roll on Table 1-3 (pp. 22-23 of the core rulebook) or the appropriate table in Alternate Occupations (IDD Company). If a faerie animal is indicated, roll 1d100 and consult the table below. The judge is encouraged to expand the possible faerie animals in her campaign.

d%	Animal Type	Attacks	AC	MV	Special Abilities
01-03	Alligator	Bite (1d6)	18	20' or swim 40'	
04-10	Armadillo	Claw (1d2)	12	20' or burrow 10'	+6 to AC when curled up; +2 to AC if in humanoid form or half-changed form with armor manifested
11-12	Bear	Claw (1d4) or bite (1d8)	16	40'	Gains +2 hp per level; gains a +4 bonus to Strength checks in bear's shape
13-17	Boar	Tusks (1d5)	12	40'	Gains +4 hp per level
18-19	Egret	Beak (1d3)	10	15' or fly 30'	
20-25	Deer	Hoof (1d3) or antlers (1d5)	12	50'	
26-28	Fox	Bite (1d3)	13	40'	Good hearing and sense of smell
29-30	Heron	Beak (1d3)	10	15' or fly 30'	
31-38	Lizard	Bite (1)	12	20' or climb 20' or swim 20'	Stealthy (+3)
39-40	Manatee	Buffett (1d3)	12	5' or swim 50'	
41-50	Opossum	Bite (1)	10	20' or climb 20'	Marsupial, prehensile tail, play dead

51-52	Panther	Claw (1d4) or bite (1d8)	14	50'	Stealthy (+3)
53-56	Pelican	Beak (1)	9	10' or fly 40'	
57-59	Snake (non-venomous)	Bite (0)	12	20' or swim 30'	
60-68	Snake (venomous)	Bite (poison)	12	20' or swim 30'	Venom as adder, asp, or viper in Appendix P (<i>core rulebook</i> , p. 446), with an equal chance of each
69-70	Snapping turtle	Bite (1d5)	16	5' or swim 20'	+4 to AC if in humanoid or half-changed form with shell manifested
71-74	Spoonbill	Beak (1)	9	5' or fly 70'	
75-95	Turtle	None	16	5' or swim 30'	+4 to AC if in humanoid or half-changed form with shell manifested
96-00	Water dog (nutria)	Bite (1)	15	30' or swim 20'	Keen sense of smell

APPENDIX C: SWAMPFOLK OCCUPATIONS

Use the following table when creating swampfolk characters.

Roll	Occupation	Trained Weapon	Trade Goods
1	Alligator hunter	Crossbow	Tanned alligator hide
2	Assistant priest	Dagger	Prayer beads and holy symbol
3	Chicken tender	Hand axe	1d3 chickens
4	Cook	Heavy ladle (1d4)	Pot full of tasty jambalaya
5	Crab fisherman	Pole (as staff)	Crab trap
6	Cultist	Dagger	Fetishes related to cult
7	Fisherman	Filleting knife (as dagger)	Fishing pole, line, and net
8	Fortune teller	Dagger	Tarot cards
9	Herbalist	Staff	1 lb. bundle of herbs
10	Hunter	Short bow	Dead game animal, roll 1d7: (1) deer, (2) duck, (3) heron, (4) opossum, (5) raccoon, (6) swamp rabbit, or (7) wild turkey

11	Musician	Walking stick (as staff)	Banjo
12	Pig herder	Staff	Prize hog
13	Rice farmer	Pole (as staff)	Bag of dried rice
14	Sausage maker	Knife (as dagger)	Small keg full of sausages
15	Shrimp fisherman	Knife (as dagger)	Shrimping net
16	Smuggler	Short sword	1d100 sp
17	Storyteller	Club	A story for every occasion and the best place by the fire
18	Trapper	Dagger	Stack of beaver pelts
19	Vagabond	Club	Bedroll and a knowledge of vagabond trail signs
20	Witch's boy	Dagger	Hex doll

APPENDIX D: SCRIPTED ILLUSION

Scripted Illusion

Level: 2 **Range:** 100' + 20' per CL **Duration:** Varies **Casting Time:** 1 Action **Save:** Will save vs. spell check to disbelieve

General The spell caster creates an illusion that will start with or react to somebody's actions. For example, the illusion might suddenly show a firewall at a certain time of day, or a sleeping dragon that wakes up when somebody walks nearby. The spell does not require concentration and, once cast, the spell caster can move away without disrupting the spell.

Manifestation As per spell description

Corruption Roll 1d3: (1) caster's eyes become permanently transparent, and he is blind for 1d5 rounds; (2) caster's body becomes ethereal for 1d5 hours every day; or (3) caster becomes covered in small bumps resembling small pox or toad skin, which the caster cannot see.

Misfire	Roll 1d3: (1) the illusion appears to work, but works only for the caster; (2) the illusion's script is reversed (e.g., the dragon goes to sleep when somebody walks near); (3) the illusion becomes a colorful blur starting at the left foot of the caster and follows him around for 1d5 hours.
1	Lost, failure, Roll1d4 modified by Luck: (1 or less) corruption + misfire; (2-3) corruption; (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-19	The illusion follows the planned script. The illusion may affect an area up to a 5' sq. for 1 turn.
20-25	The illusion follows the planned script. The area affected may be up to a 10' sq. and can last for 1d3 turns.
26-31	The illusion follows the planned script, affects an area up to 20' square and lasts for 1 hour. It is particularly realistic and adversaries failing a DC 15 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).
32-33	The illusion follows the planned script, affects an area up to 40' square and lasts for 1 week. It is particularly realistic and adversaries failing a DC 20 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).
34+	The scripted illusion can become permanent. It can affect an area up to 100' square It is particularly realistic and adversaries failing a DC 25 Will check will flee in fear, be charmed, etc. (depending on the actual form/script).

APPENDIX E: HELLGOTH

The Carcinoma and its creatures come from a planet/plane where fungi are the dominant lifeforms. Going forward, the clever judge may tie this world into other fungal creatures and beings that the PCs may encounter. *CE 5: Silent Nightfall* and especially *CE 7: The Giggling Deep* may offer some points of connection. The Giggling Deep may even offer PCs trapped in Hellgoth a means to return to the regular campaign setting!

I wrote about *Epic Endgames* in *Dispatches from the Raven Crowking Volume 1*. This is, essentially, the idea that there is something awesome that the PCs can do when they reach high level...a crowning achievement for the players that sets the stage for the next generation of characters in the campaign milieu. In this case, a seed-spore from the Carcinoma remains behind, and, after exploring the world, the PCs eventually return the Blackwater Bayou to deal with what has grown there in their absence. Or not. It is the players' game, and they might decide to just let the world be overrun! Either way, the stage is set for the next group of PCs.

A setting book for Hellgoth is beyond the scope of this adventure, but not beyond the scope of the DCC RPG community. Escape from Hellgoth has a nice ring to it, and the text of this adventure is Open Gaming Content....

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