



# **ORCS!**

## **A HIGH OCTANE ADVENTURE!**

COMPATIBLE WITH  
**DCC  
RPG**

**A 3RD LEVEL MODULE FOR  
HUBRIS: A WORLD OF VISCERAL ADVENTURE**

# ***ORCS!***

## ***A HIGH OCTANE ADVENTURE!***

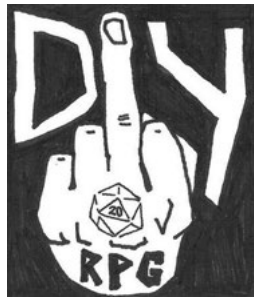
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# CONTENTS

<b>INTRODUCTION</b>	<b>3</b>	<b>SEVEN</b>	<b>18</b>
<b>BACKGROUND</b>	<b>3</b>	♠ Torture Chamber	18
<b>STARTING THE ADVENTURE</b>	<b>3</b>	♥ Bathhouse	18
<b>WINNING THE ADVENTURE</b>	<b>3</b>	♣ Bathhouse	18
<b>OTHER BITS &amp; BAUBLES</b>	<b>3</b>	♦ Infirmary	18
<b>THE TRAIN</b>	<b>5</b>	<b>EIGHT</b>	<b>19</b>
<b>MONSTER NOTE</b>	<b>5</b>	♠ General Store	19
An Orc	5	♥ Infirmary	19
<b>PERMANENT CARRIAGES</b>	<b>6</b>	♣ Sleaze Den	19
Starting Carriage	6	♦ Fancy Dining Carriage	19
Conductor's Carriage	6	<b>NINE</b>	<b>20</b>
Fuel Carriage	7	♠ Passenger Carriage	20
Engine Carriage	8	♥ Gaming Hall	20
<b>ACE</b>	<b>10</b>	♣ Jail Carriage	20
♠ Supply Carriage	10	♦ Empty Carriage	21
♥ Noble's Carriage	10	<b>TEN</b>	<b>22</b>
♣ Black Guard of Abhorrent Action Carriage	10	♠ Tavern Carriage	22
♦ Passenger Carriage	10	♥ Dining Carriage	22
<b>TWO</b>	<b>11</b>	♣ Kitchen Carriage	23
♠ Passenger Carriage	11	♦ Slave Pens	23
♥ Passenger Carriage	11	<b>JACK</b>	<b>24</b>
♣ Passenger Carriage	11	♠ Siphon Machine	24
♦ Passenger Carriage	11	♥ Merchant's Carriage	24
<b>THREE</b>	<b>12</b>	♣ The Vat	25
♠ Supply Carriage	12	♦ The Oracle	25
♥ Dining Carriage	13	<b>QUEEN</b>	<b>26</b>
♣ Slavers' Quarters	13	♠ The Black Queen's Chamber	26
♦ Extra Water Storage	13	♥ The Armory	27
<b>FOUR</b>	<b>14</b>	♣ Mysterious Room	27
♠ Passenger Carriage	14	♦ The Ballroom Carriage	28
♥ Treasure Carriage	14	<b>KING</b>	<b>30</b>
♣ Passenger Carriage	15	♠ The Nexus	30
♦ Passenger Carriage	15	♥ The Royal Suite	30
<b>FIVE</b>	<b>16</b>	♣ The Blood Pit	31
♠ Slave Pen Carriage	16	♦ The Meat Room	31
♥ Slave Pen Carriage	16	<b>JOKER</b>	<b>32</b>
♣ Passenger Carriage	16	The Living Room	32
♦ Supply Carriage	16	<b>RANDOM EVENTS</b>	<b>33</b>
<b>SIX</b>	<b>17</b>	<b>ABOVE THE TRAIN</b>	<b>34</b>
♠ Barracks Carriage	17	<b>OFF THE TRAIN</b>	<b>37</b>
♥ Passenger Carriage	17	<b>ALCHEMICAL TINKERING SPECIAL BULLETS</b>	<b>38</b>
♣ Machinery Storage	17	<b>THE GUNSLINGER</b>	<b>39</b>
♦ Treasure Carriage	17	<b>APPENDIX N</b>	<b>40</b>



# INTRODUCTION

**ORCS! A High Octane Adventure!** is inspired by *Mad Max: Fury Road*, *Snowpiercer* and the *Gears of War* video games. The adventure is designed for four to six 3rd-level characters and set in the **Hubris: A World of Visceral Adventure** campaign setting but can be used with other DCC settings or OSR campaigns with some tweaking of the locations and names. Set on a train, this adventure is fast paced with deadly combat encounters with orcs and their alchemically altered abominations.

**There is no set map. Instead, the Judge draws a desired number of playing cards and consults the card description to determine the order of the train cars and events and create their map.**

## BACKGROUND

The Black Queen rests upon her throne of bones in her fortress on the Floating Island of Terror. As she satiates herself on the nightmares of her subjects her desire for power grows. As Hubris becomes increasingly reliant on her marvelous technology her ability to weave herself into a kingdom's local politics deepens—extending her network of spies, assassins, manipulating pawns and demanding higher prices for her goods.

A railway between the kingdoms of Hubris and Kelisk, in the Land of Perpetual Stone and Mire, has been constructed, allowing for quicker and (usually) safer transportation of goods and people between kingdoms.

This adventure begins with the train traveling from Fairweather (Hubris, pg 102) in the Great Plains of Unbidden Sorrow to Kelisk (Hubris, pg 120) in the Land of Perpetual Stone and Mire. The promise of efficiency and safety, constantly touted as a sure thing due to this technological wonder, is shattered when a large orc raiding band attacks the train, turning the leisurely ride into a savage blood bath. This is not an adventure where the party can hunker down, create a defensive position and wait it out. Doing so will result in their capture or death. There is no rest. There is no reprieve. There is only the surety of battle, the onslaught of the enemy and the taste of blood.

## STARTING THE ADVENTURE

The characters are aboard the train as passengers or hired help protecting the train from hazards or protecting a merchant's goods. There is no set map, save a few key points. The first car of the train is always the engine car, the second is always the fuel car, the third is always the Conductor's Carriage and the characters always start in the fourth car from the end of the train. To set up the map shuffle a deck of playing cards (remove any rules cards, advertisements and one Joker) and deal 7-15 cards in a line (like a train) starting with the last car and working your way to the front car. Once all cards are revealed consult the key organized by the numeric value and suit of the card. Some rooms have special Events that trigger when the group enters or meanders inside the room. Determining the Event may require a die roll.

If you don't like the way the map is laid out align the cards in a way that is fun and logical for you and your group!

## WINNING THE ADVENTURE

Are there really any winners in Hubris? Well, that's for each Judge to decide! However, the goal of completing this adventure is to get to the front of the train, take over the engine car and defeat the Big Bad Monster (see page 8).

## OTHER BITS & BAUBLES

Starting on page 33 there is a small group of tables to aid the Judge: one to generate random events, another to generate events should the group decide to clamber onto the roof of the cars and one to generate suggestions on what to do if the group abandons the train and attempts to escape on foot.

There is a list of special new bullets for wheellock weaponry that can be created by an Alchemist through Alchemical Tinkering (Hubris, pg 15) and a new class for DCC and Hubris: The Gunslinger!

# THE TRAIN

*NOTE: Many of the doors of the train cars are locked and/or trapped. Use the same lock/trap on the outside of both doors, depending on which way the group is traveling. A locked door can be unlocked from the inside, automatically disarming the trap.*

## MONSTER NOTE

Orcs are encountered throughout the adventure, many with different mutations or powers. Rather than repeatedly describe the monster only pertinent information is provided.

### AN ORC - HUBRIS PG 310:

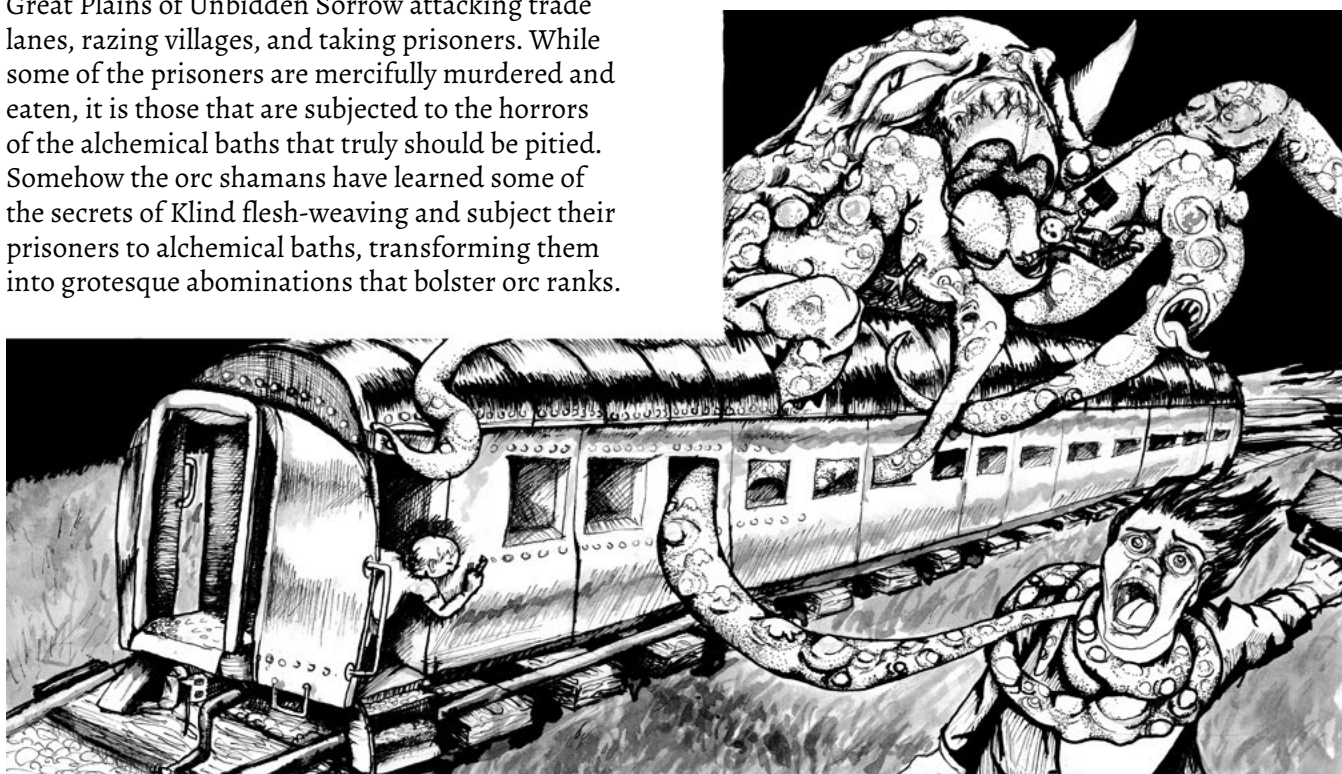
What these creatures may have been before the Klind Flesh Weavers experimented and warped them beyond the point of return has been lost to history. Orcs are vicious and hideous fiends with open sores, bits of metal shoved through their flesh, and horrific corruptions growing on their body. These creatures roam the Land of Perpetual Stone and Mire, attacking anything they come across. Orcs send war parties into the Blighted Sands and Great Plains of Unbidden Sorrow attacking trade lanes, razing villages, and taking prisoners. While some of the prisoners are mercifully murdered and eaten, it is those that are subjected to the horrors of the alchemical baths that truly should be pitied. Somehow the orc shamans have learned some of the secrets of Klind flesh-weaving and subject their prisoners to alchemical baths, transforming them into grotesque abominations that bolster orc ranks.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** see below; **SV** Fort +4, Ref +2, Will +0; **AL** C.

### Choose one of the following Orc abilities:

- **This orc has long arms** which allow it to attack targets up to 15' away.
- **This orc can cast both Choking Cloud** (DCC, pg 134) **and Flaming Hands** (DCC, pg 142) with a +4 to their spell check. They will cast Flaming Hands at the opening of combat.
- **This orc can vomit highly acidic goo onto a target up to 20' away.** The vomit dissolves the target's flesh dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor reducing its effectiveness by half.
- **The orc's tongue produces a potent toxin.** Any target licked by the orc must make a DC 12 Fort save or be paralyzed until they make a successful save.



# PERMANENT CARRIAGES

These cars are always present at the same location.

## STARTING CARRIAGE

*Always the fourth carriage from the end of the train*

The adventurers start in this car. Whether they are simply passengers or muscle for hire to protect the train from bandits, brigands, and rapsallions is up to the Judge.

The adventure starts with a loud explosion and dozens of orcs riding flying squid abominations boarding the train. Screams and explosions ring out over the din of the train. An orc bursts through either door or crashes through the window (Judge's choice) and runs at the characters. If there are five or more players increase the encounter by two orcs.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** see below; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**This orc can cast both Choking Cloud** (DCC, pg 134) **and Flaming Hands** (DCC, pg 142) with a +4 to their spell check. They will cast Flaming Hands at the opening of combat.

## CONDUCTOR'S CARRIAGE

*Always the third carriage of the train*

The Conductor is a loyal and sadistic follower of the Black Queen augmented with bio-organic enhancements for her loyalty.

Entering the carriage, there are three dead orcs. The Conductor is injured, bits of metallic bone and whirling cogs show through rent flesh and oily blood oozes from injuries on her ribs and abdomen.

The Conductor will not fight those who aid her or show no hostility. She will help/aid those loyal to the Black Queen or worshipers of the Floating Island of Terror. If characters show her hostility or outwardly oppose the Black Queen or the Floating Island of Terror she will fight to defend the train with her dying breath.

Those who play their cards right or just kill the Conductor can obtain the Skeleton Key which opens every door on the train.



**CONDUCTOR:**

**Init** +6; **Atk** bio-organic claw +3 melee (1d6+2), bio-organic hand (barbed whip) +4 melee (1d8+2), **AC** 15; **HD** 4d8+5; **MV** 30'; **Act** 2d20; **SP** Oily Spit, Trip, Immunity to Critical Hits; **SV** Fort +3, Ref +4, Will +2; **AL** C.

The Conductor has been physically enhanced by the Black Queen and the Floating Island of Terror for her utter devotion. Her innards are mostly gears and cogs and the blood that flows in her veins is black oil.

In combat the Conductor uses her bio-organic arms to attack. Her whip hand has a reach of 15' and a struck target must make a DC 12 Ref save or have their feet wrapped up and dropped prone. The Conductor loves to spit in the face of danger... and her adversaries. Once every three rounds the Conductor spits an oily glob into a target's face unless they make a DC 14 Ref save. If they fail they are blinded until they spend two rounds cleaning the substance out of their eyes.

Due to her unknown anatomy the Conductor is immune to critical hits.

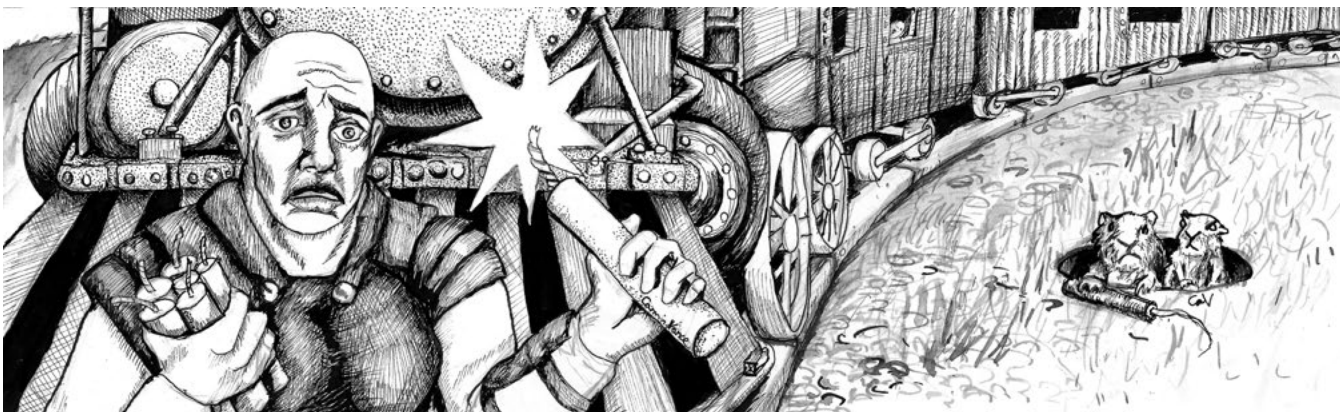
The Conductor was gifted a golden pocket watch by the Black Queen. Once per day she can use the Pocket Watch to "erase" the damage the last attack dealt her.

*NOTE: If the PCs convince the Conductor to accompany them roll HP and halve it ( she is badly injured). Normal healing is only half as effective and Nuts and Bolts potions (Hubris, pg 40) heal her for the full amount.*

**FUEL CARRIAGE*****Always the second carriage of the train***

This car has a large box filled with coal. There is very little room to maneuver towards the Engine Car except on a small ledge with handholds. Any target attempting to move quickly across this ledge must make a DC 12 Ref save or slip and have their feet dangling helplessly. A save can be attempted each round to regain footing. After three failures they lose their grip and fall off, get caught under the train wheels and die (no save). Moving across the Fuel Car takes three rounds. Each round the character with the lowest Luck score makes a DC 12 Luck check. Failure means the train hits something on the track, an explosion goes off, etc. and bucks the train. Each person must make a DC 12 Ref save to hold onto the rail as above.

Climbing atop the coal is just as dangerous. The coal is loose and steady footing is impossible. Each round the character with the lowest Luck score makes a DC 12 Luck check. On a failure roll 1d4: Even) an orc comes out of the car behind them and launches at the rear character; Odd) the train hits something on the track, an explosion goes off, etc. and bucks the train. Each character must make a DC 14 Ref save or be knocked prone. If the character's Ref result is a 1-3 they roll off the top and catch the railing (see above).



## ENGINE CARRIAGE

### Always the first carriage of the train

Black steel with tons of knobs, dials and levers. In the center the floor is a metallic dais which rises up to 3' tall. Bolted to it is Whistler, a five armed mutant torso. He has a bloated head with pulsing veins and a sickly circular mouth topped with an engineer's cap with his name stitched on it—it looks ridiculously diminutive. He can only communicate through a series of bleeps, whistles and raspberries, slobbering all the while. His hands frantically travel between knobs, dials and levers to keep the train on course. (10 HP, 10 AC, Slap x1, 1d6 damage).

The players will have a few moments to talk to Whistler and figure out what is going on.

Afterwards a huge mass lands on the front of the engine and rips the roof of the car off. This creature is the nasty **BIG BAD**!

**EVENT!!!**

### MASS OF BODY PARTS ABOMINATION:

**Init** +5; **Atk** claws (x5) +5 melee (1d6+2), +5 feet w/ jagged toenails (x3) melee (1d6+2), +6 acidic spit (1d8), **AC** 13; **HD** 4d8+3d6+10; **MV** float 30'; Act 1d20 (each appendage or spit); **SP** Regeneration, Abomination Qualities, Thick Coarse Hair, Mouth Spit Attack and Regurgitate, Eyes (see below); **SV** Fort +5, Ref +4, Will +4; **AL** C.

- This fiend is a nightmare made real. Dozens of varied creatures were thrown into an alchemical bath, fused together and intertwined into a giant grotesque floating ball of flesh covered with coarse hair.
- The creature hovers 4' off the ground.
- Five large hands and three large legs and feet are used to attack while its four huge, bulging eyes blast at and hinder prey and two massive lopsided mouths scream and regurgitate Corrupted Humans.
- Anyone touching the monster with bare flesh or physically attacked by the creature suffers -1 to all rolls for 1d4 rounds from skin irritation.

- The creature heals 1d4 damage at the beginning of each round.
- **When combat commences both mouths regurgitate Corrupted Humans while it uses each eye's abilities and its arms and legs to hinder and hack away at the group.**

### FOUR EYES:

**Red** - Once per turn can fire a beam of Ray of Enfeeblement as if a 20-21 was rolled (DCC, pg 190).

**Yellow** - This disgusting jaundiced eye is puffy and crusted over with mucous. Every three rounds the eye can shoot a glob of glue at a target's weapon, covering it and sticking it to their hand. The target must pass a DC 20 Strength check to break free of the hard shell and use the weapon again. An ally can free the target by dealing 5 points of damage to it. The eye makes a ranged attack with a +5.

**Blue** - Once every three rounds the eye can release bolts of energy as if casting Magic Missile (DCC, pg 144) with a 20-23 on the spellcheck. Treat the eye as a 5th level caster for damage.

**Green** - Once every five rounds the eye can shoot a net of green energy at a target with a +5 to the attack. If the target is hit they suffer 1d4 damage and are entangled. Each round the target may make a DC 12 Ref save to become untangled (avoiding another 1d4 damage). An ally can pull off the net on their turn, suffering 1d4 damage from doing so. This net cannot be cut.

**Mouths:** Can regurgitate a Corrupted Human every three rounds. When not regurgitating these vile creatures the mouths can spew acid spit at a target up to 40' away.

**Attacking:** The creature can perform two attacks per round plus mouth regurgitation or spitting.

**SUGGESTED ATTACK PATTERN:**

- **Round 1:** Regurgitate two Corrupted Humans and Green Eye and attack with hand if possible.
- **Round 2:** Red Eye on strongest character and Blue Eye on magic user (or person attacking creature). If eye abilities are not used then physical attacks.
- **Round 3:** Yellow Eye and physical attack.
- **Round 4:** Regurgitate two Corrupted Humans, Acid Spit and physical attack.
- **Round 5:** Blue Eye and Acid Spit.
- **Round 6:** Yellow Eye and physical attack.
- **Round 7:** Regurgitate two Corrupted Humans and two physical attacks or acid spit.
- **Round 8:** Green Eye and Acid Spit.
- **Round 9:** Blue Eye and Acid Spit.
- **Round 10:** Red Eye on strongest character and Acid Spit.
- **Round 11:** Yellow Eye and Acid Spit.

**CORRUPTED HUMAN:**

**Init** +0; **Atk** bite +2 melee (1d4+1), headbutt +2 melee (1d4+1), **AC** 12; **HD** 1d8+2; **MV** 30'; **Act** 1d20; **SP** Magical Immunity, Screech; **SV** Fort +1, Ref +2, Will -2; **AL** C.

These poor humans were swallowed whole by the Mass of Body Parts Abomination and gestated in its horrid innards becoming twisted and vile. Their skin is slimy and covered in a thin, sickly film, their useless withered arms trapped underneath. The creature's features were melted away and warped in the Abomination's stomach. No eyes, nose or ears remain; only a circular mouth filled with needle-like teeth. Once every 3 rounds the Corrupted Human can issue a horrifying screech at a target who must make a DC 14 Will save or be stunned for 1 round. The Corrupted Human will bite opponents they stun, dealing max damage to the helpless target. The corruptive process they've undergone has rendered them immune to any magical attacks or effects.

**ATTACKING THE ENGINE:**

The Mass of Body Parts Abomination attack the group with all its might save for two of its arms which attack the engine of the train. These attacks strike automatically for 1d6 damage each.

The engine has 40 HP. When reduced to 0 HP the engine is destroyed and explodes, dealing 5d6 damage to everyone in the engine car (DC 14 Ref save for half damage). With the train destroyed the group must now figure out what to do in a hostile environment (see Off the Train, pg 37).

**KILLING THE BIG BAD:**

The orcs sense when this horrific abomination dies, perhaps because it screeches, bleats and roars so loudly when it perishes. The group can go through the train cars and clean up the mess, aiding survivors, looking for treasure, etc. In any room where an orc or an abomination is listed as an enemy there is a 2-in-6 chance (or 3-in-6 chance if the Judge is feeling benevolent) that the creature was killed by someone else or fled.



# ACE



## SUPPLY CARRIAGE

The Supply Car holds various supplies that can be pilfered. Within barrels and sacks and drawers are: 20 days of dried rations, 5 days of fresh rations, 10 bedrolls, 10 lanterns, 20 vials of oil, a set of small cooking pots, a spyglass, 2 compasses, 5 backpacks, 5 waterskins (empty), hemp rope (50 ft.), 10 climbers picks and two 10' poles.



## NOBLE'S CARRIAGE

The Noble's Car carries a noble traveling from their kingdom to Kelisk to get rich. They're terrified and offer 200 gp to get them safely off the train. The noble is from: roll 1d4- 1) Fairweather; 2) Shadowfall; 3) Undra; 4) Floating Island of Terror.



## BLACK GUARD OF ABHORRENT ACTION CARRIAGE

The Black Guard of Abhorrent Action stands above three dead orcs, his sword covered in flesh and blood. He will not attack PCs if they are helping fight off the orcs and will answer a few questions before setting off in the opposite direction. If the group attempts to stop the guard he will immediately attack. In his room is a tower shield (+4 AC, Hubris, pg 55), two Darkness stones (Hubris, pg 58) and a morning star (1d6 damage, DCC, pg 71).

## BLACK GUARD OF ABHORRENT ACTION:

**Init** +7; **Atk** +6 two-handed sword melee (1d10+3), spiked chain +6 melee (1d8+3), wheellock rifle +6 ranged (1d10); **AC** 18; **HD** 5d10; **MV** 20'; **Act** 2d20+6; **SP** Feast of Fear; **SV** Fort +8, Ref +4, Will +10; **AL** L.

**A Black Guard of Abhorrent Action is an elite guard, extremely loyal to the Black Queen.**

They follow any command she gives, even if it will lead to their death. No one knows for sure what lies beneath these fearsome foes black plate, for rarely has one been felled in combat. Rumors persist that when Black Guards are killed nothing but wisps of black smoke and soot are found within their armor.

In combat the Black Guards are highly organized and attack the biggest threat: wizards and clerics, before turning to less challenging foes. Targeting a Black Guard with Scare (DCC, pg 191) automatically heals them for 3d6 HP and allows them to recast the spell at the same spell check, though this does not need to be immediately done and many hold onto the spell in case of emergency.



## PASSENGER CARRIAGE

The Passenger Car is a plain construction of rickety wood. Two drunk men are slumped in booths, oblivious to problems outside. Along the wall are two sets of Skeletal Gun Runner armor (treat as chainmail, DCC pg 72), 2 wheellock rifles (1d10 damage, Hubris pg 54), 4 pistols (1d8 damage, Hubris pg 54) and 2 spiked gauntlets (1d3 damage, Hubris pg 54).



# TWO



## PASSENGER CARRIAGE

The car is empty.

Upon entering the room the

ceiling caves in and a Skeletal Gun Runner and two orcs fall to the floor. The beasts gut the Skeletal Gun Runner and turn their attentions towards the characters.

**EVENT!!!**

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Conjoined Twin and Tusks; **SV** Fort +4, Ref +2, Will +0; **AL** C.

One orc has two upper bodies sharing the same legs, forming a horrific "Y" shape. Double this orc's HP and it can make four attacks per round. The second orc has large tusks and gains a second attack at 1d16 (1d4 damage).



## PASSENGER CARRIAGE

There are 2d3 people sitting on cramped uncomfortable wooden benches.

Roll 1d10:

- 1-4 Barbs shoot through the walls impaling and killing the passengers.
- 5-6 An orc bursts through the walls, killing a passenger and running at a PC
- 7-8 The roof is ripped off by a flying squid abomination and tentacles grab three passengers and it flies away
- 9-10 Passengers huddle in fear as an orc riding a giant bat abomination flies by.

**EVENT!!!**



## PASSENGER CARRIAGE

Ravaged by the orcs, three dead bodies are in the car. One is a priest of the Stillborn Unwanted Child—carrying a small silver dagger, waterskin, backpack, 1 vial of holy water and 2 healing potions (1d6 hp restored).



## PASSENGER CARRIAGE

Empty, characters can lay low for a moment. Every minute roll 1d6: on a 1-2, something attempts to break down the door and attack.

Roll 1d4: 1-2) 1d3+1 slug abominations; 3) Orc **See orc stats in Two - Passenger Carriage (pg 11) - note this orc has tusks.** It gains a second attack at 1d16 (1d4 damage); 4) Humanoid abomination (see page 12).

### SLUG ABOMINATION:

**Init** -2; **Atk** weapon o acid spit ranged (1d6+1 acid damage and reduce armor by half that amount permanently), **AC** 8; **HD** 1d6; **MV** 30'; **Act** 1d20; **SP** Abomination Qualities, Noxious Odor; **SV** Fort +2, Ref -1, Will +2; **AL** C.

These putrid creatures were once giant slugs transformed within the orcs' vile alchemical baths. The slug's body bulges with pus-filled veins, their slimy skin is riddled with pus-oozing open sores and they emit a stinking cloud once per turn. All creatures in a 10' radius must make a DC 18 Fort save or all rolls are made one step lower on the dice chain for 1 hour.

# THREE



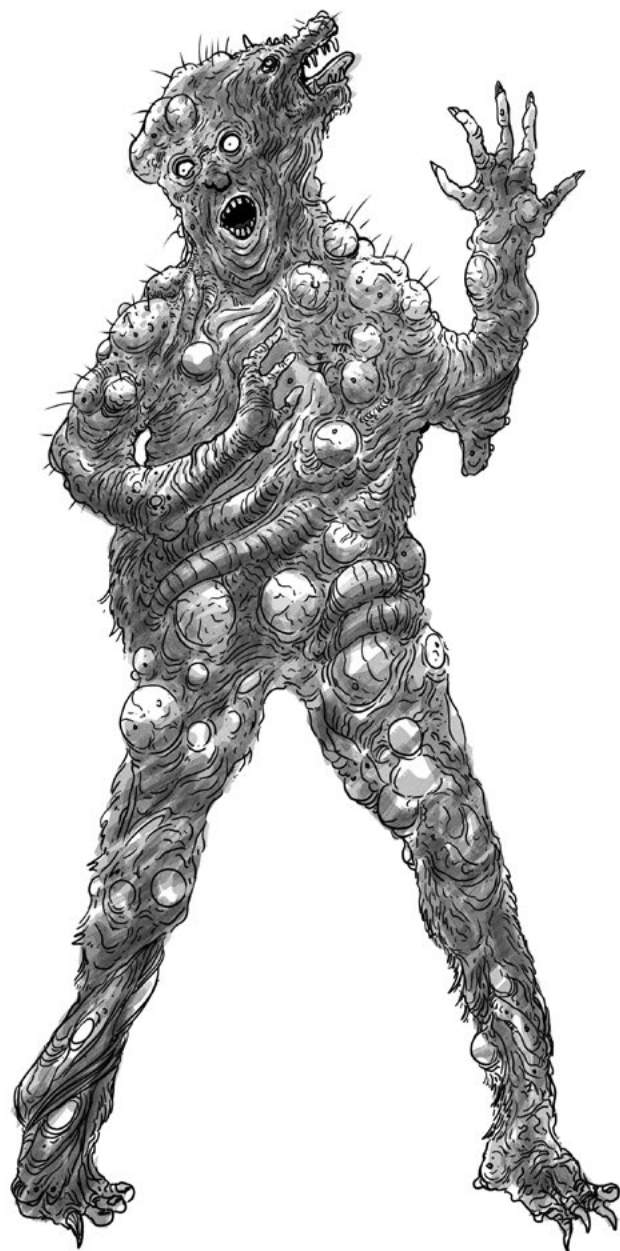
## SUPPLY CARRIAGE

The Supply Car is filled with shovels, pickaxes, candles, torches, etc.

If this is the last car of train, after PCs have been in the car for five minutes, it is hit hard by something large outside and knocked sideways.

**EVENT!!!**

The car rocks back and forth and lands on its side and dragged along the rails. The PCs must make a DC 10 Ref save or be tossed around, knocked prone and take 1d3 points of damage. After 5 rounds the coupling breaks. Getting to another car requires two DC 12 Agility checks, one to climb to a window and another to climb out followed by a DC 12 Ref save to jump to the next car. In any other position a humanoid abomination is trashing the car (roll to see if the abomination is surprised by the PCs).



### HUMAN ABOMINATION:

**Init** +3; **Atk** weapon +5 claw melee (1d4+5), **AC** 13; **HD** 2d6; **MV** 30'; **Act** 1d20;  
**SP** Abomination Qualities, Barbed Skin (melee attackers take 1 point of damage), Half-Wolf Face; **SV** Fort +2, Ref +4, Will +1; **AL** C.

Poor men-at-arms captured by orcs and dunked into vile alchemical baths with wolves. These bestial creatures have patches of fur on their bodies as twisted barbs jut from their flesh. Their ruined faces are hideous, half-fused with a wolf's with muscle, bone and sinew exposed.



## DINING CARRIAGE

This serves the train crew. Several dead lie on the floor, mostly in pieces. **A Humanoid Abomination** sits atop a table

eating a body while another lurks on the ceiling and attempts to sneak attack easy prey (extra 1d6 damage if successful).

2-in-6 chance one of the people, Binifold Felee, is alive, huddled in the corner and terrified.

He is a middle-of-the-road merchant from Undra, the Great Spire (Hubris, pg 84). He wears a blood-splattered yellow toga and golden ring emblazoned with his merchant insignia and carries an expensive short sword (for show). If rescued, he joins as a zero level hireling (roll stats as needed). Atk short sword +0 (1d6), AC 10; HD 1d6; MV 30'; Act 1d20; Fort +0, Ref +0, Will +0; AL N. He also pays 100 gp for the aid.

**EVENT!!!**



## SLAVERS' QUARTERS

Hooks line the wall with spiked subjugation collars and whips hanging from them. Twisted silver dagger (25 gp) and a half-written note about attacking a settlement two days south of Ingvar for more slaves are on a small desk.



## EXTRA WATER STORAGE

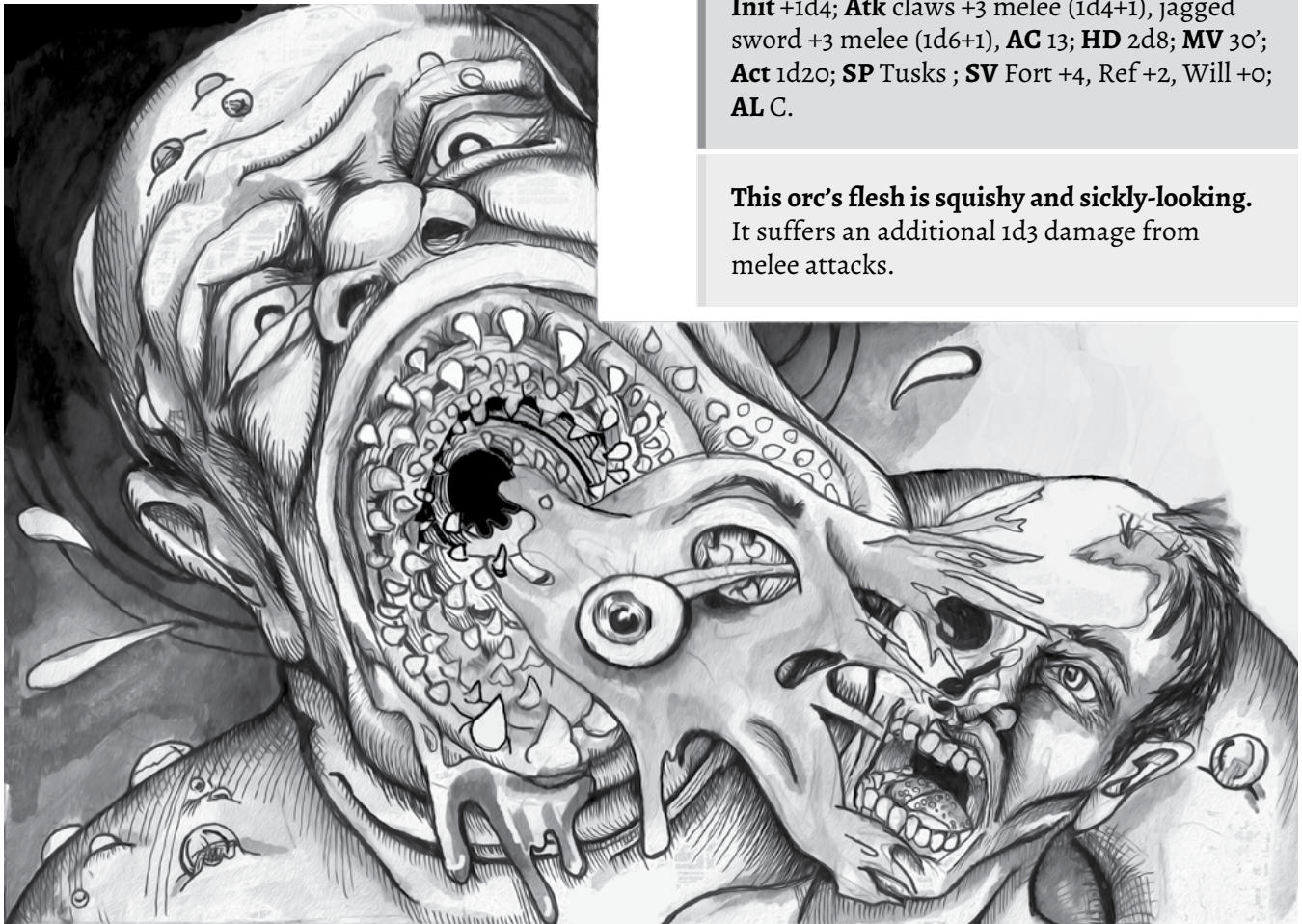
An orc is pouring greenish goop—the alchemical substance used to create abominations—into the water containers.

The water is bound for the wells at Kelisk. The orc attacks immediately.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Tusks ; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**This orc's flesh is squishy and sickly-looking.** It suffers an additional 1d3 damage from melee attacks.



# FOUR



## PASSENGER CARRIAGE

Seven dead people and an orc lie on the floor. Fighting an orc is a scraggly dressed humanoid in a Plague Doctor mask, a level

2 Alchemist (Hubris, pg 14) who expresses gratitude if aided.

*NOTE: the initial description and name of the Alchemist is not given for a reason. If a player needs a character to replenish their ranks feel free to have them roll up an Alchemist (Hubris, pg 14). If not, the Alchemist's name is Ashen, a disheveled world traveler seeking rare and experimental potion ingredients. Equipment: Plague Doctor mask (+2 to Fort saves against air-borne toxins), backpack, rations x5, waterskin x2, torch x3, healing potion x1, wheellock pistol (6 shots), mace, dagger, Alchemist bombs x4, Mutagen potion, potion of Heroism (DCC, pg 224), potion of Speed (DCC, pg 225), alchemist items: smokestick x1, matches, antitoxin x1 (see Hubris, pg 58).*



## TREASURE CARRIAGE

A trapped and locked thick gray metal door with spiked studs bars entry and is only unlockable by

using the Conductor's Skeleton

Key (pg 6) or rolling a natural 20 to Pick Lock. A DC 15 Find Trap check is needed to discover the obstacle and a DC 12 Disable Trap check is required to disarm it. If the trap is set off the metal of the door ripples and four oily tubes stab the person attempting to open the door. A DC 15 Ref save must be made to avoid the trap or the tubes stab into the target dealing 2d8 damage and draining 1d6 from: roll 1d3- 1) Strength; 2) Stamina; 3) Dexterity.

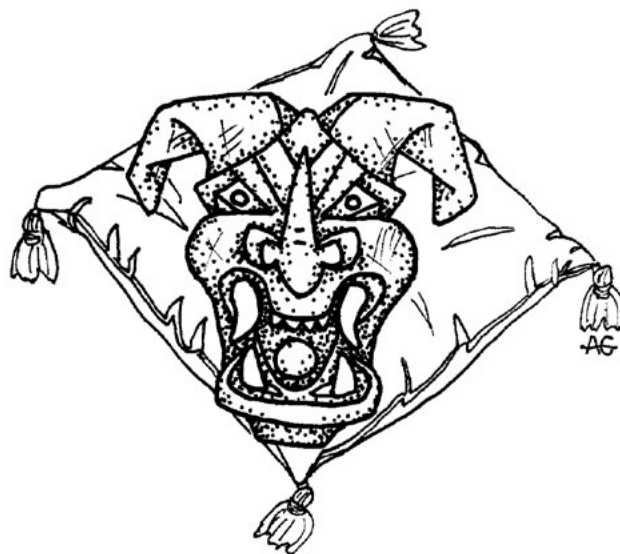
Inside a Murder Machine guards a chest with 500 gp, 10 rubies (50 gp each), a small case with four vials of rare poison (DC 14 Fort save or suffer 2d6 Intelligence damage as the imbiber's mind is assaulted by horrific hallucinations which the Black Queen feeds on) and a silver mask with a horrific visage (The Mask of Fright- +1 AC, immune to fear effects while worn, can cast the Scare spell (DCC, 191) once per day as if a 26-29 spell result was rolled).

*NOTE: This mask is a gift for the Black Queen from the vaults of Fairweather and she will not take kindly to it being stolen.*

## MURDER MACHINE:

**Init** +1; **Atk** mace hand +1d3+2 melee (1d8+1d3+2), Flail hand +1d3+2 melee (1d8+1d3+2), crossbow hand +1d3+1 ranged (1d4+1d3), **AC** 14; **HD** 2d10+10; **MV** 20'; **Act** 1d20+1d3 or two attacks at 1d16+1d3 each; **SP** Immunity to Critical Hits, Swiss Army Hand (both); **SV** Fort +2, Ref +1, Will +1; **AL** N.

Murder Machines are humans that angered the Black Queen and were strapped into a suit of armor and submerged in an alchemical bath, magically fusing them with the armor. These creatures lack a sense of self and follow any order given by the Black Queen or a Black Guard of Abhorrent Action. In combat a Murder Machine usually attacks spell casters before dealing with melee and ranged attackers. As an automaton Murder Machines are immune to critical attacks, mind-altering effects, poisons and diseases.





## PASSENGER CARRIAGE

Empty, gore splattered and heavily damaged; the walls are scraped and gouged by weapons and claws.



## PASSENGER CARRIAGE

A flying squid abomination ridden by an orc rips off the ceiling as the PCs enter, attacking from atop the carriage.

### FLYING SQUID ABOMINATION:

**Init** +8; **Atk** tentacles x4 (the creature has eight tentacles, four for attacking, the other four grip the train car) +5 melee (1d6+2 damage), overlarge beak (2d3+1d6+2 damage); **AC** 14; **HD** 4d8; **MV** fly 40'; **Act** 8d20+5; **SP** Abomination Qualities; **SV** Fort +5, Ref +7, Will +3; **AL** C.

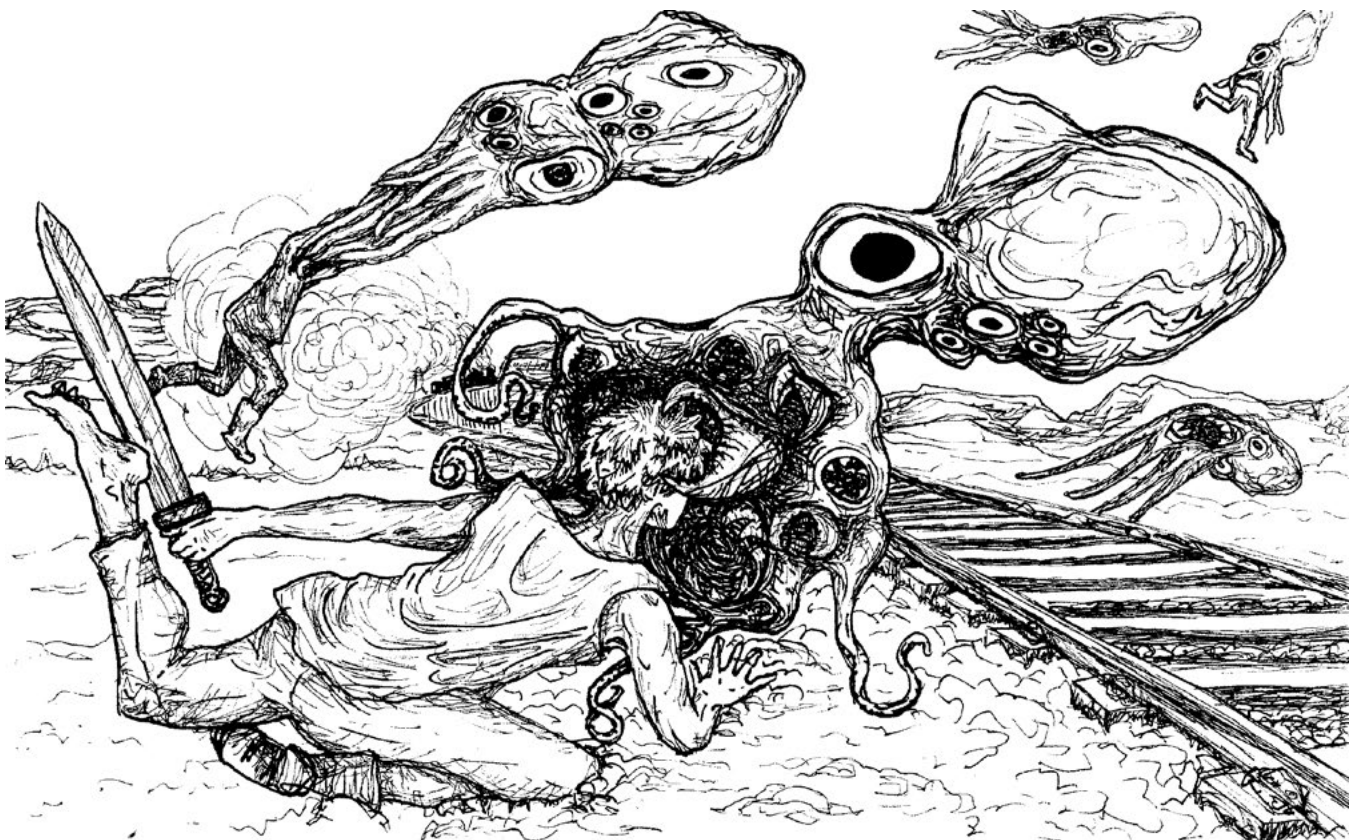
This large pimply fleshed creature consists of parts of many creatures merged together in the orc's alchemical baths. The squid stretches roughly 20' from head to tentacle tip. Its overlarge beak juts out between its tentacles, devouring any creatures ensnared in its clutches.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Tusks ; **SV** Fort +4, Ref +2, Will +0; **AL** C.

### The orc's tongue produces a potent toxin.

Any target licked by the orc must make a DC 12 Fort save or be paralyzed until they pass.



# FIVE



## SLAVE PEN CARRIAGE

Dead and dying slaves held in barbed cages. As the PCs get close a slave hands a note to PC and mumbles 'Port of Ustler' before he dies. The note is scribbled in jaunty writing:

*"My dearest Beth, I fully expect this letter to never reach you, but I must hold on to hope. I have been captured by agents of the Black Queen and am now being shipped to savage lands, most likely to work myself to death in a mine. Remember that gnarled oak where we first met? Dig beneath its roots and you'll find something of value. My only solace is that might help you with me gone. Remember that I love you."*



## SLAVE PEN CARRIAGE

2d3 slaves, some are strangling their keeper against the bars and others are opening the door with his key.

### SLAVES:

Roll stats as needed. Atk rusty tools +0 (1d4), AC 10; HD 1d4; MV 30'; Act 1d20; Fort +0, Ref +0, Will +0; AL Various.



## PASSENGER CARRIAGE

2d3+1 people in the car.

Roll 1d10:

**EVENT!!!**

- 1-4 **A clay jug crashes through the window**, releasing a putrid green gas, fatally liquefying the passengers slowly.
- 5-6 **An orc bursts through the walls**, killing one passenger and running at a PC.
- 7-8 **The roof is ripped off by a flying squid abomination** and grabs three passengers and flies away.
- 9-10 **The car floor gives way in several spots**, the passengers fall through the holes and die under the train.

### ORC:

Init +1d4; Atk claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), AC 13; HD 2d8; MV 30'; Act 1d20; SP see below; SV Fort +4, Ref +2, Will +0; AL C.

**This orc can vomit highly acidic goo** onto a target up to 20' away. The vomit dissolves the target's flesh dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor reducing its effectiveness by half.



## SUPPLY CARRIAGE

This Supply Carriage houses mining supplies: 10 shovels, 20 pickaxes, 100 candles and 20 torches.

**A bloodied woman clutching a young boy opens the door screaming for help.** Her husband was snatched by an orc on the roof in the car directly in front of this one.

**EVENT!!!**

## SIX

**BARRACKS  
CARRIAGE**

Housing for train guards constructed of sturdy metal, the door has a symbol of two criss crossed swords over a large gear.

The car is empty except for one cowardly soldier hiding in corner. He ran and hid after orcs took his comrades. Sitting on a table is a set of leather armor (+2 AC, DCC pg 72), a shield (+1 AC, DCC pg 72), and a short sword (1d6 damage, DCC pg 71).

**PASSENGER  
CARRIAGE**

Four passengers huddle in their seats. A clay jug smashes through the window releasing green gas.

The passengers scream as their eyes bulge, small pseudopods grow out of their flesh and their nails turn into jagged claws.

**CORRUPTED HUMAN:**

**Init** +0; **Atk** claws +1 melee (1d4+1), **AC** 10; **HD** 1d8; **MV** 30'; **Act** 1d20 or 1d16/1d16; **SP** Fear Immunity; **SV** Fort +1, Ref +2, Will -2; **AL** C.

Humans corrupted by an orcish alchemical concoction. Small pseudopods jut from their skin, their teeth and nails are sharp and jagged. Immune to fear effects and attack with reckless abandon. They can make a single claw attack and move or make two class attacks with a d16 each.

**MACHINERY  
STORAGE**

Boxes of gears, cogs, chains, coal, machine oil, etc.

**TREASURE  
CARRIAGE**

The Treasure Car houses spoils bound for the Floating Island of Terror. The door is constructed of a thick black metal and is locked

and trapped. Only unlocked with the Conductor's Skeleton Key (pg 6) or by rolling a natural 20 to Pick Lock. Requires a DC 15 Find Trap check to discover the trap and a DC 12 Disable Trap check to disarm the device. If the trap is set off flame spews from the keyhole dealing 2d6+2 damage to all in a 10' cone in front of door (DC 12 Ref save for half damage).

Inside the car two guards protect the treasure. There is a chest containing 10 pp, 300 gp, 10 emeralds (25 gp each), 2d4 pieces of fine art (worth up to 5d20 each) and several religious trinkets. Notable is a golden censer carved with intricate humanoid figures kneeling before an obelisk. A DC 10 Intelligence check (with appropriate background) reveals this is a meditation censer for followers of the Great Slumbering Monolith (when a special ceremonial incense is lit in the censer those that breathe in the fumes are rendered unconscious for 1d4 hours and must make a DC 14 Will save modified by Luck. If successful the character receives a vision from the deity. Mechanically, the PC can state that they automatically succeed on a roll or cause a roll that affects them to fail once per day for the next week. If they fail their Will save they suffer 1d3 temporary Intelligence damage. There are three incense in a pouch. More can be purchased (although very expensive) at holy temples of the Great Slumbering Monolith.

**GUARD:**

**Init** +1; **Atk** hand axe +1 melee (1d6), crossbow +1 ranged (1d8) **AC** 14; **HD** 1d8; **MV** 25'; **Act** 1d20; **SP** NA; **SV** Fort +0, Ref +1, Will +0; **AL** N.

Foot soldiers hired by the Black Queen to do tasks too menial or boring for her Black Guard of Abhorrent Action, Skeletal Gun Runners or Murder Machines.

# SEVEN



## TORTURE CHAMBER

Three slaves strapped to boards, two disemboweled and another lowered into a large meat grinder—their untouched upper body atop the blood-dripping machine.

Roll 1d6:

- 1-2 **Torturer whips a slave strapped to a plank.**
- 3-4 **Two living slaves are hung upside down by chains.**
- 5-6 **An orc kneels on the chest of the dead torturer, eating his face.**

**EVENT!!!**

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Acid Vomit; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**This orc can vomit highly acidic goo** onto a target up to 20' away. The vomit dissolves the target's flesh, dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor, reducing its effectiveness by half. The orc can do this once per day.



## INFIRMARY

The interior of this car is covered in white linen shrouds with a few tables. A battered and disorientated wizard (1st level) hides behind a circle of protection. Two charred orcs, a human nurse and a plague doctor lie dead on the floor.



## BATHHOUSE

Only rich passengers and nobles may use these amenities. An orc is drowning a woman in a bathtub as the PCs open the door.

Her name is Victoree DeShauld, daughter of a well-to-do Fairweather merchant. If the group saves her she is in their debt. She is heading back to Fairweather after dropping off product at their shop in Kelisk. She promises to pay the group handsomely and may work for them in the future in Fairweather. **See orc stats in Seven - Torture Chamber (pg 18) - note this orc has long jagged claws that deal 1d6 damage.** A struck target will bleed for 1 point per round until healed or staunched (3 rounds for bandaging).



## BATHHOUSE

Only rich passengers and nobles may use these amenities. There is an expensive-looking leather backpack, which contains a silver-plated wheellock pistol

with 4 shots, a coin purse (103 gp, 64 sp and 30 cp), a gold flask (75 gp) and a coded ledger. The ledger can be decoded by a thief or appropriate occupation with time or given to someone with the necessary talents. The ledger contains the 2d4 secrets of various nobles in Fairweather and the amount they pay for the silence of the owner of the ledger.



# EIGHT



## GENERAL STORE

The General Store is owned by Molin the Shrewd (an Avarian). Molin has many general goods for sale and will sell most at half the normal rate for protection from the chaos.



## INFIRMARY

Two people restrained by rope are being force-fed a putrid-smelling brown liquid by two orcs. The orcs will attack the PCs immediately. Three rounds into combat the restrained people explode in a spray of viscera as a slimy, twitchy creature emerges and randomly attacks both groups. **See orc stats in Seven - Torture Chamber (pg 18)- note these orcs can vomit highly acidic goo** onto a target up to 20' away. The vomit immediately begins to dissolve the target's flesh, dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor, reducing its effectiveness by half. The orc can do this once per day.



## CORRUPTED HUMAN:

**Init** +3; **Atk** claws +1 melee (1d4+1), **AC** 10; **HD** 1d8; **MV** 30'; **Act** 1d20 or 1d16/1d16; **SP** Fear Immunity; **SV** Fort +1, Ref +3, Will -2; **AL** C.

Humans corrupted by an orcish alchemical concoction. Small pseudopods jut from their skin and their teeth and nails are sharp and jagged. These creatures are immune to fear effects and attack with reckless abandon. They can make a single claw attack and move or two class attacks with a d16 each.



## SLEAZE DEN

Dimly lit and much larger on the inside than it appears. Inside is a small shrine to Yelsa in the back of the car. Male and female prostitutes hide behind small beds for protection. If there is a cleric of Yelsa in the group and they pray at the shrine they receive a +10 modifier to casting their next spell.

**As the group is leaving the carriage the floor is ripped out by a hideous blobby abomination.**

**EVENT!!!**

All targets must make a DC 12 Ref save to avoid being hit by flying debris or the abomination's slimy appendages. Failure results in 3d6 damage. Moving around the room requires a DC 12 Agility check to avoid falling into the giant hole in the middle of the room (or rope and a grappling hook to get across would work as well).



## FANCY DINING CARRIAGE

This dining car is for nobles and dignitaries. The car door is locked and requires a DC 14 Pick Lock check to unlock. Inside, six nobles and four guards enjoy a nice dinner, completely unconcerned with the battle.

# NINE



## PASSENGER CARRIAGE

Several Avarians screech and repeatedly stab a dead orc. One Avarian is a member of the Raven Clutch (the mysterious and enigmatic recorder-keepers of Avarian secrets, prophecies and Lore). They are traveling to Kelisk to inspect a recently discovered set of ruins that may hold secrets to an ancient Avarian god-king.



## GAMING HALL

Games of chance lie strewn about amid dead humans, their grievous wounds oozing blood. Looting the place turns up roughly 100+3d100 sp and 100+2d100 gp. One of the dead carries a ring with a bloated toad emblem (crest of a noble house in Fairweather, 75 gp), another has a silver dagger and a third has a flask containing a potion of healing (1d6 HP restored). The group can gather 50 coins per round and roll 1d6. If the result is a 1 or 2 an orc enters and attacks.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Squishy Flesh; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**This orc's flesh is squishy and sickly-looking.** It suffers an additional 1d3 damage from melee attacks.



## JAIL CARRIAGE

The cold, black metal door (trapped and locked) is adorned with a giant skull with tubes, leaking a small drip of oil, running through the eyes and out of the mouth. Loyal subjects of the Black Queen can open it unharmed. Otherwise, discovering the trap requires a DC 14 Find Trap check and disarming it requires a DC 16 Disable Trap check. Anyone touching the door must make a DC 16 Ref save or be sprayed with a greenish mist—make a DC 18 Fort save or gain: roll 1d8-1-3) Major Corruption (DCC, pg 118); 4-5) Greater Corruption (DCC, pg 119); 6-7) Calamitous Mutation (Hubris, pg 49); 8) Power Mutation (Hubris, pg 49), be stunned for 1d4 minutes and permanently lose 1d3 Personality. To open the door the target needs to pass a DC 14 Pick Lock check. Inside, a level 1 Murder Machine (Hubris, pg 38) is chained to the wall. The creature became sentient shortly before the train departed and has been restrained until it can be returned to the Black Queen. If set free it will accompany and help the group, grateful for its freedom.

*NOTE: the initial description and name of the Murder Machine is not given for a reason. If a player needs a character to replenish their ranks feel free to have them roll up a Murder Machine (Hubris, pg 39). If not, the Murder Machine is confused on what its name is and will attempt to give itself one as it goes along. The Murder Machine has no equipment except its Swiss Army hand (wheellock pistol, mace, and short sword) and higher armor (Thick Plating for Tinkering- treat base armor as 16 as banded mail).*



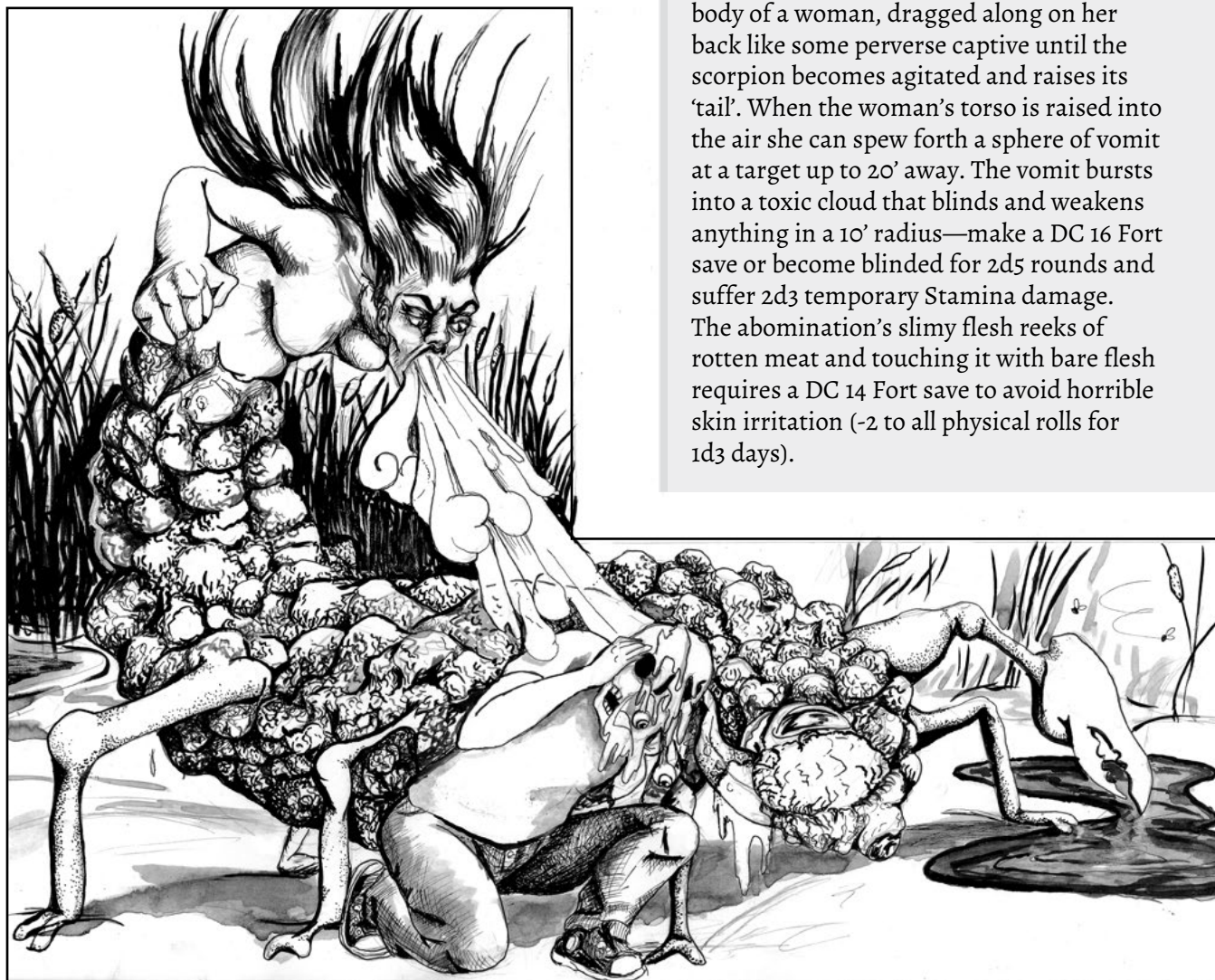
## EMPTY CARRIAGE

Nothing of interest.

Roll 1d6:

**EVENT!!!**

- 1-2 **A hideous abomination bursts through the wall and attacks.**
- 3-4 **A terrified mother and child come through the door** slamming it closed. A roar and banging comes from the other side.
- 5-6 **A Skeletal Gun Runner bursts through the side of the car**, rolling across floor and slamming into the opposite wall. It gets up laughing and draws a wheellock pistol as a hideous abomination crawls through the hole, lunging at the gun runner, and both crash through the other wall. The wheellock pistol is on the ground.



## SKELETAL GUN RUNNER:

**Init** +2; **Atk** as weapon +2, wheellock rifle +1d3 ranged (1d10 +1d3), wheellock pistol x 2 +1d3 ranged (1d8 +1d3); **AC** 15; **HD** 2d10; **MV** 30'; **Act** 1d20 plus 1d3 (wheellock weapons only); **SP** Wheellock Mighty Deeds, Dual Wield, Sneak Silently +3, Hide in Shadows +3; **SV** Fort +2, Ref +5, Will +2; **AL** C.

## SCORPION ABOMINATION:

**Init** +4; **Atk** pincers +5 melee (1d6+4), **AC** 16; **HD** 4d8+2d6; **MV** 20'; **Act** 2d20; **SP** Abomination Qualities, Vomit Cloud (+10 to hit); **SV** Fort +6, Ref +4, Will +0; **AL** C.

The front half of this abomination is a vicious-looking scorpion, the tail the upper body of a woman, dragged along on her back like some perverse captive until the scorpion becomes agitated and raises its 'tail'. When the woman's torso is raised into the air she can spew forth a sphere of vomit at a target up to 20' away. The vomit bursts into a toxic cloud that blinds and weakens anything in a 10' radius—make a DC 16 Fort save or become blinded for 2d5 rounds and suffer 2d3 temporary Stamina damage. The abomination's slimy flesh reeks of rotten meat and touching it with bare flesh requires a DC 14 Fort save to avoid horrible skin irritation (-2 to all physical rolls for 1d3 days).

# TEN



## TAVERN CARRIAGE

A car for the elite with an interior of rich mahogany with several booths and a bar area. There are 2d4+2 bottles of fine liquor and wine behind the bar (each worth 4d10+10 gp). A man (level 1 Gunslinger [pg 40]) is drinking at a table, gently tapping a finger on a wheellock pistol in their belt, a wheellock rifle on the table.

*NOTE: the initial description and name of the Gunslinger is not given for a reason. If a player needs a character to replenish their ranks feel free to have them roll up a Gunslinger. If not, the Gunslinger's name is Reece and is traveling to Kelisk tracking a bounty. The Gunslinger has two wheellock pistols, one wheellock rifle, 15 shots, two daggers and starting adventure gear (see pg 41).*



## DINING CARRIAGE

A car for the elite with an interior of rich mahogany with several tables set with fine linens and dining ware.

Roll 1d10:

- 1-2 **An orc shaman summons a hideous abomination** in the center of the room and exits.
- 3-6 **An orc sits atop a screaming man** eating his feet surrounded by several bound and gagged rich people.
- 7-8 **Several slaves have barricaded the car.**
- 9-10 **An explosion destroys the roof.** Make a DC 14 Ref save or suffer 1d8 damage and be knocked prone. Skeletal Gun Runners scream and whoop, and jump over the holes shooting their guns at unseen targets.

**EVENT!!!**

## SCORPION ABOMINATION:

**Init** +4; **Atk** pincers +5 melee (1d6+4), **AC** 16; **HD** 4d8+2d6; **MV** 20'; **Act** 2d20; **SP** Abomination Qualities, Vomit Cloud (+10 to hit); **SV** Fort +6, Ref +4, Will +0; **AL** C.

The front half of this abomination is a vicious-looking scorpion, the tail the upper body of a woman, dragged along on her back like some perverse captive until the scorpion becomes agitated and raises its 'tail'. When the woman's torso is raised into the air she can spew vomit at a target up to 20' away. The vomit bursts into a toxic cloud that blinds and weakens anything in a 10' radius—make a DC 16 Fort save or become blinded for 2d5 rounds and suffer 2d3 temporary Stamina damage. The abomination's slimy flesh smells of rotten meat and touching it with bare flesh requires a DC 14 Fort save to avoid horrible skin irritation (-2 to all physical rolls for 1d3 days).

## ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Elongated Arms; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**This orc has long arms** which allow it to attack targets up to 15' away.

## SKELETAL GUN RUNNER:

**Init** +2; **Atk** as weapon +2, wheellock rifle +1d3 ranged (1d10 +1d3), wheellock pistol x 2 +1d3 ranged (1d8 +1d3); **AC** 15; **HD** 2d10; **MV** 30'; **Act** 1d20 plus 1d3 (wheellock weapons only); **SP** Wheellock Mighty Deeds, Dual Wield, Sneak Silently +3, Hide in Shadows +3; **SV** Fort +2, Ref +5, Will +2; **AL** C.



## KITCHEN CARRIAGE

Contains several wooden counters, a few cupboards and a cast iron stove with the dead cook slumped over it—head in a large pot filled with boiling water and a massive cleaver in his back. Looting the cupboards turns up a Strange and Interesting Herb of Hubris (Hubris, pg 243) x2, a hunk of cheese, a gold flask (25 gp), 1d10 days of rations, a bottle of sherry, a vial of poison (roll for poison: DCC, pg 446) and vial of lantern oil x2.



## SLAVE PENS

1d4+1 slaves wrapped in silk cocoons suspended from the walls. Pinprick, a super smart spider creature and collector of magical items and knowledge, guards the slaves. He will offer an exchange of knowledge for a dusty tome, a trinket of power, etc. Pinprick will attack the party if they have an item he desperately desires (Judge's call) or they attempt to free the slaves.

### PINPRICK:

**Init** always first; **Atk** weapon +3 bite (1d8+2+ poison), **AC** 15; **HD** 3d8; **MV** 30'; **Act** 1d20; **SP** Poison, Wall Climb, Webs, Spider Eyes, Spells (+8 to casting); **SV** Fort +4, Ref +6, Will +2; **AL** L.

Pinprick is a highly intelligent spider, loyal servant, and enthusiastic jailer for the Black Queen. His carapace is a sickly bubblegum pink and covered in mauve hairs. Like other spiders Pinprick is an ultimate hunter of his prey.

Pinprick is extremely agile and always goes first in initiative unless a PC rolls a natural 20. Pinprick can climb any wall that isn't slick and/or sheer at a rate of 20' per round. His keen eyes allow him to see 120' in low light but are extremely sensitive to the sun, causing him to suffer -1 to attacks in bright light. Pinprick relies on his stealth and ability to remain motionless to ensnare prey (+5 to sneak silently and hide in shadows). A target must make a DC 15 Reflex save to avoid becoming ensnared in his spider web. Once ensnared a DC 18 Strength check must be passed to break free.

Pinprick can cast the following spells at +8: Charm Person (DCC, pg 131), Chill Touch (DCC, pg 133), Magic Missile (DCC, pg 144), Necrotic Cyst (Hubris, pg 162), Paralysis (DCC, pg 264) and Ray of Enfeeblement (DCC, pg 190).

The venom of Pinprick's bite is extremely painful. A target must make a DC 15 Fort save or suffer 1d4 permanent Strength damage and -2 to all physical rolls for 1d3 days while the venom courses through their veins.

# JACK



## SIPHON MACHINE

A dull black metal room where abducted passengers and slaves are strapped to a sinister machine and fed psychotropic drugs

inducing intense horror and fear. The machine extracts these panicked emotions from the victims and stores them in icy blue canisters for the Black Queen. Victims are drained until reduced to a squishy, emaciated husk. Breaking open a canister releases the horrific last moments of an individual, triggering a DC 14 Will save. If the target succeeds they gain 2d8 temporary HP, +1d6 to attack and damage (and spell casting if a Wizard, Half Demon, or Blood Witch) for 24 hours. Failure results in permanent loss of 1d3 Intelligence as their mind is assaulted by the flood of terrible emotions and they become incoherent for 1 minute. If a Cleric of the Stillborn Unwanted Child (Hubris, pg 213) or Vralkar (Hubris, pg 215) partakes of the concoction they immediately gain full Disapproval of their god and are unable to cast spells or use their abilities for 3d10 days and must atone.



## MERCHANT'S CARRIAGE

The Merchant is a strange entity that travels between several planes of reality hawking his rare and exotic wares. The Merchant

enjoys the chaos and tidy profits of Hubris and the Black Queen takes great care of him. The Merchant delightedly cackles from atop a black pillow lined with shimmering gold thread when the characters enter his car. He has several normal items found throughout the world as well as a few rare and exquisite spell components and exotic weaponry. Importantly, he has the Life Stealer (Hubris, pg 262) which he will exchange for a future favor. Each time this passes hands (if the original owner dies) a new favor is owed. He cannot be forced or intimidated

## THE LIFE STEALER

**Alignment:** Chaotic; **Attack/Damage Bonus:** 1d3; **Dagger Damage:** 1d4; **Intelligence:** 8; **Communication:** Empathy; **Bane:** Healers (does an additional 1d4 damage to bane); **Special Purpose:** Spread disease throughout the civilizations; **Type 1 Power:** Protection from Law/Good 1/day; **Type 2 Power:** Blood Potion - as described below.

This sinister-looking dagger is crafted from a dark and cold iron that emits a faint blue glow at all times. The blade has been crafted to resemble a jagged piece of spinal cord that comes to a razor sharp point. The pommel and hilt have been carved from the tusk of a woolly mammoth into the shape of a small human skull with an intricate crown of screaming faces and the whole weapon was bathed in the blood of one hundred virgins for one hundred days and nights. When a living creature dies from this blade thick, smoking, blackish blood pours from the skull's mouth and can be contained in a small vial. When a person drinks this fluid 2d6+2 HP is restored and they must make a DC 16 Fort save or suffer Corruption. Roll 1d8: 1-2) Minor Corruption (DCC, pg 116); 3-4) Major Corruption (DCC, pg 118); 5) Greater Corruption (DCC, pg 119); 6) Cosmetic Mutation (Mutant Class- Hubris, pg 43); 7) Power Mutation (Mutant Class- Hubris, pg 44); 8) Calamitous Mutation (Mutant Class- Hubris, pg 49).

but will haggle and barter, looking for a way to get the PC to agree to more than they bargained for. He will cast teleport the moment he is physically threatened, leaving a bomb in his place (2d8 damage, REF save for half).





## THE VAT

The door is trapped and locked but those loyal to the Black Queen can pass through unarmed.

The trapped door disintegrates anyone who touches it into dust

unless they make a DC 14 Fort save. Discovering the trap requires a DC 10 Find Trap check and disarming it requires a DC 14 Disable Trap check. Finally, a DC 14 Pick Lock check must be passed to open the door. The interior is constructed from a matte black metal, in the center of which is a square pool of churning and bubbling black oil. At each corner of the pool is a stone statue of a human being lifted from the ground, pipes pushing through their legs and torso, oil flowing from their open mouths into the pool. If a servant (as with Patron Bond) of the Floating Island of Terror sits in the pool they must make a DC 14 Will save. If successful they gain 2d8 temporary HP, +1d6 to attack and damage (and spell casting if a Wizard, Half Demon, or Blood Witch) for 24 hours. The target also has foresight into the future and may reroll one failed roll per day for the next month. If the target fails their save they permanently lose 1d6 Intelligence as their mind is assailed by the terrible emotions and it takes one minute for them to regain composure. Those who are not a follower of the Floating Island of Terror must make a DC 16 Will save or be torn apart by oily pseudopods emerging from the pool—if successful they permanently lose 1d6 Intelligence as their mind is assaulted by terrible emotions and it takes 1 minute to regain composure.



## THE ORACLE

The door to this car is trapped and locked but those loyal to the Black Queen can pass through unarmed.

The door disintegrates anyone who touches it into dust unless

they make a DC 14 Fort save. Discovering the trap requires a DC 10 Find Trap check and disarming it requires a DC 14 Disable Trap check. Once the trap has been disarmed a DC 14 Pick Lock check must be passed to open the door.

The Oracle is an ancient Avarian female able to see the varying strands of time (although she is blind herself). She is imprisoned sitting within a thaumaturgic circle guarded by four devoted Acolytes of the Cog, a cult loyal to the Black Queen, who attack immediately. The Oracle was kidnapped from the Realm of the Echo Forest and is being taken to Kelisk for transport to the Floating Island of Terror. Freeing her requires the circle to be disturbed. Once free she begs for the group to return her to her home and people. In her presence characters feel the pull of the fates—once per day a target can roll 2d20 and take the higher of the two as their result and reroll a failed roll once per day, taking the better result. Returning the Oracle to the Realm of the Echo Forest results in a suitable reward and thanks.

### ACOLYTE OF THE COG:

**Init** +0; **Atk** staff +1 melee (1d4) or scimitar +1 melee (1d6), **AC** 11; **HD** 1d8; **MV** 30'; **Act** 1d20; **SP** Fire Immunity Cloak, Steam Spray 1/day, Choking Smog 1/day, Obscuring Fog 1/day; **SV** Fort +1, Ref +0, Will +2; **AL** L.

Devoted worshipers from a religious order centered on the Black Queen and the Floating Island of Terror. They wear black, flame-retardant cloaks that grant them immunity to fire damage from four attacks.

For their devotion these acolytes can cast several spells daily. Once per day they can cast Steam Spray: a jet of steam issues from the caster's hands at a target dealing 1d8 damage and blinding them for 1d3 rounds (DC 13 Ref save for half damage and a DC 13 Fort save to avoid becoming blind); Choking Smog: a thick funnel of smog travels from the caster's hand to a target up to 10' away (DC 12 Ref save to avoid). Failure means that their lungs fill with the toxic substance and they suffer 1d4 temporary Stamina damage and are unable to act for a number of rounds equal to the damage done due to coughing, vomiting and being unable to breathe; Obscuring Fog: the caster wraps themselves in a thick gray fog, making it hard for attackers to land a blow. For 1d4+1 rounds melee attacks have a 20% chance to miss while ranged attacks have a 50% chance to miss.

# QUEEN



## THE BLACK QUEEN'S CHAMBER

The foreboding door to this car is black, cool and smooth to the touch—but unlocked and untrapped. The interior of the car

is larger than the exterior. Inside, there is a large king-size mattress with smoky gray overhangs, black silk sheets and a large dresser. Once the group is in the room each must make a DC 14 Will save or become rattled and frightened and unable to move for 1d4 rounds as the floor ripples and bubbles and 1d6+4 twisting and slithering oily pipes, each with a metallic toothy maw dripping with oil emerge and attack. After two rounds a shiny, black central hub topped with a crystal ball and attached to all the tubes emerges from the floor. An apparition of the Black Queen appears in the mirror and demands to know what interlopers dare to enter her private chambers.

*NOTE: This is not really the Black Queen, just a security feature of the room.*

Each round roll 1d6, on a 6 1d6 more tubes emerge and attack. Shattering the crystal ball completely destroys the creature.



On the dresser is a music box constructed of cobalt and silver (400 gp), called The Sleeping Music Box of Cruelty. When opened an eerie music issues from within. All targets within 25' and capable of hearing must make a DC 16 Will save or fall asleep for 1d10 minutes and suffer 2d4 temporary Personality damage. If the target critically fails their save they permanently lose 2 Personality points and are asleep for 1 hour. Inside the dresser are two dresses of exquisite tailoring (300 gp each), three rings (200 gp each) and two necklaces (300 gp each).

### CRYSTAL BALL APPARATUS:

**Init** +0; **Atk** energy beam +5 ranged (2d5), **AC** 14; **HD** 2d10+10; **MV** NA'; **Act** 1d20; **SP** Magical Immunity; **SV** Fort NA (or +0), Ref +NA (or +0), Will +NA (or +0); **AL** N.

This machine houses a central platform topped with a large crystal ball. The image of the Black Queen inside issues dire warnings and horrible threats to interlopers. Once per round the apparatus can shoot out an energy ray at a target up to 40' away. This creation is immune to all magical effects. The Crystal Ball Apparatus controls several oily pipe appendages that attack targets. Once the apparatus is destroyed the appendages stop manifesting.

### OILY PIPE APPENDAGES:

**Init** +3; **Atk** claw +3 melee (1d6), **AC** 12; **HD** 1d8; **MV** 30'; **Act** 1d20; **SP** Magical Immunity, Squeeze; **SV** Fort NA (or +0), Ref +NA (or +0), Will +NA (or +0); **AL** N.

Appendages of the Crystal Ball Apparatus that attack any target considered a threat. These creations are immune to all magic. A target that is successfully attacked by two appendages is ensnared and takes 1d8+2 damage per round until freed either by an ally killing the appendages or passing a DC 16 Strength check.



## THE ARMORY

Entry is barred by a thick wooden, locked door (DC 14 Pick Lock check to open ). Inside there is a lantern, three sets of badly damaged black chainmail and dinged helmets worn by Skeletal Gun Runners hanging on the wall. There is also one full set of Skeletal Gun Runner armor (treat as chainmail, +5 AC, DCC, pg 72). In one corner are several broken wheellock pistols and rifles. Sitting in another corner, chained to the wall, is a grizzled old man working on a broken wheellock rifle and a suit of armor at his feet. His name is Agoth, a slave of the Black Queen's, and he repairs armor and wheellock weaponry damaged due to the carelessness of the Skeletal Gun Runners. If freed he opens a hidden compartment and gives a prize to the group: "Big Boom"—a powerful stubby double-barreled musket prototype he's been secretly building. Agoth also gives a recipe sheet for special bullets an Alchemist could make with the right materials (see page 38).

**Weapon:** Big Boom\*

**Damage:** 1d10

**Range:** 10/15/30

**Cost:** NA

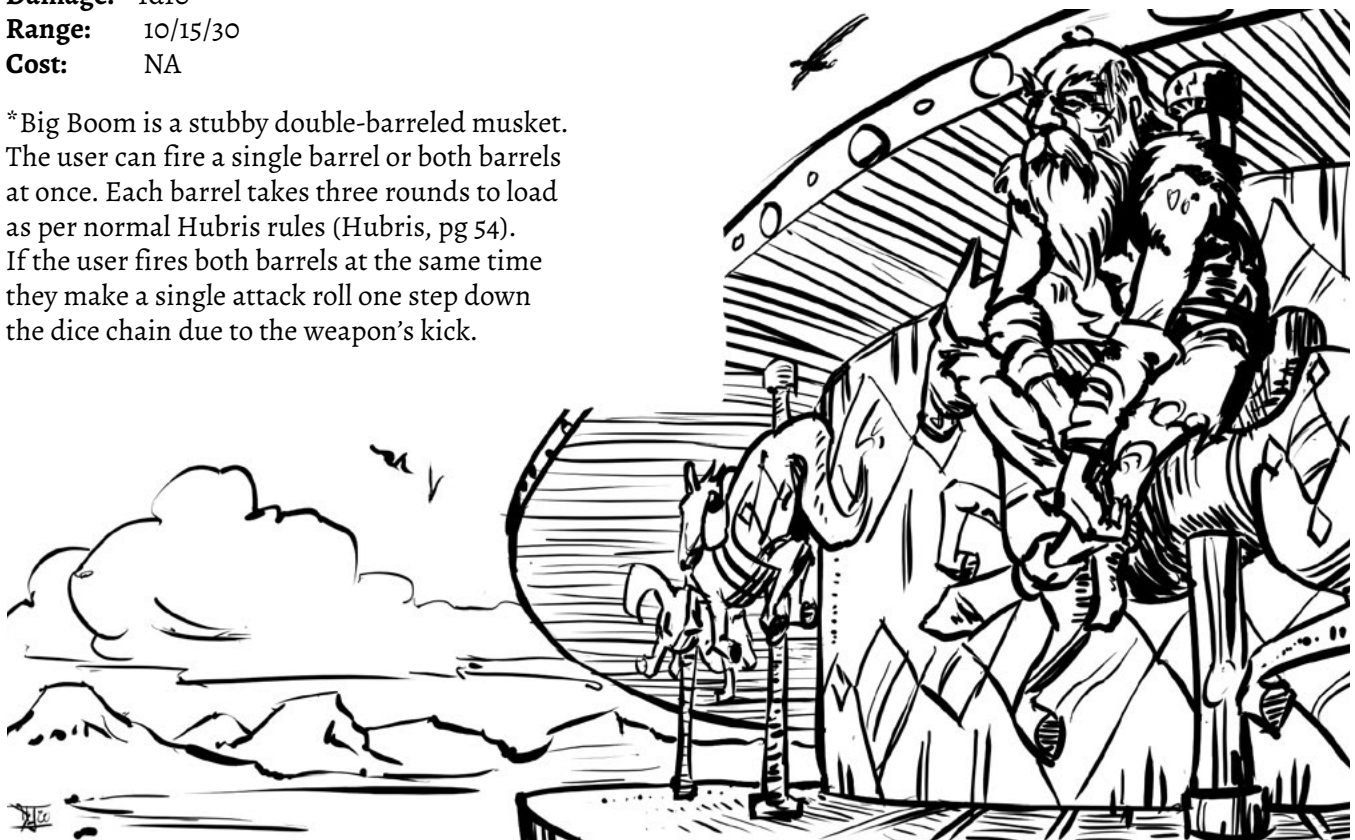
\*Big Boom is a stubby double-barreled musket. The user can fire a single barrel or both barrels at once. Each barrel takes three rounds to load as per normal Hubris rules (Hubris, pg 54). If the user fires both barrels at the same time they make a single attack roll one step down the dice chain due to the weapon's kick.



## MYSTERIOUS ROOM

The interior is black and vast, an unpopulated Void. After a few moments, the sound of wood creaking and metal grinding comes from behind the group emitted by an ancient wooden carousel. A bored-looking ancient man sits atop one of the dirty and chipped white horses. The old man greets the group and asks why they have come, interested in hearing their knowledge and adventures.

*NOTE: This is a manifestation of the Great Slumbering Monolith (Hubris, pg 207) who, for some inscrutable reason, has taken a slight interest in them and their movements. He offers them a necklace with a blue orb of swirling energy. Once per day the user can gain a full second action. After using the powers of the necklace the user must pass a DC 14 Luck check or age 1d10 years. If pressed about why they are given this gift he simply states that he does not like the Black Queen and doesn't want them to perish due to her foolishness. Unbeknownst to the group, the Great Slumbering Monolith will eventually demand that any who have used the necklace perform a quest.*





## THE BALLROOM CARRIAGE

A massive ballroom with shiny floors of fine wood, mirrored walls and adorned with crystal chandeliers. At the far end is a bandstand with five figures slumped over their instruments. The moment the entire group enters the room the figures spring to life, playing a slow funeral dirge. These musicians are human and look exhausted and emaciated. There is a black tube going from the floor into their mouths, their eyes are bulging and bloodshot, and they move like grotesque marionettes. Removing the tubes from their mouths causes them to crumble to the ground, mouth a 'thank you' and fatally suffocate in a few rounds (no amount of healing will save them).

At the eastern end of the room is a full-length mirror with a slimy tube frame. Atop the mirror is a skull with tubes going into its eye sockets and coming out of its mouth, a small amount of black smoke wafting from the tubes. The first to peer into the mirror must make a DC 14 Luck check. If successful a manifestation of the Black Queen appears before them and asks if the visitor swears loyalty and to serve her. If they answer yes she sighs with ecstasy and whispers "a gift from me... serve me well henceforth or die!" Wisps of energy trail from the character to the mirror as they suffer 1d4 permanent Personality damage. The next moment the character screams as one of their arms swells and explodes in a spray of blood and gore. In its place is a bio-organic hand that ends in a claw (1d6 damage). Strength checks for lifting with this arm are made one step higher on the dice chain. The character can also choose to have the hand become covered with a sickly wet skin flap that drips oil and a clear mucous. Emerging from the skin flap is a long tube with small wicked-looking barbs (treat as a one-handed spiked chain (1d8 damage, Hubris pg 54). Should the character ever show disloyalty to the Black Queen the arm explodes, dealing 3d10+10 damage. If the target answers no the image screams and disappears, leeching 3d3 temporary Personality from them.

Roll 1d10:

**EVENT!!!**

- 1-2 **1d3 orcs burst into the room**, one wearing several human heads around their waist.
- 3-4 **A frightened man and woman rush into the ballroom**; a hideous tubeworm abomination ate their son and daughter and they are trying to hide.
- 5-6 **Several grievously wounded spectral couples appear** and begin to dance. These are the spirits of those killed on the train, trapped forever in this dancing hall.
- 7-8 **The door is knocked off its hinges** as a Black Guard of Abhorrent Action tumbles across the floor and lies dead and crumpled. Three Humanoid Abominations lumber into the Ballroom.
- 9-10 **The car hits something on the rails** which causes it to rock back and forth. The giant mirror loosens from its frame and shatters on the floor. There is a deep-throated roar as a Memory Shade wafts up and takes form.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** Elongated Arms; **SV** Fort +4, Ref +2, Will +0; **AL** C.

This orc has long arms which allow it to attack targets up to 15' away.

### HUMAN ABOMINATION:

**Init** +3; **Atk** weapon +5 claw melee (1d4+5), **AC** 13; **HD** 2d6; **MV** 30'; **Act** 1d20; **SP** Abomination Qualities, Barbed Skin (melee attackers take 1 point of damage), Half-Wolf Face; **SV** Fort +2, Ref +4, Will +1; **AL** C.

Poor men-at-arms captured by orcs and dunked in vile alchemical baths along with wolves. These bestial creatures have patches of fur on their bodies as twisted barbs jut from their flesh. Their ruined faces are hideous, half-fused with a wolf's with muscle, bone and sinew exposed.



# KING



## THE NEXUS

The door is locked with chains and a complex padlock and trapped. A DC 16 Find Trap check must be made to locate it and disarming the trap

requires a DC 16 Disable Trap check.

Anyone touching the door must make a DC 20 Fort test or their body melts into a puddle of goo from which emerges a new form, roll 1d5:

- 1 **Human** (choose new class);
- 2 **Avarian** (Hubris, pg 27);
- 3 **Ekrask** (Hubris, pg 31);
- 4 **Goblin** (Fire Clan- Hubris, pg 297);
- 5 **Mutant** (Hubris, pg 41).

*NOTE: The new form is a level 1 character.*

A DC 14 Pick Lock check must be passed to unlock the padlock. Inside is a swirling vortex of blue energy. Targets walking up to the vortex must make a DC 14 Ref save to avoid being zapped by bolts of energy (2d4 damage). Anyone touching the Nexus must make a DC 16 Fort save or be obliterated by the energy coursing through their body. A successful save means the target becomes charged with energy permanently: their hp immediately increases by 1d6+4 and their eyes become orbs of crackling energy. They can shoot four bolts of energy from their hands up to 100' away for 2d6 damage (DC 14 Ref save for half damage). The user can shoot all four bolts at one target or divide them up amongst multiple targets. Once per day the target can turn their body into pure energy and teleport up to 500' away. After using these abilities their eyes return to normal until they sleep for 8 hours.

The Nexus dims after one person has successfully become infused with this energy and recharges in 1d5 years or if the infused person is killed.



## THE ROYAL SUITE

Spacious double decker car for royals of the various kingdoms of Hubris. There is a king-size bed with blood red sheets upon which

a beautiful woman with pale skin and blond hair sleeps. On the floor is a black coffin which contains a sleeping vampire, a representative of the Court of the Withered Hand (Hubris, pg 109). When the coffin is opened he awakens demanding to know the reason for this intrusion. He introduces himself as Vald Delush. He and his thrall are traveling to Kelisk to negotiate a trade agreement between Shadowfall, Fairweather and the Floating Island of Terror. He may be willing to strike a deal with the characters for future info, jobs, etc. Treat Vald as a Very Old Vampire (Hubris, pg 320). When it is explained that the train is under attack Vald laughs and states that he will be fine. He turns into a green mist and disappears into an urn by the bed stand. The woman in the bed gets dressed, takes the urn and exits the room.

*NOTE: Fighting Vald would be a grave error on the part of the characters. He is simply too powerful for the party to handle and does not consider them a threat. However, if pressed he will attack and kill nearly all the party, leaving one or two survivors to deal with the stupidity of their mistake, perhaps even making them thralls.*





## THE BLOOD PIT

This room is much larger on the inside than the outside and contains a large arena in the center surrounded by wire fencing with seats around the perimeter. Chaos fills the room as orcs attack spectators and fighters alike—blood and dead bodies are everywhere. There are  $2d6+3$  orcs and twice as many spectators (treat as level 0) and three combatants (treat as level 0 with 7 HP or as level 1 Fighter or Thief) within the Blood Pit.

### ORC:

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; Act 1d20; **SP** Acid Vomit; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**These orcs can vomit highly acidic goo** onto a target up to 20' away. The vomit dissolves the target's flesh dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor, reducing its effectiveness by half. The orcs can do this once per day.



## THE MEAT ROOM

Within is a massive meat grinder with an overweight, stinky operator and badly scarred, twitchy assistant.

They are pushing the remains of a dead Ekrask through the grinder with hamburger spewing into a big pan at the bottom. These two are not fighters and will only engage in combat if absolutely necessary (HP 4, Atk +0 meat cleaver (2d3 dmg), AC 10, +0 to all saves). They offer large sums of meat if spared and explain they are given passengers/slaves chosen by the Conductor to carve up and serve for meals. There is a large bin with several trinkets and goods in it. Most of these items are pieces of meaningless junk: roll 1d12 three times:

- 1 **scissors**
- 2 **a stress ball**
- 3 **a wooden top**
- 4 **a golden tooth**
- 5 **a ball of string**
- 6 **knitting needles**
- 7 **a small case with 7 empty vials**
- 8 **a masquerade mask**
- 9 **a small pocket watch**
- 10 **silver cufflinks** (worth 2d30 sp)
- 11 **a goofy hat** befitting of Fairweather nobility
- 12 **a set of red, blue, yellow, green, and orange juggling balls.**

There is also 3d10 gp, 5d10 sp, and 2d100 cp.

Finally, there is a ring that belonged to the Wizard Edreth the Inscrutable. Anyone wearing this ring is treated as if they had an Academic occupation for skill rolls as well as their normal occupation. They are also able to cast the following spells once per day: Flaming Hands (DCC, pg 142) as if spell result 24-27 was rolled, Magic Shield (DCC, pg 146) as if spell result 20-23 was rolled, Read Magic (DCC, pg 152) as if spell result 24-27 was rolled. Once per week the wearer may cast Mirror Image (DCC, pg 182) as if the spell result 20-21 was rolled.

# JOKER



## THE LIVING ROOM

The trapped and locked door to this room is constructed of gears and tubes. A DC 18 Find Traps check is required to discover the traps on the door

and disarming it requires a DC 18 Disable Trap check. Unless the trap is disabled the first target that touches the door is ensnared by the tubes and pulled towards the gears which grind and tear the person apart (DC 16 Ref save to avoid). A DC 18 Pick Lock check must be passed to gain entrance to this room.

Once inside the sound of steam issuing from machinery, gears and cogs turning and the dripping of oil can be heard. The room is dark and grim and the smell of sulfur greets the characters' nostrils. Large black ovens belch smoke and soot towards the ceiling. Huge cogs and gears turn rhythmically and disappear into the darkness above. Tubes twist and turn in a dizzying maze throughout the room.

This room is an extension of the Floating Island of Terror. In the center of the room is a dais of oil shaped as though it is trapped in a resin. Resting on this dais is a locked book constructed of worn oil-stained leather and decorated with rusted, pitted cogs. The book is unlocked only when suitable conditions are met (Judge decides).

Inside the book is the Patron Bond spell for the Floating Island of Terror (Hubris, pg 176). There is a small rack along the wall with a single wheellock rifle, 10 shots and a black powder pouch with fuse (Hubris, pg 58).



# RANDOM EVENTS

Sometimes a Judge wants to introduce an extra random element while the characters are running through the train causing mayhem. Every so often (when a Judge desires) roll 1d6. If the result is a 1 roll on the Random Events table below.

1D6	RANDOM EVENT
1	Someone tossed a bomb over the side of the train and it explodes right outside the car. The wood of the carriage splinters, glass from the windows covers the characters and shrapnel stabs their soft flesh. Everyone in the car must make a DC 12 Ref save to remain standing and not take 1d3 damage from the explosion.
2	The train car rolls over something big (now squishy paste on the track). All creatures in the train must make a DC 12 Ref save to remain standing. Roll 1d4: 1-2) nothing happens; 3) a lantern falls from its holder and breaks on the floor and starts a fire; 4) luggage and loose objects fall on the characters dealing 1d3 damage.
3	As the characters are leaving the car to their next destination a Corrupted Human crashes through the window and charges (pg 9 for stats).
4	A human female slams against the window in the clutches of a Flying Squid Abomination's tentacle. She grips the window tightly, screaming for help. The characters can attempt Strength checks and hacking at the tentacle to save her. They must pass two DC 18 Strength checks and deal 5 points of damage to the tentacle within three rounds or she is ripped away by the abomination.
5	The train car rolls over something big (now squishy paste on the track). All creatures in the train must make a DC 12 Ref save to remain standing. A vial of green liquid falls from a shelf and ruptures, releasing a toxic cloud in the car. All targets suffer -1 to all rolls while in the cloud and for 1d4 rounds after leaving. No save allowed.
6	A large object hits the car and dents the roof. Tentacles burst through the window, lashing out at everyone inside. Each round for four rounds targets must make a DC 14 Ref save or be buffeted around by the tentacles for 1d5 damage. Anyone who critically fails their Ref save is ensnared by a tentacle and flung against the wall for double damage and is stunned for 3 rounds.



# ABOVE THE TRAIN

The characters may come up with the bright idea to go above the train and walk along the roof rather than through the cars (or they may be forced to if a car explodes, is damaged or is otherwise destroyed). They may even think it is safer, the fools! The top of the cars is a battlefield of Skeletal Gun Runners, passengers attempting to escape, orcs, abominations, explosions, flailing dead bodies and other complications. For each car that the group goes across roll 1d6: 1-4) an event occurs; 5) two events occur; 6) no event occurs.

1d100	ENCOUNTER
1-10	<b>1d3 Corrupted Humans climb up the side of the car</b> (stats, pg 36).
11-12	<b>Two orcs attempt to pincer attack the group atop the car</b> (stats, pg 36).
13	<b>A Flying Squid Abomination lands in front of the group and attacks</b> (stats, pg 15).
14-15	<b>2d3 fleeing passengers climb up the ladder in front of the group.</b>
16-21	<b>A small black powder bomb explodes behind the characters.</b> A scream is heard and the body of a Skeletal Gun Runner lands with a thud on the roof of the same car the group is on.
22-24	<b>A group of 1d2+1 injured, dirty and bloody Skeletal Gun Runners jump onto the roof</b> from the car in front followed by three orcs (Skeletal Gun Runner stats, pg 37; Orc stats, pg 36).
25	<b>A black powder bomb explodes on the roof of the car behind the characters,</b> destroying it (and whatever was in that car- note it on the map). Several bodies are tossed into the air from the explosion and fall lifelessly to the ground beside the train with a thudding finality.
26-27	<b>2d3 passengers climb up the ladder in front of the group.</b> A Flying Squid Abomination flies up and wraps its tentacles around each of these poor people and flies away but not before it shoves one of the victims in its beak and chomps down, spraying blood and bits of meat onto the characters.
28	<b>A group of Skeletal Gun Runners are firing Wheellock Weaponry at a Flying Squid Abomination charging them.</b> The creature staggers, lets out a gurgling roar and goes limp, falling into the car and rolling over the Skeletal Gun Runners. They scream as they are crushed and pushed over the edge of the car. Characters on the roof must make a DC 12 Ref save to avoid being smacked by a tentacle, taking 1d6 damage and slipping off the roof. A second save can be made to catch the edge of the car (or another character can make a DC 14 Strength or Agility check to grab them).
29-32	<b>A black powder bomb explodes near the wheels of the train car causing it to tilt to its side.</b> All characters on the roof must make a DC 12 Ref save to avoid slipping and sliding off the roof. A second save can be made to catch the edge of the car (or another character can make a DC 14 Strength or Agility check to grab them).
33-34	<b>Several cars in front of the group is a Skeletal Gun Runner attempting to throw a large black powder bomb at a Flying Squid Abomination</b> when an arrow strikes him in the back. The throw goes awry and lands on the ground, exploding and sending large fragments of rock and dust at the characters. 2d6 rock fragments pelt the car. Roll randomly to determine which character is struck. Each rock has +5 to attack and deals 1d6 damage.
35-36	<b>1d3 Corrupted Humans and an orc climb up the side of the car</b> (Corrupted Human stats, pg 36; Orc stats, pg 36).
37	<b>Several Skeletal Gun Runners are running from car roof to car roof</b> shooting at orcs in front of them or those riding on Flying Squid Abominations.
38-40	<b>1d6 Human Abominations charge the characters;</b> half of them are carrying Explosive Slug Abominations (Human Abominations stats, pg 12; Slug Abominations stats, pg 37).
41-45	<b>Four passengers decide to make a stand against an orc and are being slaughtered!</b>
46-47	<b>Four passengers decide to make a stand against an orc and are victorious!</b>
48	<b>Five passengers are running in the characters' direction from a train car ahead.</b> A Flying Stingray Abomination (stats, pg 36) appears and spews acidic vomit on them. All scream and thrash, melting into puddles of goo.
49-52	<b>Four passengers decide to make a stand against an orc and are victorious!</b> As they roar with triumph a Flying Squid Monster appears, grabs them with its tentacles and flies away.
53-54	<b>A Flying Stingray Abomination appears, spewing acidic vomit at the characters and attacks</b> (stats, pg 36).
55-57	<b>A Flying Stingray Abomination appears and flies at the train.</b> A Skeletal Gun Runner shoots the creature with a Wheellock rifle. The bullet blasts the creature's head and it plummets to the ground.
58	<b>A Flying Squid Abomination rams the side of the train car.</b> All the characters must make a DC 12 Ref save or slide off the car. A second save can be made to catch the edge of the car (or another character can make a DC 14 Strength or Agility check to grab them). Two orcs (stats, pg 20) jump onto the roof to deal with survivors.

Id	ENCOUNTER
59	<b>A Skeletal Gun Runner with a lit black powder bomb in his hand jumps from the train</b> and lands on the back of a Flying Squid Monster behind the orc rider. The Skeletal Gun Runner screams "FOR THE QUEEN!" and the bomb goes off, bits of flesh, ichor and blood covering the train and the characters as the remains of the beast slams into the side of the train and falls to the ground.
60-62	<b>Passengers are being thrown overboard by three Corrupted Humans</b> (stats, pg 36).
63	<b>A chunk of the roof of the car in front of the character blows off and spins at them.</b> All on the train must make a DC 12 Ref save or be struck by the heavy object, suffering 2d8+5 damage and being knocked unconscious for 1 turn.
64-66	<b>The car in front of the characters buckles as it strikes something on the rail.</b> Several passengers on the car slip and fall. Four tumble off the roof and fall to their deaths. There are three clinging to the roof and screaming for help!
67-70	<b>A Flying Squid Abomination flies next to the train car and two orcs jump off to confront the characters</b> (stats, pg 15).
71	<b>An explosion destroys the car in front of the characters.</b> Glass blasts out of the windows from the force of the explosion. Flames and black smoke can be seen from the window and doors. The car and whatever was in that car, note it on the map, are gone. Going across the roof is hazardous and takes time (roll another encounter).
70-73	<b>A Flying Squid Abomination flies next to the train car and an orc tosses a firebomb.</b> Characters must make a DC 10 Ref save or be caught in the blast, taking 1d6 damage and are set on fire, taking an additional 1d6 damage per round until extinguished.
74-76	<b>A bomb explodes on the ground sending large fragments of rock and dust into the air and at the characters.</b> 2d6 rock fragments pelt the car. Roll randomly to determine which character is struck. Each rock has +5 to attack and deals 1d6 damage.
77-80	<b>Six Slug Abominations climb up the side of the train</b> and inch their way towards the characters (stats, pg 37).
81-82	<b>A Flying Squid Abomination flies by and drops a tree on the car the characters are walking on.</b> All characters must make a DC 14 Ref save or be struck by the tree, suffering 2d6 damage and being knocked off the train. A second save can be made to catch the edge of the car (or another character can make a DC 14 Strength or Agility check to grab them).
83	<b>The ceiling collapses under the character's feet.</b> A DC 12 Ref save must be made to avoid falling into the car (consult the map for events inside car).
84	<b>An orc tosses a vial of strong acid onto one of the characters before attacking.</b> The orc receives +5 to the attack. If the character is hit they suffer 1d8 damage and must make a DC 16 Fort save or suffer -4 permanent Personality damage from their face melting.
85-86	<b>A Flying Squid Abomination zooms past the car, human captives in its tentacles.</b> Two captives slip free and land on the train car and slip over the ledge. Characters can attempt to grab the people with a successful DC 14 Strength or Agility check. Failure results in them falling to their death.
87	<b>An injured Flying Squid Abomination slams into the roof of the car, denting it.</b> It staggers towards the characters (stats, pg 15, however only has 10 HP).
88-91	<b>1d4+2 bloodied and scared looking passengers run towards the back of the train car.</b>
92-93	<b>Two cars ahead of the character's location a chunk of the roof of the car blows off</b> and strikes passengers on the car in front of the group, killing them all. Metallic scrapes, bits of broken scrap and blood splatters are all that show what just happened.
94	<b>An orc tosses a container containing a bubbling green liquid at a character as it passes by on a Flying Squid Abomination.</b> The target must make a DC 12 Ref save to avoid the substance. If the character fails they are doused in the chemical and must make a DC 16 Fort save or gain a mutation. Roll 1d6: 1-4) Cosmetic Mutation (Hubris, pg 43); 5) Power Mutation (Hubris, pg 44); 6) Calamitous Mutation (Hubris, pg 49).
95	<b>A swollen Human Abomination waddles towards the group and attacks.</b> Upon receiving 1 point of damage, the creature explodes and douses all in a 10' radius in thick green mucous. All targets take 1d8 damage and must make a DC 12 Fort save or suffer 1d3 permanent Stamina damage.
96-97	<b>Three Skeletal Gun Runners are battling an orc and three Human Abominations on the roof</b> (Skeletal Gun Runner stats, pg 21; orc stats, pg 36; Human Abomination stats, pg 12)
98	<b>An orc shaman casts a spell atop the roof of the car.</b> A Detect Magic Spell (DCC, pg 260) or a DC 16 Find Trap check will discover it. Any target that steps onto the middle section of the roof must make a DC 16 Ref save or trigger the trap. Rusted nails manifest from the roof and puncture all targets feet dealing 3d4 damage. The targets are stuck until they pass a DC 12 Strength check. The nails remain permanently. The targets can attempt to shimmy along the side of the car (very dangerous) or go down into the car. Every round the targets are on the roof roll 1d6. If the result is a 1 or 2 an orc appears and attacks (they are immune to the nail trap).
99	<b>Two Flying Squid Abominations are flying around one another as three Skeletal Gun Runners fire wheellock weaponry at them.</b> The orc riders try to do evasive maneuvers but end up colliding in mid air. There is a sickening crunch as their skulls connect and they fall lifelessly out of the air.
00	<b>An orc and a Skeletal Gun Runner are wrestling on the second to last car on the train.</b> The Skeletal Gun Runner grabs something from his belt and pushes himself and the orc off the roof and in between the last and second to last car. The two cars explode and drag the train momentarily from their dead weight before breaking free and tumbling away (now destroyed, mark this on the map). Now roll again for another event.

**CORRUPTED HUMAN:**

**Init** +0; **Atk** bite +2 melee (1d4+1), headbutt +2 melee (1d4+1), **AC** 12; **HD** 1d8+2; **MV** 30'; **Act** 1d20; **SP** Magical Immunity, Screech; **SV** Fort +1, Ref +2, Will -2; **AL** C.

These poor humans were swallowed whole by the Mass of Body Parts Abomination and gestated in its horrid innards, becoming twisted and vile. Their skin is slimy and covered in a thin, sickly-looking film, their arms trapped underneath, withered and useless. The creature's features were melted away and warped in the Abomination's stomach—no eyes, nose, or ears remain, only a circular mouth filled with needle-like teeth. Once every 1d3 rounds the Corrupted Human issues a horrifying screech at a target who must make a DC 14 Will save or be stunned for 1 round. The Corrupted Human will then bite the helpless target, dealing max damage. Whatever corruptive process happened to these people has also made them immune to any magical attacks or effects.

This large creature is covered in pimply flesh that has bits and pieces of other creatures merged together, a result of the orc's alchemical baths. The squid stretches roughly 20' in length from head to the tip of its tentacles. Its overlarge beak juts out from in between its tentacles, which it uses to devour any creatures ensnared in its clutches.

**FLYING STINGRAY ABOMINATION:**

**Init** +1; **Atk** Tongues +4 melee (1d3+1), stinger +4 ranged (1d6+1), Acid Spit +4 ranged (2d4); **AC** 12; **HD** 1d8+2d6; **MV** fly 50'; **Act** 1d20 (see below); **SP** Abomination Qualities, Spit, Tongues, Stealth +5; **SV** Fort +2, Ref +5, Will +1; **AL** C.

The Flying Stingray Abomination has molted necrotic-looking flesh with chunks of skin falling off, seven tongues hang loosely from its mouth. This abomination is agile and cunning, preferring to sneak up on its prey and covering them in acidic vomit. A target hit by the vomit takes 2d4 damage (DC 10+damage dealt Ref save for half damage). If the prey survives, it attacks with its stinger and tongue. Each round the Flying Stingray Abomination can make an attack with its stinger at a 1d20 and three attacks with its tongues, one at a 1d20, another at a 1d16 and finally one at a 1d14.

**ORC:**

**Init** +1d4; **Atk** claws +3 melee (1d4+1), jagged sword +3 melee (1d6+1), **AC** 13; **HD** 2d8; **MV** 30'; **Act** 1d20; **SP** choose from list below; **SV** Fort +4, Ref +2, Will +0; **AL** C.

**Choose one of the following Orc abilities:**

- **This orc has long arms** allowing it to attack targets up to 15' away.
- **This orc can cast both Choking Cloud** (DCC, pg 134) **and Flaming Hands** (DCC, pg 142) with a +4 to their spell check. They will cast Flaming Hands at the opening of combat.
- **This orc can vomit highly acidic goo** onto a target up to 20' away. The vomit dissolves the target's flesh, dealing 2d4 damage and 1 point of damage per round until 4 rounds of washing it off with water have passed. The initial damage corrodes armor, reducing its effectiveness by half.
- **The orc's tongue produces a potent toxin.** Any target licked by the orc must make a DC 12 Fort save or be paralyzed until they make a successful save.

**SKELETAL GUN RUNNERS:**

**Init** +2; **Atk** as weapon +2, wheellock rifle +1d3 ranged (1d10 +1d3), wheellock pistol x 2 +1d3 ranged (1d8 +1d3); **AC** 15; **HD** 2d10; **MV** 30'; **Act** 1d20 plus 1d3 (wheellock weapons only); **SP** Wheellock Mighty Deeds, Dual Wield, Sneak Silently +3, Hide in Shadows +3; **SV** Fort +2, Ref +5, Will +2; **AL** C

**SLUG ABOMINATION:**

**Init** -2; **Atk** weapon o acid spit ranged (1d6+1 acid damage, and reduce armor by half that amount permanently), **AC** 8; **HD** 1d6; **MV** 30'; **Act** 1d20; **SP** Abomination Qualities, Noxious Odor; **SV** Fort +2, Ref -1, Will +2; **AL** C.

These putrid creatures were once giant slugs dunked into the orc's vile alchemical baths and transformed. The slug's body bulges with pus-filled veins and their slimy skin is riddled with open pus-oozing sores and emit a stinking cloud once per turn. All creatures in a 10' radius must make a DC 18 Fort save or all rolls are made one step lower on the dice chain for 1 hour.



# OFF THE TRAIN

The best intended modules are always tossed to the side once the group hatches their devious plans! There may be rails guiding a train but there aren't any on this module. The group may decide that the train is too dangerous and that it's time to get out of Dodge, jump off and take their chances on foot or through events the train may become too heavily damaged and the players are forced to explore on their own. While this may frustrate some Judges: allow it to happen. The events on the train or roof can be used as events occurring on foot (with tweaking). A person being attacked and force-fed horrible potions by orcs can as easily happen out in the wilderness as on the train.

Keep in mind that now the group is on foot they are surrounded by hostile forces between the Great Plains of Unbidden Sorrow (Hubris, pgs 95-110) and Land of Perpetual Stone and Mire (Hubris, pgs 111-122) giving a ferocious chase. The dynamics of the adventure changes as bands of orcs hunt the group desiring to dunk them into their disgusting alchemical baths or to simply tear the meat off their bones. Introducing caves, hidey-holes, forgotten ruins, altars and broken-down forts is a great way to give the group a momentary reprieve or a place to fortify and make a stand. The events on the train can still be used to create tense moments and situations (again, with some tweaking).

Finally, if a Judge wishes, they can use the Lay of the Land and Encounters tables in Hubris from whichever territory the group abandoned the train in to generate unique locations/interesting features or different encounters that may shape the adventure in a completely different way.

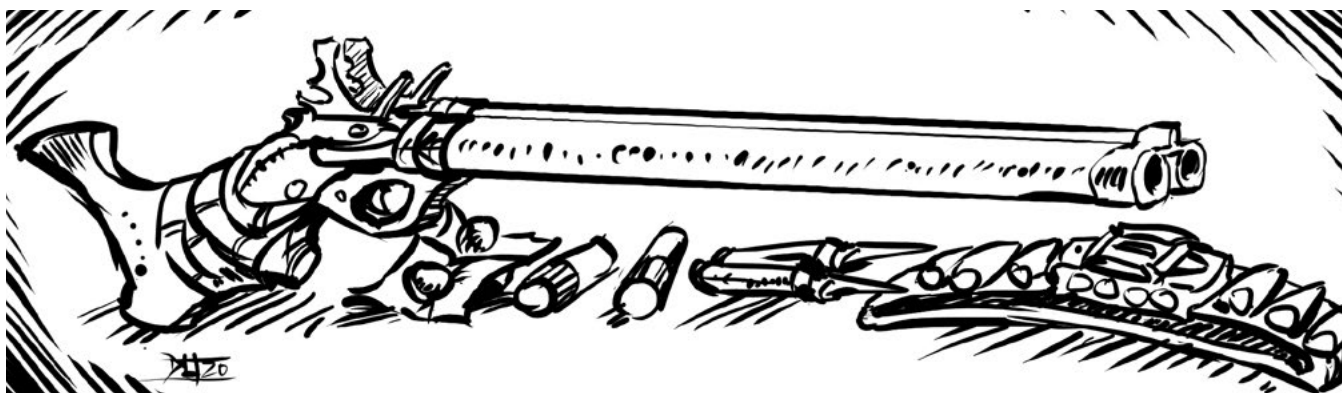
# ALCHEMICAL TINKERING

## SPECIAL BULLETS

These are new bullets that can be used in any wheellock weapon. An alchemist can create these special bullets as per the class rules (Hubris, pg 15).

ITEM	COST*	CREATION DC	EFFECTS
<b>Fire Round</b>	50	16	These rounds deal 2d6+1 damage on a successful attack and the target must make a DC 8+damage dealt Ref save or catch on fire and take an additional 1d6 damage per round until extinguished.
<b>Ice Round</b>	50	16	A piercing icicle leaves the barrel of the firearm. The sharp projectile ignores any damage reduction and deals 2d6+1 damage. There is a 1-in-10 chance the target becomes frozen for 1 round. Cold-blooded creatures and un-dead have a 3-in-10 chance of becoming frozen.
<b>Shrapnel Bullet</b>	100	16	The round explodes from the barrel, releasing a hailstorm of metal shards. Any target in a 10' cone in front of the bullet takes 2d6+1 damage (DC 8+damage dealt Ref save for half damage). If the attack is a Critical Failure the round explodes in the shaft of the gun, dealing the damage to the attacker (no save) and destroying the firearm.
<b>Stun Bullets</b>	75	18	These non-lethal rounds are used to subdue a target. If successfully attacked a target must make a DC 14 Fort Save or be stunned until a successful save is made. Un-dead and powerful creatures are immune to this effect.
<b>Wall Blaster</b>	150	18	This explosive shot embeds itself into the wall and explodes 1d4 rounds later. It is often enough to blast through a stone wall up to 2' thick, creating a 3' spherical hole. If used as a mine or on a target, it deals 3d4+3 damage. The target must make a DC 5+damage dealt Ref save or be knocked prone.

\*This is the cost to create 1d4 rounds.





# THE GUNSLINGER



Fighters are brutes who hack away at their enemies with swords axes, and maces while thieves prefer small blades and striking from the shadows. Neither fully appreciate the sleek feel and cold efficiency of firearms... but you do.

The heft and weight, the acidic smell of the lit powder, the feel of the kick as a bullet flies from the barrel and burrows itself into your target's head, blowing out the back of their skull, there's just nothing like it.

No mark is safe from your sights. They can run but they'll feel the stinging pain of your shot and suffer the horrible realization that death will greet them as they bleed out, slumped against a wall, as the light fades from their eyes.

Your ability to make impossible shots and take out targets with ease makes you highly sought after. Whether you swear loyalty to a king or army or pay heed to no one and make your own way killing for coin or just simply the joy of it, your path is what you make it. And no one will tell you otherwise.

**HIT POINTS:** A gunslinger gains 1d8 hit points each level.

**WEAPON TRAINING:** A gunslinger is trained in the following weapons: bolas\*, club, crossbow, dagger, handaxe, short sword, wheellock pistol\* and wheellock rifle\*. Gunslingers can wear any armor up to chain without suffering accuracy to their shots. Bulkier armor interferes with their ability to use their Trick Shot ability.

*\*Weapons in the Hubris campaign setting (see equipment, Hubris, pg 54).*

**ALIGNMENT:** Gunslingers tend to be a cocky lot, assured in their use and mastery of wheellock weaponry. Gunslingers loyal to a cause, military organization or lord tend to be lawful while those who sell themselves as guns for hire, glory-seekers or assassins tend to be chaotic. Very few gunslingers gravitate towards a neutral alignment.

### GUNSLINGER STARTING EQUIPMENT:

Adventurer gear: backpack, bedroll, torches x2, rations x5, waterskin, flint and steel, 1 healing potion (1d6+1 HP), hemp rope (50'), adventurer's clothing.

Gunslingers also start with the following: studded leather armor, 1 dagger or short sword, a wheellock pistol or rifle (20 shots) and a Black Powder Pouch and fuse (Hubris, pg 58).

**STARTING WEALTH:** As stated in DCC (pg 70) all level 0 characters start with 5d12 cp and the weapon and trade goods of their profession. For higher levels, use the Warrior wealth progression.

**QUICK LOADER:** The gunslinger can reload a wheellock weapon in two rounds instead of the normal three.

**POINT BLANK SHOT:** A gunslinger can shoot targets with a wheellock pistol without suffering negative modifiers (DCC, pg 78).

**RIFLE-BUTT ATTACK:** A gunslinger receives a free attack at a d16 against any creature that comes into melee range if they have a wheellock rifle in their hands.

**SHARPSHOOTER:** When a gunslinger spends a full round aiming and doing nothing else their attack is more devastating. If their attack is successful it deals an additional 1d10 damage. The threat range for a critical success is increased from 20 to 19-20 when sharpshooting.

**SKILLED SHOOTER:** A gunslinger's chance of hitting an ally when firing into melee is reduced to 25% instead of the normal 50% (DCC, pg 96).

**TRICK SHOT:** Gunslingers train tirelessly with wheellock weaponry. They can perform tricky shots that function similarly to a warrior's Mighty Deeds ability (DCC, pg 42) ONLY when using wheellock weaponry. Prior to a shot a gunslinger can declare a Trick Shot. The gunslinger's Trick Shot die determines whether this was successful.

If the Trick Shot Die is a 3 or higher and the attack lands the Trick Shot is successful. If the Trick Shot Die is a 2 or less or the overall attack fails the Trick Shot fails as well. Similar to a Warrior's Mighty Deeds the Trick Shot die factors into a gunslinger's attack modifier and damage.

Examples of Trick Shots include feats such as:

- Calling a shot to blast away an object held in an opponent's hand.
- Using a shot to snuff out the light of a candle.
- Shooting a bullet and having it ricochet off a wall and hit a target around the corner.
- Sliding down a staircase banister and shooting at a target.
- When fighting enemies that are single-file, shooting a wheellock weapon and having the bullet pass through all of them, dealing damage.

**WEAPON DAMAGE BY CLASS:** This is an optional rule found in Hubris, pg 50.

WEAPON TYPE	GUNSLINGER DAMAGE
Light Weapon	1d4
Medium Weapon	1d6
Heavy Weapon	1d8

LEVEL	TITLE	ATTACK	TRICK SHOT DIE	CRIT DIE/TABLE*	ACTION DIE	REF	FORT	WILL
1	Marksman	+1	+d3	1d10/II	1d20	+1	+1	+0
2	Sharpshooter	+2	+d4	1d12/II	1d20	+1	+1	+0
3	Sniper	+3	+d4	1d14/II	1d20	+2	+1	+1
4	Deadeye	+4	+d5	1d16/II	1d20	+2	+2	+1
5	Master Blaster	+5	+d6	1d20/II	1d20	+3	+2	+1
6	—	+6	+d6	1d24/II	1d20+1d14	+4	+2	+2
7	—	+7	+d8	1d30/II	1d20+1d16	+4	+3	+2
8	—	+8	+d10	1d30+2/II	1d20+1d20	+5	+3	+2
9	—	+9	+d10+1	1d30+4/II	1d20+1d20	+5	+3	+3
10	—	+10	+d10+2	1d30+6/II	1d20+1d20	+6	+4	+3





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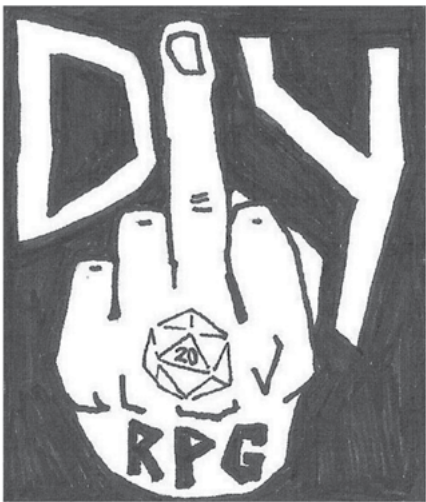
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# APPENDIX N

*Gears of War* video game series

*Mad Max: Fury Road*

*Scenic Dunnsmouth* by Zzarchov Kowolski

*Snowpiercer*

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# ORCS!

## A HIGH OCTANE ADVENTURE!

*Orcs* is a high octane adventure (duh!) for four to six 3rd level characters, set in *Hubris: A World of Visceral Adventure* (which uses the awesome *Dungeon Crawl Classics* ruleset). Inspired by *Mad Max: Fury Road* and *Snowpiercer*, the adventure begins with the PCs on a train, traveling the Great Plains of Unbidden Sorrow towards the Land of Perpetual Stone and Mire when it is beset by an Orc raid! The group must make their way up to the engine car (or they can just hop off and take their chances out in the open... yeah, good luck with that), battling orcs and their horrible abominations. The adventure doesn't have a map, instead it uses playing cards to generate the map at random. Each time a GM runs it, not only will the adventure be different based on player decisions, the map itself will be different. Many of the rooms have random events that occur to spice things up even more. It even includes a new *Hubris/DCC* class, the Gunslinger!



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