THE VALLEY OUT OF TIME

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Part 6:
Gods Walk the Valley

SGP

SKEETER GREEN
PRODUCTIONS

GODS WALK THE VALLEY
PART 6 OF THE VALLEY OUT OF TIME

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Thanks to: the jungle, Francis Ford Coppola's Apocalypse Now, Frank Frazetta art, Roy Krenkel art, movies with giant bugs, lizards, and snakes, huge inhuman humanoids, stop-motion animation, rotoscoping, Sinbad movies, E.R. Burroughs, R.E. Howard, H.P. Lovecraft, TJT Green, EAK Green, the Herculoids, Jack Kirby, comic books, specific energy drinks I won't mention because they're Monster ous, and classic toys of the 70's.

The Valley Out of Time is a series of 'zine-sized adventures from **SGP**. This valley can be placed in any ongoing campaign, and is set in the "Neanderthal Period" of development. Huge monsters – both dinosaurs and otherwise – and devolved humanoids plague the area, and only the hardiest of adventurers will prevail! This series of adventures borrows heavily from classic dinosaur art, books, and movies; if you have ever seen a classic Frank Frazetta or Roy Krenkel painting, or read or watched *The Land that Time Forgot*, *The Lost World*, *Journey to the Center of the Earth*, *One Million Years B.C.*, *The Flintstones*, etc., you are going to feel right at home.

HOOKS/MOTIVATIONS

One of the judge' questions asked when deciding on a module is: why are the character's here, and what do they want? Many PCs seek adventure for exploration's sake, some need a location to recover a rare component/quest item/McGuffin to save the world, and other times a group of friends just want to spend some time together rolling dice. These 'zines offer a "mini setting" with some quick and dirty encounters, locations, and obstacles to help fill in a night (or two) of gaming when other plans go astray.

If the players need some motivation, here are a few ideas to get them started:

- The characters succumbed to a random portal and ended up on the edge of the valley just inside the canyon entrance. The easiest way is forward into the ravine.
- Exploring a mountainous chain, wedged between two mighty peaks, a vale, lost and forgotten by time, has managed to prosper.
- A cabal of powerful entities has closed off access to a remote jungle region. Their motivations for doing so range from wanting to see how nature develops outside any human(oid) interference (ironically), to protecting an ancient artifact beyond the power of mortal beings to control, to imprisoning dangerous creatures, to a "refuge" or lounging area away from technological advancement.

The area is a dimensional/planar vortex where time does not flow the same as the surrounding plane. For every day in the valley, years pass in the outside world.
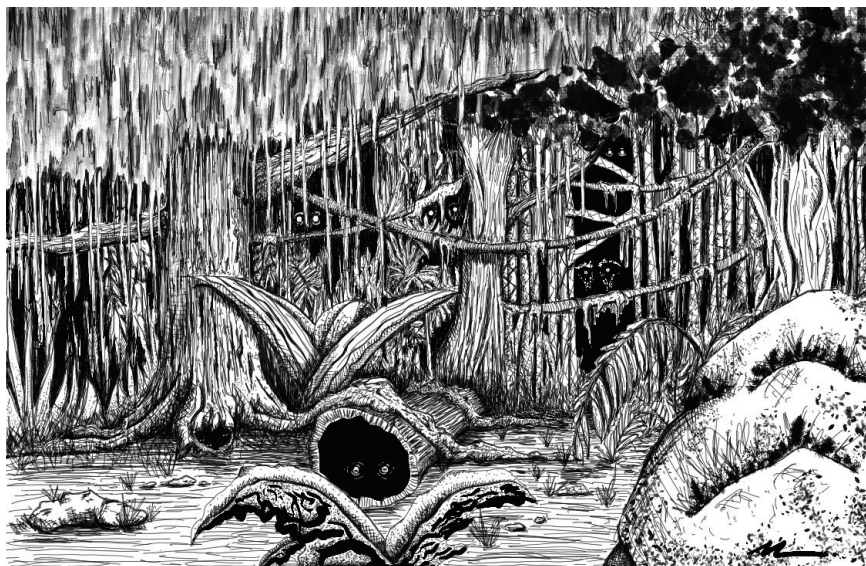
INTRODUCTION

Gods Walk the Valley is **Part 6** and the conclusion of **The Valley Out of Time** series. This Part is suitable for experienced characters in the Timeless Valley, and four to six characters of levels 8-10 should find the various encounters presented herein challenging but manageable. A good mix of classes is important, and classes with a nature focus are important for success. The Timeless Valley is inhabited by various "unevolved" humanoid tribes, mega-fauna, giant insectoid life, and other unusual hazards.

This Timeless Valley is an isolated range or other remote location designed to be placed into any existing campaign. The why's and how's of the area's isolation are unimportant; the place exists, it remains underdeveloped, and its inhabitants are generally hostile. There is minimal backstory and setting development in these individual Parts; they are designed to allow the Referee more flexibility – and requiring a bit more work – than fully fleshed-out larger scenarios. The idea is to drop these tools into an existing campaign with slight modifications and to make them "yours." Fertile grounds for adventuring!

PLUG AND PLAY

The encounters listed in **Part 6** of **The Valley Out of Time** series can be placed anywhere in the ongoing campaign. They are designed for mid- to high-level characters and play, so they are perfect for heroic exploits and the tales that follow. Alternately, if the characters enter the valley already at a higher level, or the players have more experience, some of these can be sprinkled into regular play just to show how fair – or unfair – the region really is.

These encounters are not designed to be balanced, "level appropriate," or give off any notion of being "fair." These are designed to be cinematic action tales, where the heroes win the day. If the encounters, and stories they produce, are not the highlight of the campaign, then what fun is that?

Many of these encounters can be placed in any campaign, used as is. Extensive backstory is not given, so the judge has the flexibility to use as they see fit, or even place in an entirely different adventure (or your own home campaign). **SGP** wishes to provide a product that gives a few hours of table fun, and ultimately, plenty of reusability for even more hours of play.

Therefore, without further ado...

THE LIVING JUNGLE

When the characters are travelling through the deep jungle, they get the unnerving feeling that they are being watched, observed by a thousand eyes from a hundred different directions. The feeling is pervasive and chilling, although it does nothing to abate the ever-present heat and humidity.

As the PCs slash and chop their way through the profuse thicket of palm leaves, creepers, and other gigantic foliage, they eventually see the green begin to thin, a welcome respite from what has been an exhausting trek. As the last of the vegetation parts, the party observes an awesome sight. In the center of the actively defoliating clearing, the vines are scooping and dragging the other groundcover along with them, piling into a large humanoid-shaped topiary!

Mesmerizing to look at, the **topiary-thing** in the center of the clearing begins turning slightly, "facing" the party. It shudders violently, as if a sudden windstorm rustled through its boughs, tossing small leaves about. The temperature in the clearing drops significantly, and clouds begin forming overhead. Any PCs with a nature based occupation (DCC) or who are a hunter (MCC) immediately understand that the change in weather and environment

is being guided; weather does not naturally change so drastically so quickly. Someone – or something – is manipulating the surrounding climate.

Unfortunately, that's not the only problem. Just outside the clearing, **2 palm trees** are swaying violently, for no reason (the breeze isn't that strong yet). Suddenly, both trees uproot themselves, and begin approaching the party!

Topiary-thing (1): Init +1; Atk slam (x2) +10 melee (2d8 plus grapple); AC 18; HD 10d8; MV 30'; Act 2d20; DCC SP elemental healing (electricity), engulf, immune to sleep and charm spells and fire, half damage from cold and non-magical weapons; SV Fort +9, Ref +3, Will +6; AL N; Crit M/d16.

Elemental healing (electricity): The topiary-thing is healed by exposure to electricity. When damage is inflicted by electricity, the topiary-thing is not damaged and is instead healed by the same amount.

Engulf: As an action, the topiary-thing may attempt to engulf any creature within 5' of it (DC 13 Ref save to avoid). An engulfed target attacks at -4 and must make an opposed Strength check (against +10) to push its way out. For each round it starts engulfed, the target must succeed in a DC 14 Stamina check. When the first check fails, the target is suffocating. Once suffocating, the creature loses 1d6 Stamina per round.

Grapple: If a mutated shambling mound hits a single creature with two slam attacks in the

PLANT MOTIVATIONS

This encounter began several hours ago when the PCs were trudging through the jungle (judge to modify time as needed). Slashing and chopping their way through the jungle did not endear the characters to the local jungle spirits and a powerful dryad has come out for a word with the PCs, and that word is revenge!

The dryad looks for any weakness she can find in the PCs to exploit, or any way to tear them down. The characters slashed their way – unknowingly – through a patch of growth precious to the dryad and her rage is profound at the outsider's wanton destruction of the previously unspoiled region.

Dryad: Init +4; Atk caress +10 melee (charm) or +9 staff (1d4+1); AC 14; HD 12d8; MV 30'; Act 2d20; SP immune to mind-affecting magic, tree spirit, spellcasting (+12 spellcheck): Spells (1st) *animal summoning*, *enlarge*, *invoke patron* (Yddgrrl, the World Root), *patron bond*, *resist cold or heat*; (2nd) *neutralize poison or disease*, *Nythuul's porcupine coat*, *restore vitality*, *snake charm*, *wood wyrding*; (3rd) *dispel magic*, *gust of wind*, *lightning*, *planar step* (through trees only), *runic alphabet* (fey); (4th) *sanctify/desecrate*; (5th) *Hepsoj's fecund fungi*; SV Fort +6, Ref +8, Will +10; AL N; Crit M/d20.

Charm: Any mundane living humanoid or animal the dryad caresses must make a Will save equal to the spell check result or become charmed by the dryad as if affected by charm person (spell check result equal to a minimum result of 14 or the dryad's total attack roll, whichever is higher) has been cast upon them. The dryad may not fumble on the spell check.

Spellcasting: The dryad's spells are cast as a cleric, and never result in corruption or misfire (although it can result in disapproval).

Tree spirit: A dryad can enter any tree and counts as invisible when in a forest. Additionally, anyone targeting a dryad in a forest must make a Luck check before any offensive action; if the check is a failure, the character has failed to pinpoint the dryad's location and may not attack it this round.

MCC SP immune to mind-affecting magic, *tree spirit*, mutation check +5 *domination*, *symbiotic touch*, mutation check +10 *electrical generation*, *mind control*, *radiation generation*

same round, the creature is automatically grappled and subsequently engulfed on the next round unless it uses an action to free itself with a standard grapple check (vs. +20).

MCC SP *engulf*, passive mutation – *absorption* (as mutation check result of 24; applies to electricity instead of kinetic energy), mutation check +6 *amplimorph*, *plasticity*, *life force reflection*, *mental shield*, *temporary invulnerability*.

Animated palm trees (treant) (2): Init +1; Atk branch slam +6 melee (1d14+4); AC 18; HD 8d8+16; MV 20'; Act 1d20+1d14; DCC SP animate plants, mighty grapple (+12 total), immune to sleep and charm spells, vulnerable to fire and heat (double damage); SV Fort +6, Ref +3, Will +8; AL N; Crit M/d14.

Animate plants (1/day): As an action, a treant can animate plants to do their bidding. They can cause tiny plants to rapidly grow from a canopy of grass into a 100' radius forest in a round (treat as difficult terrain), creating 1d7 trees in the process. They can manipulate up to 7 trees at once. Animated trees can bend, grab, and strike, using the treant's stats, but they cannot uproot themselves and move. They can be turned by a cleric (using the treant's HD) (DCC) or they can be targeted by the *devolution* mutation (MCC); this causes them to

become normal trees again.

Mighty grapple: Treants are enormous and can grab a human-sized target with one branch (they add +6 to their grapple checks in addition to their regular slam attack bonus).

Vulnerable: A treant suffers double damage from fire and heat.

MCC SP animate plants, mighty grapple (+12 total), vulnerable to fire and heat (double damage), mutation check +5 *plasticity, mental shield.*

Combat. Ok, so this is weird! The jungle seems like it's alive and...oh, now I get the title. Anyway, the characters are facing off with 2 animated palm trees and a topiary-thing. The plant creatures use plain, straightforward tactics (smash, envelop, smash someone else, rinse, repeat) for the first 3 rounds. After that, there is a new player on the field.

When the **dryad** makes her presence known (on round 4; see the **Plant Motivations** sidebox), her first combative spell depends on the situation; if the plants are doing well against the PCs, she casts *invoke patron* to gain Yddgrrl's assistance to block characters' escape, and follows up with liberal *runic alphabet* (fey), *enlarge*, and other spells to assist. If her plant allies need help, she can call a *gust of wind* or *protect* or heal them with *sanctify*, *restore vitality* or other spells. If the characters are handling the plants easily, she unleashes *lightning* targeting the topiary-thing and any characters it has enveloped. As a last resort, the dryad casts *Hepsoj's fecund fungi* to finish the PCs.

Treasure. The plant creatures do not have any "treasure", but the plants themselves have some value. The palms are excellent sources of strong, pliable wood. They can be traded in the valley for 2 weapons or 2 weeks of food. Altogether, the PCs can harvest 3d4 palms in the immediate area.

THE SUMMONING

As the PCs crest a hill along the grassy edge of the valley, they witness an impressive sight. An enormous ziggurat sits in a natural basin, out of sight of the surrounding range. Next to the towering structure is a large, rectangular pool, itself surrounded by squat statuary ringing the perimeter. No other structures are visible besides these two, and they are obviously of humanoid construction.

Standing atop the ziggurat, an indistinct, robed figure is seen gesturing and waving its arms around, slowly at first but then wildly, although it is still too far away to make out specific gestures or to hear any sounds. Peering down to the pool, there are additional unrobed humanoids on both sides of the squat statues as well. They are cowering or kneeling in supplication, occasionally rising with arms outstretched, only to resume their previous position moments later. The figures around the pool perform this movement simultaneously, although not in sync with the figure on the ziggurat. Any spellcasters in the party witness enough of the figures' movements to determine they are in the middle of a ritual or some other cooperative spellcasting (DCC); any shaman's in the party recognize that the high priest is calling upon their patron AI for aid (MCC).

Besides the ritualists, the characters also see a solitary figure that does NOT look like a willing participant. Laying atop a stone at the foot of the ziggurat, directly between the pyramid and the pool, another **humanoid figure** is writhing and squirming, fixed in place. Two additional **robed figures** stand near the stone, unwavering nor participating in the other creatures' wild movements. One of them holds a weapon, a cleaver, glinting in the sunlight.

The characters have a few rounds to soak in and process everything they see before time to act becomes critical. If they choose not to move forward or adopt a "wait and see" attitude, the judge should describe clouds gathering overhead, the ambient light dimming, a chill breeze stirring, and the pool beginning to roil and bubble. Whatever is needed to motivate the PCs to move should be described: something is about to happen!

(DCC) The **high priest** and its **suppliants** are executing a ritual to bring a great power

from beyond space and time to this realm to dominate all non-believers and deliver the valley into their nefarious hands. This great power is a **prime ooze**, a being of limitless power and grandeur (theoretically; in this realm its power is greatly diminished, although still a mighty foe). If allowed to fully integrate into this world, the prime ooze spreads over the landscape, insinuating itself into the ecology and beginning to remake the entire valley, shaping it into a vast pool of slime and sludge. With no one to stop it, eventually the whole valley is consumed and transformed into an oozy nightmare realm!

(MCC) The **high priest** and its **suppliants** are executing a ritual to attempt to activate security protocol OMEGA and bring forth a **War-Bot**. This mechanical engine of destruction is the ultimate expression of HEXACODA and is likely nigh-unstoppable if summoned! If the ritual is completed, the high priest rolls a d30 action dice and gains +20 to his program check to invoke patron AI (HEXACODA).

With the figure on the ziggurat and the figures around the pool in the middle of casting the ritual, the characters are under some time constraints. When they first see the situation, the judge should allow them a few minutes to realize what is going on and the magnitude of the situation; this isn't some small gathering of like-minded cultists. This is an epic rite, and those things are never good! Once "the clock starts ticking," the PCs have 10 rounds to stop the ritual, or things get much, much worse for the valley.

Combat. Unless the characters possess long-range missile weapons, technological artifacts with ranged capability or magic (the ziggurat and pool are 500' away when the PCs initially see them), the figure on the ziggurat (the high priest) and those around the mysterious pool (20 suppliants) are initially too far away to target until the characters approach. The hill the PCs are on is an excellent vantage point, but from there all they can do is watch.

If the characters take no special precautions and charge down the slope of the hill towards the structures, they have 2 rounds of movement before the high priest notices them. Initially, the high priest attempts to halt, or at least stall the PCs' progress. If the priest cannot, it alerts the suppliants, who rise, grab weapons, and move to attack the interlopers.

DCC Statistics

High priest of Nimlurun: Init +3; Atk slam +6 melee (1d3) or +8 *staff of beguiling* (1d4 plus *charm person*); AC 16; HD 9d8; MV 30'; Act 2d20; SP immune to disease, cleric abilities ([+12 spell check]: divine aid, lay on hands, turn unholy), spellcasting (+12 spell check): Spells (1st) *blessing*, *darkness*, *detect evil*, *detect magic*, *holy sanctuary*, *paralysis*, *protection from evil*, *word of command*; (2nd) *banish*, *binding*, *curse*, *divine symbol*, *lotus stare*, *neutralize poison or disease*; (3rd) *bolt from the blue*, *remove curse*, *speak with the dead*, *spiritual weapon*, *true name*; (4th) *affliction of the gods*, *sanctify/desecrate*, *vermin blight*; (5th) *whirling doom*; SV Fort +5, Ref +4, Will +8; AL C; Crit III/d16.

Equipment: *staff of beguiling* (5 charges remaining; as *charm person* at a spell check result of 14, DC 14 Will save negates), *orb of power* (see sidebox), ceremonial robe.

Supplicant (20): Init -1; Atk spiked mace +1 melee (1d6) or charm or harmful spell; AC 11; HD 3d8; MV 30'; Act 1d20; SP *charm* 1/day, *harmful spell* 2/day, zealot fury; SV Fort +2, Ref +1, Will +3; AL C; Crit III/d8.

Charm (1/day): Turns any humanoid friendly to their cause for 1d4 hours (DC 11 Will save to resist).

Harmful spell (2/day): 1d6+1 damage at a range of 50' (DC 11 Will save for half damage).

Zealot fury: If the supplicant's ritual is disturbed, they attack interlopers with a +2 bonus to damage and are immune to fear.

Equipment: ritual robes, spiked mace, soapstone unholy symbol (worthless in the valley; worth 150 gp to a collector in the outside world).

Guard (2): Init +2; Atk spiked mace +4 melee (1d6+2) or heavy cleaver +4 melee (1d6+2); AC 14; HD 3d12; MV 30'; Act 1d20; SP zealot fury; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.

Zealot fury: If the supplicant's ritual is disturbed, they attack interlopers with a +2 bonus to damage and are immune to fear.

Equipment: ritual robes, spiked mace, heavy cleaver, soapstone unholy symbol (worthless in the valley; worth 150 gp to a collector in the outside world).

MCC Statistics

High priest of HEXACODA: Init +3; Atk slam +6 melee (1d3) or +10 plasma sword (2d12, 1 fully charged F-Cell [40]); AC 16; HD 9d8; MV 30'; Act 1d20+1d24 (program checks*); SP mutation check +10 (teleportation), shaman abilities: +2 to AI recognition rolls, +11 artifact check bonus; wetware programs (+12 program check): Programs (1st) *electric shock* [EotC], *invoke patron AI* (HEXACODA, 4/day, +2 to program check), *patron AI bond*, *security sweep*; (2nd) *repair item*[SB4]; (3rd) *code red*; (4th) *technorganic virus*[EotC]; SV Fort +5, Ref +4, Will +8; AL C; Crit I/2d14.

Equipment: plasma sword M, 1 fully charged F-Cell [40]), *dimensional orb* (see sidebox), ceremonial robe.

[SB4] See *Scientific Barbarian No. 4* by **Mudpuppy Games** for more information.
[EotC] See *Enchiridion of the Computarchs* by **Horse Shark Games** for more information.
* = due to *dimensional orb*.

Supplicant (20): Init -1; Atk force baton +3 melee (2d8); AC 11; HD 3d8; MV 30'; Act 1d20; SP zealot fury; SV Fort +2, Ref +1, Will +3; AL C; Crit III/d8.

Zealot fury: If the supplicant's ritual is disturbed, they attack interlopers with a +2 bonus to damage and are immune to fear.

MCC SP zealot fury, mutation check +2 *domination*, *radiation generation*.

Equipment: ritual robes, force baton[M], soapstone unholy symbol (worthless in the valley; worth 15 creds to a collector in the outside world).

Guard (2): Init +2; Atk zapper glove +5 melee (stun, DC 18 Fort save negates, every other round) or heavy cleaver +4 melee (1d6+2) and stun grenade (20' radius, stun (DC 18 Fort save vs. living creatures, DC 12 Fort save vs. AIs; 1d8 rounds)); AC 14; HD 3d12; MV 30'; Act 1d20; DCC SP zealot fury; SV Fort +3, Ref +2, Will +0; AL C; Crit III/d8.

Zealot fury: If the supplicant's ritual is disturbed, they attack interlopers with a +2 bonus to damage and are immune to fear.

MCC SP *zealot fury.*

Equipment: ritual robes, zapper glove^M, heavy cleaver, soapstone unholy symbol (worthless in the valley; worth 15 creds to a collector in the outside world).

^M See *MCC RPG* by **Goodman Games** for more information.

(DCC) New Magic Item: Orb of Power

This fist-sized, greenish-hued stone seems to shift and shudder under casual observation, changing hue and even subtly altering its structure from a perfectly round *orb* into other, only partially understandable shapes. Portions of the *orb* blink in and out of existence as if its mass and stability are not fixed.

Powers. The *orb* only reveals its powers after a pairing ritual is performed, linking the object to the possessor. Once this is completed, the *orb* hovers in lazy, 1-3' circles around its possessor's head. The *orb* grants its possessor a +1d bonus to spell checks (if a caster) and adds a +1 bonus to one of the character's abilities (any character, any ability except Luck); however, the *orb* also bestows upon its possessor compulsive, possessive thoughts. The user of the *orb*'s powers cannot be out of sight of it for more than a few minutes, resorting to any means necessary to regain sight and possession of the artifact.

(MCC) New Artifact: Dimensional Orb

Tech Level: 4   **Complexity Modifier:** 7
Special: +1d bonus to program checks; grants initial access to HEXACODA patron AI
Power: C-Cell (12 hours), F-Cell (24 hours), Q-Cell (U)

The dimensional *orb* grants its possessor access to HEXACODA as a patron AI. Should the possessor become a supplicant of HEXACODA, the *orb* grants them +1d on program checks; however, the *orb* also bestows upon its possessor compulsive, possessive thoughts. The user of the *orb* cannot be out of sight of it for more than a few minutes, resorting to any means necessary to regain sight and possession of the artifact.

TIMELINE OF CONFLICT

The timeline of events is:

- Round 1: The PCs begin moving towards the structures. The judge should determine when the first VISIBLE character move towards the site, as invisible or hidden characters do not alert the high priest. Casting spells with the range to target the ritualists or with effects visible to them, also starts the countdown.
- Round 2: The characters are free to move or take other actions.
- Round 3: If the PCs visibly move over the ridge, the high priest notices them and begins defending next round. The supplicants continue chanting.
- Round 4: The high priest casts protection from evil (DCC) or runs code red (MCC) and watches the PC's approach, tracking their movements. The supplicants continue chanting.
- Round 5: One PC close to the structures (within 10') is targeted with a paralysis, word of command, or lotus stare spell (DCC) or electric shock program (MCC).

The supplicants continue chanting, not reacting to any PC approach unless attacked.

PCs with MV 30' (and running towards the structures) are 50' from the ziggurat or the edge of the pool. Characters with MV 30' who are not running or with less MV who are running are 150' way, and characters with less than MV 30' who are not running are halfway (250').

- Round 6: Further spell or program selections depend on character action. When PCs are in range, the high priest continues to cast various hindering spells or programs and then bolt from the blue or affliction of the gods (DCC) or electric shock (MCC). If any intruders ascend the ziggurat, or even try, the priest casts technorganic virus for protection.

If PCs attack the supplicants, the chanting stops, they shudder violently for a second as if shaking off a stupor, then grab weapons to defend themselves.

PCs with MV 30' who are not running are 75' away, and characters with less than MV 30' who are not running are 200' away.

- Round 7: Further spell or program selections depend on character action. The high priest continues to use his spells and programs if possible. If the PCs are engaged with the supplicants and do not approach the high priest, they move down the ziggurat and engage, casting paralysis, spiritual weapon, or vermin blight or other spells (DCC) or running invoke patron AI or code red other programs or engaging with his plasma sword (MCC). This strategy continues until Round 10.

PCs with MV 30' who are not running reach the structures, and characters with less than MV 30' who are not running are 150' away.

- Round 8: PCs with less than MV 30' who are not running are 100' way.
- Round 9: PCs with less than MV 30' who are not running are 50' way.
- Round 10: PCs with less than MV 30' who are not running reach the structures.
- (**DCC**) If the high priest or the supplicants have been engaged, the ritual is broken, and the **prime ooze** does not appear (yay!). However, the ritual portal WAS opened and **4 horrors of the deep** are now in the great pool. They emerge to attack on the next round. If the PCs have NOT interfered with the ritual, a dull black void opens above the pool, disgorging a sickening mass of jellied putrescence into the waters below. In 1 round, the substance solidifies enough to take a shape and breaches the surface to engulf anyone within 15' of the pool like a tidal wave!

The high priest, unless engaged, notices the horror's or ooze's arrival, and begins retreating to the ziggurat. If engaged, the priest either uses the staff of beguiling to stop the characters or another whirling doom to mow through foes. The priest does not fear the summoned beings due to their *protection from evil* spell (hedges out enchanted creatures).

Supplicants engage any available PCs, ganging up on characters if the supplicants

outnumber them.

(MCC) If the high priest or the supplicants have been engaged, the ritual is broken, and the War-Bot likely does not appear (yay!). However, the ritual was able to summon a lesser entity based on the invoke patron AI (HEXACODA) program check (minimum program check result should be considered to be an 18). The summoned entity behaves as described in the invoke patron AI (HEXACODA) program check.

The high priest, unless engaged, notices the summoned arrival, and begins retreating to the ziggurat. If engaged, the priest either uses the plasma sword to stop the characters or another technorganic virus to mow through foes. The priest does not fear the summoned beings due to their connection to HEXACODA.

Supplicants engage any available PCs, ganging up on characters if the supplicants outnumber them.

•Round 11+:

(DCC) The horrors or ooze surface from the pool and attack all living things (PCs and supplicants). The high priest casts spells from the ziggurat to aid the supplicants and the summoned (blessing spells affect their "side") or otherwise continues to try and defeat the PCs. If it appears their side will ultimately lose the day, the priest casts divine aid in an attempt to flee the scene and ritual another day.

(MCC) The War-Bot attacks all living things (PCs and supplicants). The high priest runs programs from the ziggurat to aid the supplicants or otherwise continues to try and defeat the PCs. If it appears their side will ultimately lose the day, the priest uses his teleportation mutation in an attempt to flee the scene and ritual another day.

Prime ooze (primeval slime): Init +0 (surprise); Atk pseudopod +11 melee (5d6 plus protoplasmic breakdown) or acid slime +11 missile fire (4d6 plus protoplasmic breakdown, range 60', 1/3 rounds hurl glob of acidic slime, DC 18 Fort save for half damage) or spells (DCC) or mutations (MCC); AC 6; HD 20d8; MV 10', climb 10'; Act 4d20+1d20 (acid slime)+1d20 (spells); DCC SP translucent (surprises 50% of time), immune to non-magical weapons or natural attacks from creatures of 3 HD or less, amorphous, tremorsense 60', acid touch, metal digestive, half damage from slicing and piercing weapons, immune to lightning, poison and acid, magic resistance (all spells cast against the prime ooze are subject to 80% chance of failure before saves are rolled), telepathy 100', spellcasting (+15 spell check): Spells (1st) *darkness*, *paralysis*; (2nd) *ESP*, *monster summoning* (1/day, limited to primeval slimes); (3rd) *dispel magic*; (4th) *wall of acid* (1/day, as wall of fire, but acid damage, as per spell check result of 25); SV Fort +12, Ref -4, Will +10; AL N; Crit M/d30.

Spellcasting: The prime ooze casts spells as a wizard and suffers a -2 penalty to spell checks when casting cleric spells. On a result of natural 1, the prime ooze suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

Acidic touch: Pseudopods do an additional 1d6 damage. Additionally, any creature that steps on the prime ooze takes 1d6 damage. The prime ooze will attempt to move over adjacent targets and engulf them. Targets engulfed take 1d6 damage each round and cannot escape or take any action without making an opposed Strength check against the slime (treat the slime as Str 52 [+32]).

Amorphous: Due to its amorphous nature, caused by being made up of a gelatinous mass, the prime ooze is immune to Mighty Deeds which involve the severance of any part of its being. Additionally, it cannot be blinded, deafened, thrown, or tripped.

Metal digestive: Any metal weapon touched by the prime ooze or that strikes the prime ooze is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

Protoplasmic breakdown: The prime ooze digests its food by emitting acidic juices on contact. Any creature that contacts the prime ooze (including by attack from a pseudopod) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

Tremorsense: The prime ooze can detect and pinpoint the origin of vibrations within a specific radius that shares a medium of vibration.

MCC SP translucent (surprises 50% of time), amorphous, tremorsense 60', acid touch, metal digestive, immune to lightning, poison and acid, passive mutation – *anaerobic* (draws all life-sustaining energies from a parallel dimension, thus the prime ooze does not require any atmosphere, light, or nutrition to survive and flourish), mutation check +8 *absorption* (absorbs kinetic energy and takes half damage from normal melee and missile attacks), telepathy, *merge*.

Horror of the Deep (4): Init +0 (surprise); Atk claw (x2) +5 melee (1d6 plus protoplasmic breakdown) or acid slime +5 missile fire (2d6 plus protoplasmic breakdown, range 30', 1/3 rounds hurl glob of acidic slime, DC 13 Fort save for half damage) or spells (DCC) or mutations (MCC); AC 17; HD 7d8; MV 20', swim 50'; Act 2d20; DCC SP immune to non-magical weapons or natural attacks from creatures of 3 HD or less, tremorsense 60', immune to lightning, poison, acid and bludgeoning weapons, magic resistance (all spells cast against a horror from the deep are subject to 30% chance of failure before saves are rolled), telepathy 100', spellcasting (+7 spell check): Spells (1st) *detect magic*; (3rd) *water breathing*; SV Fort +6, Ref +3, Will +4; AL C; Crit M/d12.
Protoplasmic breakdown: A horror of the deep digests its food by emitting acidic juices on contact. Any creature that contacts the horror of the deep (including by attack from a claw) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.
MCC SP tremorsense 60', immune to lightning, poison and acid, passive mutation – *new body parts* (possesses gills and may breathe underwater), mutation check +8 *absorption* (absorbs kinetic energy and takes half damage from normal melee and missile attacks), telepathy, *radiation generation*.

Treasure. All the supplicant's weapons are low-quality but serviceable items for barter or trade, worth 1 day of food for 1 human each, or a 2 for 1 trade for a different weapon. The high priest's magic or technological items are a horde in the valley, representing massive magical or technological power.
(DCC) If the PCs defeat the prime ooze, its plasmic residue has intense magical properties in this realm (judge's discretion). Bonuses from using the sludge by a spellcaster could be double range or area of effects, +50% damage, –4 to saves or any other similar options.

ANCIENT HERO

Traveling through the grasslands into the rougher, rockier terrain, the characters begin ascending into the lower hills, just below the larger range ringing the valley. The ground cover is sparse with large stones visible between patches of gritty dirt, spindly trees, desiccated brush, and a biting – even salty – breeze. The grass fields are scant, and the herds of grazing animals have thinned to near non-existence. For some reason, the region seems paler, more lifeless than the surrounding areas. Some blight or pall has fallen over this area, although its origin is unknown.

After a few hours the PCs stumble upon an interesting sight. Partially buried into the steep slope of a hill, ringed by hefty stones half the height of a human, is a solid stone slab. Mostly covered by tumbled dirt, stones, and some stubborn scrub brush, the slab is 12' tall x 8' wide, and has a barely visible seam bisecting the slab longways, giving the impression the slabs are inset doors. No handles or hinges are seen on this side, and if characters approach the slabs no sounds or odors are detected. Clearing away the debris reveals a faint rune carved on each door, the engraving losing its prominence to the unending ravages of time. The rune is not from any language the PCs understand, and if magic is used to decipher

it, the caster learns it is a single word carved on both slabs. The rune is ancient Cict for "champion."

The characters have a choice. They can leave the area now and avoid the lurking danger (why are we even playing this game!) or they can start excavating the entrance to see what lays beyond. Assuming the PCs want to investigate the site (otherwise you wouldn't still be reading) they first must decide how to move the slabs/open the doors.

Physically moving the slabs requires a feat of engineering; each of the blocks looks to weigh thousands of pounds each and with them set into the hill at a slight angle, their full weight is resting on the grade of the hill. Fighting gravity as well as the sheer bulk of the stones is likely too much for the PCs without significant aid (do you have a dinosaur we could borrow?) and physically trying to bash them or break them does little (each door is AC 16 and has 300 hp; the doors ignore 10 points of damage from any physical attack; only blunt weapons inflict any damage). Digging around the stones is also futile. After clearing 1' of dirt, diggers hit stone, and if enough dirt is cleared away, the party sees that large 4' diameter boulders are stacked and filled to create impassable walls.

Magic or technology is the easiest method to move the stones or bypass them. (DCC) Spells such as *knock* have no effect on the slabs (the doors are not locked, and they weigh 4,000 lbs. each). Bypassing the physical structure – with spells such as *planar step* – works normally. *Transmute earth*, *shatter*, *cause earthquake*, *enlarge* and other spells that specifically target the slabs (or the stacked boulders) also work as intended. *Turn to flesh* may have an unexpected effect: if cast on one of the door stones, it turns into an enormous slab of meat, and lacking bones to support it, collapses in on itself with a sickening wet slap revealing the chamber beyond. Now the party has to bypass a 4' wide x 12' tall x 2' thick crumpled, raw steak flopped on the ground. (MCC) PCs with access to a cargo-bot or construction-bot would easily be able to move the slabs. Fazer weapons set on disintegrate could potentially bore though the doors. Quantum or photon grenades would also be effective, as would cutting through the doors with a plasma sword (although this would take some time). Mutations such as *teleportation*, *metamorph*, *sonic generation*, *molecular disruption*, *telekinesis*, and *phase shift* are certainly viable options as well to deal with the challenge.

Once the PCs enter the chamber or peer inside with bright light, they can assess the interior, as there are no light sources inside and daylight only intrudes 5-10' inside. The characters look upon an antechamber, a dark and foreboding entrance. The room is 15' wide x 20' deep with another 10' wide x 15' tall doorway receding further into darkness. The carved symbol from the door slabs is positioned prominently over the other doorway, this one much larger and more distinct. There are iron torch sconces set 8' off the ground, affixed around the room. The slightly curved ceiling rises to 15' in the center of the chamber. The walls and ceiling of this area of the cairn are constructed of additional stacked boulders, these 2-3' in diameter with smaller stones supporting the mass. Any dwarves or other underground races familiar with stonework have an uneasy feeling about the construction; it would not take much effort to bring the entire ceiling down, crushing any within. The smell of dirt and stone is heavy in the stagnant air.

Entering the antechamber, the PCs sense a "presence" here, a feeling of being watched or even judged. The floor is packed dirt and stone, stable and sturdy. Cobwebs and roots dangle between the structural stones. The entire chamber exudes a feeling of cramped claustrophobia as if time itself is weighing the cairn down. There are no traps or other threats in the entry chamber.

When the characters proceed into the next chamber, it opens to 30' x 50' and gives the impression of a great hall with various objects affixed to the walls. Additionally, there are a dozen 3' wide x 8' tall alcoves on the east and west walls. The north wall is covered with a 30' wide mural depicting a large Cict warrior battling a smaller swordsman. The Cict appears to be winning the contest. Directly in front of the north wall is a 10' wide x 15' long x 2' high stone slab, piled high with partially burnt timbers. The whole configuration looks like a long-since-used funeral pyre.

If the PCs investigate the walls and alcoves further, the objects hanging on the walls are simple funerary offerings: dried flowers, minor trinkets, dried and painted lumbrahead (see **Part 3**, *Danger Valley*, **Falling Tree-Beasts** for more information), as well as desiccated fruits and other unidentifiable items. The abundance of the offerings shows whoever is interred here was well-respected or adored. Each of the alcoves contains a warrior's trophy; broken weapons, rent armor and shields, shattered helms, etc. As PCs investigate the items, the deeper into the chamber they get, the scope and size of the trophies become larger and more unwieldy. In the last alcove, the shield and helmet placed therein would not fit the average-sized human. If any characters strike or chip at the back of the alcoves, they discover a thin façade of stone (jump to **Combat**, below).

The pyre logs are all charred or partially burnt, long ago snuffed out after serving their purpose. If characters wish to search the debris, allow them to make DC 12 Intelligence checks. Successful rolls indicate there are no other items in the residue of the fire, no metal objects, no bones, nothing but wood and ash. Any PCs familiar with Cict burial rites (judge's discretion; a simple question if any Cict travel with the party) remember that the Cict inter their dead heroes, they do not burn them.

If the characters remove any of the objects from the alcoves, everyone in the pyre chamber must make a Luck check. Failure has no effect. Success indicates that individual hears a faint scraping noise coming from the north end of the room. There is nothing obvious causing the sound.

After 2 rounds, the north wall erupts, a hefty blade slicing through the mud-plaster wall. As the false wall is breached, characters in the room see a tall figure in the darkness, with 2 pinpoints of light in the skull the only clearly visible feature. After an additional round, the figure bursts forth, an imposing (DCC) skeleton or (MCC) cyborg robot draped in hides wielding a horrifying sword and coming closer!

Combat. The figure moving forward is a **skeletal champion** (DCC) or **screamer champion** (MCC), a hero of the first Cict warriors and a mighty warlord in its time. The champion still possesses traces of the pride it once had and does not suffer interlopers in its final resting place.

As if the appearance of the champion wasn't enough, the alcoves double as tombs for the **champion's bannermen** (DCC) or **champion's screamer bannermen** (MCC), Cict warriors that died in service to their liege (the bannermen were appropriated after their death to join their hero). Once the champion bursts into the room to deal with tomb robbers, they join in the fray, another battle for glory! All foes in this chamber fight until destroyed.

DCC Statistics

Skeletal champion: Init +3; Atk *The Bloody Hand* +10 melee (2d10+3 plus bleeding wounds) or touch +8 melee (1d4 plus paralyzation, 1d6 hours, DC 14 Will save negates) or +8 melee by weapon; AC 17 (banded mail); HD 10d12; MV 30'; Act 2d20; DCC SP un-dead traits, magic resistance (all spells cast against a skeletal champion are subject to 60% chance of failure before saves are rolled), *regeneration* (5/round), immune to non-magical weapons or natural attacks from creatures of 3 HD or less, half damage from piercing and slashing weapons; SV Fort +6, Ref +4, Will +4; AL N; Crit 17-20 U/d10 or V/2d20 (*The Bloody Hand*).

Bleeding wounds: Bleeding wounds; sword's wounds against bane continue to bleed, inflicting an additional 1 damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive attacks from the sword takes 3 hp damage per round thereafter.

Paralyzation: Paralyzed, unable to move or take any physical action for 1d6 hours (DC 14 Will save negates).

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold

damage.

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 14 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

Champion's bannermen (6): Init +3; Atk claw +6 melee (1d4+1) or bone* handaxes +6 melee (1d6+1) or bone* polearm +6 melee (1d10+2) or bone* longsword +6 melee (1d8+1) or +6 melee by weapon; AC 13 (hide); HD 6d12; MV 30'; Act 2d20; DCC SP un-dead traits, war cry, *regeneration* (5/round), half damage from piercing and slashing weapons; SV Fort +3, Ref +2, Will +2; AL N; Crit U/d10 (DCC).

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

*see **Appendix B** for more information.

MCC Statistics

Screamer champion: Init +3; Atk plasma sword +18 melee (2d12+4, 1 Q-Cell [U]) or slam +14 melee (1d4 plus 1d3 radiation burn, DC 15 Fort save negates) or +14 melee by weapon; AC 21 (attack power armor, MCC RPG, p. 177); HD 10d12; MV 30'; Act 2d20; MCC SP un-dead, war cry, attack power armor (force screen, enhanced Strength); SV Fort +6, Ref +4, Will +4; AL N; Crit 17-20 V/2d20.

Power armor, attack: The screamer champion is not smart enough to use any of the abilities of the armor it wears, other than the force screen (force screen absorbs all ranged attacks up to 50 hp worth) and inherent Strength boost (+6). The duralloy armor of the suit absorbs 1/2 of all damage that passes through or circumnavigates the force screen, for a total of 75 hp, at which point the armor is destroyed. The power armor is run off 1 Q-Cell (U).

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

Champion's screamer bannermen (6): Init +3; Atk slam +6 melee (1d4+1 plus 1d3 radiation burn, DC 15 Fort save negates) or bone* handaxes +6 melee (1d6+1) or bone* polearm +6 melee (1d10+2) or bone* longsword +6 melee (1d8+1) or +6 melee by weapon; AC 13 (hide); HD 6d12; MV 30'; Act 2d20; MCC SP un-dead, war cry; SV Fort +3, Ref +2, Will +2; AL N; Crit U/d10 (DCC).

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

*see **Appendix B** for more information.

Treasure. *The Bloody Hand* (DCC) or the plasma sword, power armor and Q-Cells (MCC) are the most useful and valuable items in the chamber, although all the bannermen's weapons are fully functional. The trinkets and funerary items have no value anymore.

If ANY of the items in this tomb are removed and shown to a Cict urman, they pledge undying hatred for the PCs and work to thwart them at any opportunity. Only a major service to the Cict can clear the characters' names with the group.

THE ISLE OF GOLENMOT

The characters hear a rumor from a friendly indigenous jungle tribe or faction about how, many, many days and nights ago, a flame fell out of the sky and crashed into the jungle. The impact left a huge crater that eventually filled with groundwater, creating a small lake or pond. Over time the pond itself filled in, sloughing mud and dead foliage making a rich stew for other things to grow. Trees, vines, creepers, and all manner of other foliage filled in most of the crater-pond, with frogs, fish, and hordes of insect life blossoming as well. The flaming rock from the sky was forgotten about as the living jungle consumed the crater it left behind.

Now, long after, the area around the site is so overgrown the crater is all but forgotten. Few grasslands tribes or groups even know about the location, let alone its impressive history. For those that have been told about the Flame-from-the-Sky, the whispered rumors are numerous:

- The Flame was a powerful tool from the sky-tribes, hurled into the valley to either destroy everything, or seed the valley with life.
- An ancient witch summoned a demon from another realm and after it crashed to the ground, it buried itself to infect the surrounding lands.
- There are the highest of hills (mountains) beyond the rocky crags and grasslands or deep, deep in the jungle. These great hills spew forth fire and stone, and one piece of the hill caused this crater.

(DCC) New Magic Item:
The Bloody Hand

This wicked blade is a mighty 2-handed sword, an axe-like weapon of brutal design and bloody history. This weapon was brought into the valley ages ago by a wandering swordsman, a reaper who slew all he encountered. When he finally met the Cict champion, the two superheroes battled for 4 days and nights, never resting, until finally the champion disarmed the wanderer. The outsider swordsman fell to both knees awaiting his end at the hand of the mightier warrior.

Equally as exhausted as impressed by this newcomer, the Cict champion stayed the death stroke and offered the swordsman his life in exchange for the extraordinary blade. The champion promised it would never leave its side, except to go to a worthier wielder. The swordsman accepted this agreement and stayed with the champion for many years, both heroes performing legendary feats of conquest, retold repeatedly as oral histories to generations of young Cict warriors. Eventually, when the champion died, the swordsman built his companion a cairn to slumber in, comfortable in its valley home and the seat of its last remaining kingdom.

The name of that swordsman is lost in the Cict histories, but some tales say he left the valley, only to return generations later to pay his respects, a new lieutenant in a great wizard's army (DCC) or shaman's army (MCC)...

The Bloody Hand, cursed artifact, *+2 two-handed sword*: INT 12; AL C; Banes: creatures of opposed alignment (Bleeding wounds; sword's wounds against bane continue to bleed, inflicting an additional 1 damage [cumulative] per round after hit until magically healed, so a bane target hit by three successive attacks from the sword takes 3 damage per round thereafter), serpents (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die [e.g., if normally score criticals on 19-20, now score on 18-20]); communication: telepathy; special purposes: bridge understanding between enemies; SP *comprehend languages* 1/day, crippler (crit result as warrior one level higher), resistance to critical hits (the sword makes the wielder hard to inflict critical damage upon. The wielder receives an automatic Fort save whenever a critical occurs against him. The DC is equal to the natural die roll used to score the crit [usually 20 but not always]. If he makes this save, the critical does not take effect).

The sword also bears a curse; if a living wielder does not use the sword to take a sentient life once every 24 hours, they must make a DC 20 Fort save. On a success, the wielder takes 2d10 damage; on a failure, the wielder loses 1d5 Strength, Agility or Stamina (determine randomly). The curse can only be broken by a *remove curse* spell (spell check result of 27+), by *divine aid*, or through a quest of the judge's devising.

- Other stories forgo the fiery rock from the sky: some tales mention a gaping sinkhole opened up, swallowing much of the jungle, eventually filling with water and plant life; a great and terrible monster was imprisoned there, and after eons it's surrounding prison collapsed; or the jungle spirits created a bathing pond, secluded form the prying eyes of mortals, and incredible treasures are located in their pool.

Whichever rumor motivates the characters to seek out the pond, or if they just stumble upon it while travelling is irrelevant for the encounter. At some point while travelling through the thick jungle, they find it.

The day is a hot one, hotter than normal, draining the will of any long travels. The heat, the humidity, the damp trail, and slashing brush make for a miserable trek. Eventually, the PCs

break through the twisted growth and see a large, stagnant pond, a basin collecting the fetid runoff of jungle groundwater, 100' in diameter. Plants sprout from the water's surface, with a 40' diameter muddy island slightly off-center in the water. Abundant plants and flowers grow on the island as well as a few taller palm trees.
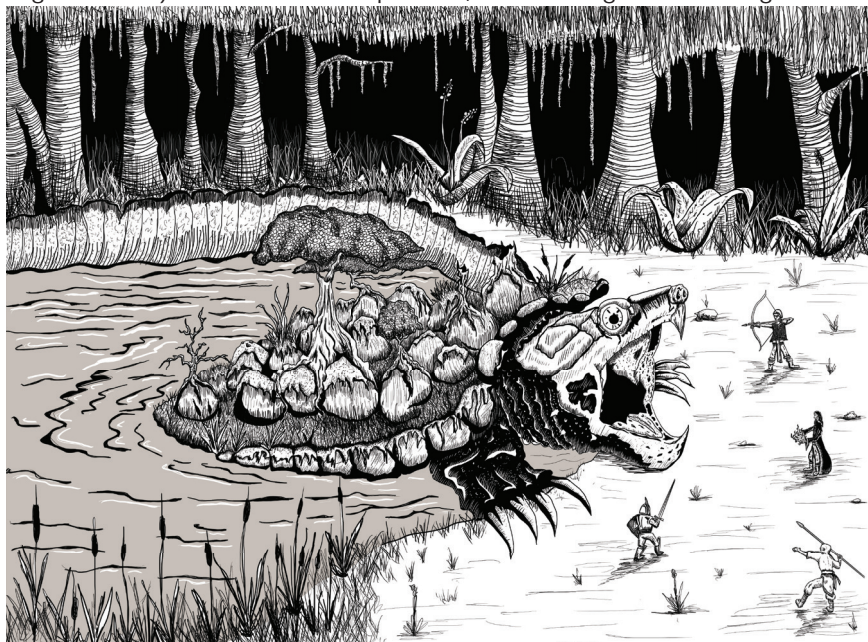
The edge of the pond is a muddy mess, with any characters testing the perimeter sinking up to mid-shin and continuing to plunge deeper if not immediately removed. The surrounding plants stick and grab any passersby, irritating but not harmful. Insects are EVERYWHERE, crawling, flying, slithering...swarming around the characters. These irritants range in size from tiny and invisible to as large as a common dog to even larger. Flies as big as a human hand lazily sway in the oppressive heat, beetles and ants the size of rats scurry through the underbrush, and other things too mesmerizing to define compete with the PC's senses mixing a kaleidoscope of movements and sounds.

Depending on how and why the characters are here, further events depend on their actions. They are generally free to explore and investigate anything around the pond and it is up to the judge if any resources are found in this isolated environment – a rare flower with medicinal purposes; worms that, if eaten, sustain a 1 human for 1 day; pond leeches that remove all diseases from infected blood; and any other ideas that need a home. This investigation can go on as long at the judge or characters need.

Whenever the characters make loud noises (combat, yelling, or other tense situations) or disturb the water within 10' of the island, a shudder ripples along the surface of the murky pool. The tremor causes the slime and mud from the edges and bottom of the pond to stir and mix, rendering anything more than 1' away from an observer invisible. Just after the tremor, the sudden silence of the surrounding jungle hits the PCs like a hammer. Anything living – animals, insects, even the plants – is holding its breath.

In the next instant, pond water rockets into the sky, a massive pillar in the pond's center. As the water recedes, the characters make out a gigantic shell, and spinning around to face them is an enormous **snapping turtle** beak!

Combat. Golenmot's tactics are simple; eat the characters. It does everything in its power to get these tasty snacks. The turtle is quite slow, so PCs turning tail and running have little

trouble escaping the scene, even with the environmental conditions. Golenmot only pursues for 2 rounds, at which point it tires and retreats to is place in the pond.

If Golenmot chases the PCs or whether it fights on the muddy banks (the mud does not affect its movements), it leaves a 40' wide swath of destruction in its wake. The giant turtle is low to the ground, so any trees, bushes or other foliage is crushed down to a height of 3-4'. Note Golenmot's overrun ability if PCs are trapped in its path.

If any characters stand up to the giant turtle, Golenmot attempts to bite. Its devastating jaws can snap trees and it attempts to swallow anything it bites. It can hold 4 human-sized victims in its gullet at which time it heads back to its favorite spot in the pond.

Its shell is highly reflective to magical (DCC) or radiation (MCC) energy, due in part to soaking up the ambient power of the meteorite (see Treasure). Any spells (DCC) or radiation effects (MCC) specifically targeting the turtle are reflected away, with the occasional spell or radiation blast firing back at the wielder!

Golenmot, giant snapping turtle: Init +8; Atk bite +8 melee (2d20 plus swallow whole); AC 25 (shell)/16 (legs/head); HD 16d10; MV 20', 30' swimming; Act 2d20; DCC SP reflective shell, swallow whole, overrun; SV Fort +12, Ref +0, Will +10; AL N; Crit M/d24.

Overrun: If Golenmot charges (Dungeon Crawl Classic RPG Core Rulebook, Ch 4, Combat; Mutant Crawl Classic RPG, Ch 4, Combat) and hits any targets within a 20' wide line in front of it (DC 15 Ref save avoids), it overruns that 20' wide space and any targets in that area failing their Ref save take 3d6 damage.

Reflective shell: If Golenmot is targeted by a radiation-based attack or a spell, roll 1d6: (1-5) Golenmot is unaffected; (6) Golenmot is unaffected, and the radiation-based attack or spell is reflected back at the opponent).

Swallow whole: If Golenmot succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not take damage but is now trapped in Golenmot's stomach, where it takes 2d8 damage each round thereafter from the acidic digestive juices. A swallowed creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 damage against AC 18. It can hold 4 human-sized victims in its gullet at a time.

MCC SP immune to radiation, reflective shell, overrun, passive mutation – *carapace* (natural AC increases by +9, +5 to Fortitude saves, speed reduced by 20'), mutation check +8 *temporary invulnerability*

Treasure. Golenmot is not a treasure hoarder, but it may have any incidental items the judge wishes to include. Anything surviving the turtle's bulk must be solid (perishable items are long gone). So bright stones (gems), some weapons, and other such items may be buried in the mud around the pond or underwater.

The primary treasure located here is the ancient meteorite that created the crater. This artifact from space radiates a curious energy, faint radiation that causes plants to grow abundantly (although with odd traits uniquely found here), insects and amphibians to have additional limbs or excrete caustic slime, and some of the animals to either grow larger, become more savage than normal, or both.

The uses for the meteorite are up to the judge, but this is an excellent "quest item" rational for why the PCs are here in the first place, or one of the tribes wants to discover what really happened here: Amru the Beastman (from **Part 5, *Rotten at the Core*, Snakes at the Gates**) could reward the characters handsomely if they were to retrieve it; several Cict (**Part 5, Appendix A**) urman tribes could leverage the stone to conquer their adversaries; and the High Priest from The Summoning could certainly use the PCs to retrieve the meteorite for use in the ritual to bring forth the prime ooze. The only limits are imagination!

APPENDIX A

NEW MONSTERS
ANCIENT HERO

SKELETAL CHAMPION (DCC) / SCREAMER CHAMPION (MCC)
Number Encountered: 1 (Unique)

The skeletal champion is all that remains of a great Cict (see **Part 5**, *Rotten at the Core*, **Appendix A**) warrior-king, a true hero of its people. After the champion's death, it was interred in a large cairn with several of its bannermen (see below) according to Cict tradition.

The champion is a formidable fighter, even after death.

(DCC) It still possesses The *Bloody Hand*, a wicked and powerful blade forged outside the valley long ago. The sword leaves horrible, bloody wounds that are difficult to heal (wounds inflicted continue to bleed until cured by magical means. Victims take an additional 1 point of damage each round until lay on hands or similar magic is used). In addition to its terrible weapon, the champion can paralyze foes with a touch, emit a terrifying war cry, has resistance to magic spells (60%), and requires a magic weapon to hit it.

(MCC) The screamer champion wears a still-functioning suit of attack power armor and wields a terrifying weapon: a plasma sword! These technologies make the screamer even more formidable by enhancing its attack and defensive capabilities, in addition to its nasty ability to deliver radiation burns with a touch!

DCC Statistics

Skeletal champion: Init +3; Atk *The Bloody Hand* +10 melee (2d10+3 plus bleeding wounds) or touch +8 melee (1d4 plus paralyzation, 1d6 hours, DC 14 Will save negates) or +8 melee by weapon; AC 17 (banded mail); HD 10d12; MV 30'; Act 2d20; DCC SP un-dead traits, magic resistance (all spells cast against a skeletal champion are subject to 60% chance of failure before saves are rolled), *regeneration* (5/round), immune to non-magical weapons or natural attacks from creatures of 3 HD or less, half damage from piercing and slashing weapons; SV Fort +6, Ref +4, Will +4; AL N; Crit 17-20 U/d10 or V/2d20 (*The Bloody Hand*).

Bleeding wounds: Bleeding wounds; sword's wounds against bane continue to bleed, inflicting an additional 1 damage (cumulative) per round after hit until magically healed, so a bane target hit by three successive attacks from the sword takes 3 hp damage per round thereafter.

Paralyzation: Paralyzed, unable to move or take any physical action for 1d6 hours (DC 14 Will save negates).

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 14 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

MCC Statistics

Screamer champion: Init +3; Atk plasma sword +18 melee (2d12+4, 1 Q-Cell [U]) or slam +14 melee (1d4 plus 1d3 radiation burn, DC 15 Fort save negates) or +14 melee by weapon; AC 21 (attack power armor, *MCC RPG, p. 177*); HD 10d12; MV 30'; Act 2d20; MCC SP un-dead, war cry, attack power armor (force screen, enhanced Strength); SV Fort

+6, Ref +4, Will +4; AL N; Crit 17-20 V/2d20.

Power armor, attack: The screamer champion is not smart enough to use any of the abilities of the armor it wears, other than the force screen (force screen absorbs all ranged attacks up to 50 hp worth) and inherent Strength boost (+6). The duralloy armor of the suit absorbs 1/2 of all damage that passes through or circumnavigates the force screen, for a total of 75 hp, at which point the armor is destroyed. The power armor is run off 1 Q-Cell (U).

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

CHAMPION'S BANNERMEN (DCC) / CHAMPION'S SCREAMER BANNERMEN (MCC)
Number Encountered: 1d6

In life, the Cict warrior-king had many followers, its legendary reputation drawing warriors flocking to its side in the quest for fame and glory. While many of these fighters came and went over the years, 6 became the champion's bannermen, wading into wars by their liege's side. The Cict hero outlived all these bannermen, but when its time came, the champion collected and interred its fellows in its own tomb, forever honoring their martial sacrifices.

The bannermen attack with the weapons of their past, bones axes, swords, and other weapons. They maintain their strength in death and emit blood-curdling war cries.

DCC Statistics

Champion's bannermen: Init +3; Atk claw +6 melee (1d4+1) or bone* handaxes +6 melee (1d6+1) or bone* polearm +6 melee (1d10+2) or bone* longsword +6 melee (1d8+1) or +6 melee by weapon; AC 13 (hide); HD 6d12; MV 30'; Act 2d20; DCC SP un-dead traits, war cry, *regeneration* (5/round), half damage from piercing and slashing weapons; SV Fort +3, Ref +2, Will +2; AL N; Crit U/d10 (DCC).

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

*see **Appendix B** for more information.

MCC Statistics

Champion's screamer bannermen (6): Init +3; Atk slam +6 melee (1d4+1 plus 1d3 radiation burn, DC 15 Fort save negates) or bone* handaxes +6 melee (1d6+1) or bone* polearm +6 melee (1d10+2) or bone* longsword +6 melee (1d8+1) or +6 melee by weapon; AC 13 (hide); HD 6d12; MV 30'; Act 2d20; MCC SP un-dead, war cry; SV Fort +3, Ref +2, Will +2; AL N; Crit M/d12.

War cry (1/day): Emit a blood-curdling shriek and targets within 60' become frightened (DC 12 Will save to resist). A frightened creature runs away for one hour; if cornered, it can fight only at a –4 attack penalty.

*see Appendix B for more information.

THE ISLE OF GOLENMOT

GOLENMOT, GIANT SNAPPING TURTLE
Number Encountered: 1 (Unique)

Golenmot is an enormous beast, a massive 40' diameter snapping turtle. Content to spend most of its days lounging in its muddy pond home, it occasionally ventures onto the surrounding muddy banks to devour the encroaching jungle. When it can, Golenmot enjoys gobbling up any warm-blooded creatures stopping by the pond for a drink. Golenmot often receives "gifts" of fruit or other offerings from surrounding tribes. The tribes leave these offerings, only to return later to find them gone. They do not understand the giant turtle is a living thing; they think it's a small island in the pond, and "jungle spirits" take the offerings!

Golenmot's bite is a devastating snap of its beak, and powerful enough to snap trees. The beak is relatively small compared to its mass but still large enough to swallow a human-sized morsel with some effort. It can also overrun targets on land, but it is loath to do so, as water helps support its bulk. The shell of the great turtle is very sturdy and reflective to magic (DCC) or radiation (MCC).

Golenmot, giant snapping turtle: Init +8; Atk bite +8 melee (2d20 plus swallow whole); AC 25 (shell) / 16 (legs/head); HD 16d10; MV 20', 30' swimming; Act 2d20; DCC SP reflective shell, swallow whole, overrun; SV Fort +12, Ref +0, Will +10; AL N; Crit M/d24.

Overrun: If Golenmot charges (***Dungeon Crawl Classic RPG Core Rulebook***, **Ch 4, Combat;** ***Mutant Crawl Classic RPG***, **Ch 4, Combat**) and hits any targets within a 20' wide line in front of it (DC 15 Ref save avoids), it overruns that 20' wide space and any targets in

that area failing their Ref save take 3d6 damage.

Reflective shell: If Golenmot is targeted by a radiation-based attack or a spell, roll 1d6: (1-5) Golenmot is unaffected; (6) Golenmot is unaffected, and the radiation-based attack or spell is reflected back at the opponent).

Swallow whole: If Golenmot succeeds in a bite attack, it can make another bite attack that same round to attempt to swallow the target. If the second bite attack succeeds, the target does not take damage but is now trapped in Golenmot's stomach, where it takes 2d8 damage each round thereafter from the acidic digestive juices. A swallowed creature can try to cut its way out with a small weapon (such as a dagger) by inflicting 30 damage against AC 18. It can hold 4 human-sized victims in its gullet at a time.

MCC SP immune to radiation, reflective shell, overrun, passive mutation – *carapace* (natural AC increases by +9, +5 to Fortitude saves, speed reduced by 20'), mutation check +8 *temporary invulnerability*.

The Summoning

PRIME OOZE
Number Encountered: 1 (Unique?)

This disgusting entity hails from beyond time and space. It is only allowed access to this realm by means of an intricate ritual performed by a group initiated into its unholy worship. Whether the gelatinous form it assumes on this world is its true form, or this is the only shape available to it, is beyond knowledge.

The prime ooze appears as a large, amorphous mass of translucent bright green, semi-gelatinous, foul-smelling mass. Its drips and drops bits in in wake, fouling the very grounds with its presence, as odd, unidentifiable liquids seep from its form. Occasionally, deep within the ooze, several large, oblong eyes float around in the goo. What, if anything, the prime ooze is ruler of, or where its own dominion resides is thankfully unknown. Only the most despicable being could venerate such a horror.

If physically approached, it takes the form of a 15' tall column of slimy ooze. Its first attack is hurling its entire mass at a single target, smacking it with a wet slap. After the initial attack, it divides and strikes up to 4 times with 10' long awful pseudopods that erupt from its core. The ooze secretes an acid over its entire body that burns and dissolves organic material. It can hurl this slime up to 60' away. The prime ooze can (DCC) magically summon up other oozes, 1/day or (MCC) merge with targets.

The prime ooze is also proficient in magical attacks. Being extraplanar in origin, the ooze is immune to lightning, acid and poison, (DCC) possesses magic resistance (80%) and immunity to normal weapons or (MCC) suffers only half damage from normal weapon attacks, and can mentally communicate with all beings close to it.

Prime ooze (primeval slime): Init +0 (surprise); Atk pseudopod +11 melee (5d6 plus protoplasmic breakdown) or acid slime +11 missile fire (4d6 plus protoplasmic breakdown, range 60', 1/3 rounds hurl glob of acidic slime, DC 18 Fort save for half damage) or spells (DCC) or mutations (MCC); AC 6; HD 20d8; MV 10', climb 10'; Act 4d20+1d20 (acid slime)+1d20 (spells); DCC SP translucent (surprises 50% of time), immune to non-magical weapons or natural attacks from creatures of 3 HD or less, amorphous, tremorsense 60', acid touch, metal digestive, half damage from slicing and piercing weapons, immune to lightning, poison and acid, magic resistance (all spells cast against the prime ooze are subject to 80% chance of failure before saves are rolled), telepathy 100', spellcasting (+15 spell check): Spells (1st) *darkness*, *paralysis*; (2nd) *ESP*, *monster summoning* (1/day, limited to primeval slimes); (3rd) *dispel magic*; (4th) *wall of acid* (1/day, as *wall of fire*, but acid damage, as per spell check result of 25); SV Fort +12, Ref -4, Will +10; AL N; Crit M/d30.

Spellcasting: The prime ooze casts spells as a wizard and suffers a -2 penalty to spell checks when casting cleric spells. On a result of natural 1, the prime ooze suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

Acidic touch: Pseudopods do an additional 1d6 damage. Additionally, any creature that steps on the prime ooze takes 1d6 damage. The prime ooze will attempt to move over adjacent targets and engulf them. Targets engulfed take 1d6 damage each round and cannot escape or take any action without making an opposed Strength check against the slime (treat the slime as Str 52 [+32]).

Amorphous: Due to its amorphous nature, caused by being made up of a gelatinous mass, the prime ooze is immune to Mighty Deeds which involve the severance of any part of its being. Additionally, it cannot be blinded, deafened, thrown, or tripped.

Metal digestive: Any metal weapon touched by the prime ooze or that strikes the prime ooze is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

Protoplasmic breakdown: The prime ooze digests its food by emitting acidic juices on contact. Any creature that contacts the prime ooze (including by attack from a pseudopod) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

Tremorsense: The prime ooze can detect and pinpoint the origin of vibrations within a specific radius that shares a medium of vibration.

MCC SP translucent (surprises 50% of time), amorphous, tremorsense 60', acid touch, metal digestive, immune to lightning, poison and acid, passive mutation – *anaerobic* (draws all life-sustaining energies from a parallel dimension, thus the prime ooze does not require any atmosphere, light, or nutrition to survive and flourish), mutation check +8 *absorption* (absorbs kinetic energy and takes half damage from normal melee and missile attacks), *telepathy*, *merge*.

HORROR OF THE DEEP
Number Encountered: 2d6

These abominable, semi-amorphous humanoids are from the same alien plane as the prime ooze (see above), but significantly less powerful. If this is the being's true form or is what happens when they come to this world are unknown.

Horrors of the deep have a radial, starfish-like body with a bulky central node containing its mouth. The horror's flesh consistency is loose and fluid but is not an ooze. It can bite for 1d6 damage or spit acid out of its central mouth up to 30' and inflict 2d6 damage, plus the acids inflict additional Stamina loss. Each of the creatures 8 arms ends in a smaller, grasping claw with 8 "fingers". The horror can cast detect magic or water breathing, as well as casting paralysis. (DCC) The jelly-like skin is supernaturally tough and resilient; it is immune to attacks from blunt weapons, lightning, acid and poison, as well as resistant to magical effects (magic resistance 30%). (MCC) The jelly-like skin is supernaturally tough and resilient; it immune to lightning, poison and acid, possesses gills and may breathe underwater, absorbs kinetic energy and takes half damage from normal melee and missile attacks, and can send out radioactive blasts. The creature can communicate mentally with all intelligent beings.

The horrors have strange, tattoo-like symbols branded on their central node (opposite side from the mouth) that look like 8 arrows radiating out from a single center point. Its meaning is unknown, but looks like a cattle brand.

Horror of the Deep: Init +0 (surprise); Atk bite +5 melee (1d6 plus protoplasmic breakdown) or acid slime +5 missile fire (2d6 plus protoplasmic breakdown, range 30', 1/3 rounds hurl glob of acidic slime, DC 13 Fort save for half damage) or spells (DCC) or mutations (MCC); AC 17; HD 7d8; MV 20', swim 20'; Act 2d20; DCC SP immune to non-

magical weapons or natural attacks from creatures of 3 HD or less, tremorsense 60', immune to lightning, poison, acid and bludgeoning weapons, magic resistance (all spells cast against a horror from the deep are subject to 30% chance of failure before saves are rolled), telepathy 100', spellcasting (+7 spell check): Spells (1st) *detect magic*, *paralysis*; (3rd) *water breathing*; SV Fort +6, Ref +3, Will +4; AL C; Crit M/d12.

Protoplasmic breakdown: A horror of the deep digests its food by emitting acidic juices on contact. Any creature that contacts the horror of the deep (including by attack from a claw) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

MCC SP tremorsense 60', immune to lightning, poison and acid, passive mutation – *new body parts* (possesses gills and may breathe underwater), mutation check +8 *absorption* (absorbs kinetic energy and takes half damage from normal melee and missile attacks), *telepathy*, *radiation generation*.
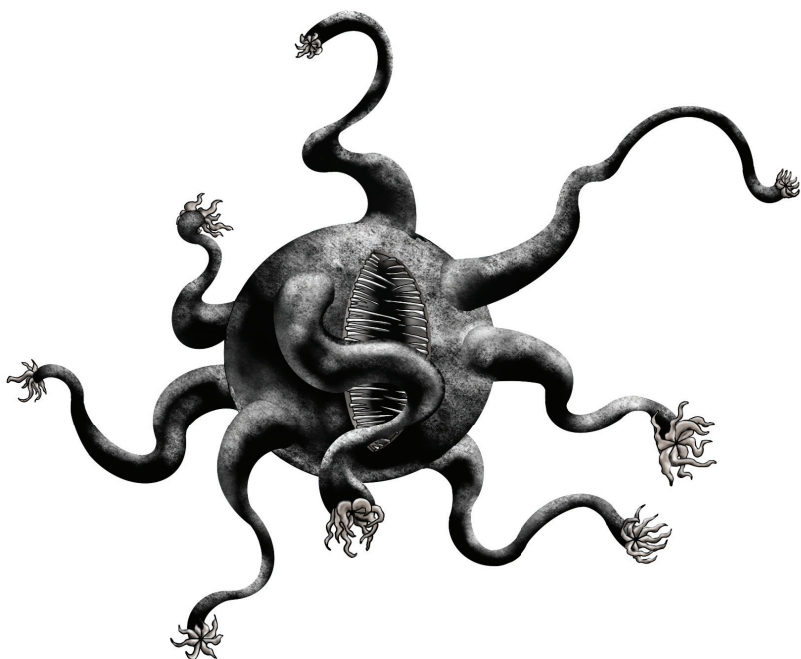
APPENDIX B

RESOURCES OF THE VALLEY
WEAPONS

Bone and horn weapons are typically lighter and more fragile than wooden weapons or metal weapons (by far). Bone weapons are usually club-like, gathered soon after a large animal carcass has been picked over. Less frequently, longer, thinner bones are fashioned into sword-like tools, and large, flat bones are honed down to fashion axe-heads for wooden clubs.

Bone is the least sturdy material from which weapons are made. When a natural 18-20 is rolled to hit on a 1d20 action die (modified by the dice chain; e.g., a 22-24 on a 1d24 action die, etc.), the character must immediately make a Luck check or the bone weapon cracks and is unusable (cannot be repaired; the roll is made even if the attack misses).

Unsurprisingly, **horn** is used for missile weapons, either as a bow or elaborately headed and fletched arrows. More often horns/bones/teeth/etc. are driven into wooden clubs for additional damage in melee combat.

Horn is more pliable than bone. When a critical hit is rolled on any action die for attack, the character must make a Luck check; on a failure, the horn weapon cracks and is unusable (cannot be repaired; the roll is made even if the attack misses).

Wooden weapons are similar to their metal counterparts in most ways, save that they can be used to inflict subdual damage as well as lethal damage. Essentially any melee weapon from the Dungeon Crawl Classic RPG Core Rulebook can be found as a wooden weapon, with a few modifications (e.g., a thick branch with a bole on one end may strike as a battleaxe for 1d10 damage, a mallet hits as a warhammer for 1d6 damage, etc.).

Wooden weapons are not as sturdy as metal ones, and when a critical hit is rolled on any action die for attack, the character must make a Luck check; on a failure, the weapon cracks and is unusable (may be able to be repaired by a character with a nature-based occupation (DCC) or who is a hunter (MCC) at judge's discretion).

Diamond weapons are created exclusively by the Nua (see Meeting the Family for more information) but may be found as a treasured weapon or tool used by other urman in the valley. While their monetary value is far less in the valley, the excellent artisanship and qualities of diamond items makes them highly sought-after trade items. A typical diamond weapon commands trade value of 4x (other tribes must trade 4 weapons, or 1 month of food or equitable resources), and mundane items crafted out of diamond have similar value (a diamond bowl or container is worth 4-5 items of similar usage).

Diamond weapons have the following characteristics: they gain a +1d to damage, they are nearly unbreakable (except with another diamond weapon), they are +25% heavier than a comparable metal weapon, and are not subject to rust, acid, other damage, etc. as are metal weapons. In the outside world, diamond weapons command 100-1,000x their normal value (a diamond handaxe or warhammer is worth 4,000-5,000 gp (DCC) or 400-500 creds (MCC) – or even higher to a collector)! Diamond weapons also easily take enchantments (+1d to spell checks to enchant); thus, they are excellent base items for magic item creation.

Armor

Skins/hides are used to create thin hide "leather" armor. Animal hide – tiger, wolf, owlbear, thin lizard skin – provides a +2 AC bonus. It takes a character familiar with tanning (judge's discretion, based on occupation) to properly create the armor. Dinosaur, giant lizard, elephant, or another thick-hided beast provides a +3 AC bonus. However, this requires a character familiar with tanning, as well as armor craft (again, judge's discretion).

In addition to hides, the characters can scavenge shells, exoskeletons, or plates from large insects, turtles, dinosaurs, and other armored denizens of the valley. These plates are usually only capable of being turned into a shield, although shell-shields are both solid protection and a status-symbol for the warrior bearing it (the judge may even award the PC with the shell-shield a shield bash attack (d14 action die) and deed die (d3) (similar to a 1st-level dwarf) for the first round of combat, as their opponent soaks up the glory of their death to such a hero!)

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