

The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



PANDEMONIUM LOCATIONS, PART 2

VOLUME 3 OF EIGHT BOOKLETS

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The Quagmire of Endless Malice

A Pandemonium Hex for 5-6 PCs of Levels 3-5, by Steven Bean

From the above-or-away ingresses, the rivers of Pandemonium are birthed. Some sages number these rivers at one, some at four, and some at five, while still others say they are countless. They rage, converge, cross, stream, and split into innumerable tributaries only to converge again. They flow, forever, through the Chaos realm's black heart, until, as one, they fall in a great cascade. The frothy fury of this torrent soon rolls to expiration then ebbs and seeps, weeping, into the Quagmire.

Legend has it that the Quagmire was created when Ahriman, paternus of Azi Dahaka, was defeated by the forces of Law and sent tumbling down through Pandemonium until he cratered its low-or-furthest level. Other lore insists that it is the hunting grounds of Azi Vizapa, the Soul Glutton, Azi Dahaka's draconic, arch-demon sister. Other canons name the Quagmire as the country estate of Magog, to which they claim he retires when he can no longer stomach the subtle political intrigues of the Courts of Chaos and needs to hunt, torture or kill something.

The mad geography of Pandemonium means that adventurers may enter the realm of the Quagmire by any number of routes: falling over the falls of one of the rivers that flows through Pandemonium, sailing in from the Uhttəra Seas of Calignosis, or emerging from a dungeon crawl through a crevice on the Tumulus (see below).

The Quagmire is comprised of two main features. The first is a tract of shallow fens. Judges may use another Pandemonium hex with a swamp or marsh theme to populate encounters in the fens of the Quagmire, or should populate it with hazards that match its theme: enfeebling miasmas and diseases, hostile “swamp-appropriate” plant-life (strangle vines or demon mosses), marsh-dwelling creatures (demon leeches and swarms of dwarf hydras) lying in ambush in the shallow water or wandering squads of every manner of humanoid and demonoid soldier going to or coming from the Tumulus.

The fens themselves are not an especially large or important part of this region of Pandemonium. Instead, they surround the main feature of the Quagmire: The Tumulul. The Tumulul is the domed top of a many-leagues-large, rounded, grey granite skull sunk deep into the Quagmire. The Tumulul gently tips, heels, rocks and rolls from the constant action of the massive armies that wage the Nine-Thousand Year War, also known as the Endless Malice, atop it.

You find yourself on a low, vast, perse-grey dome of pocked granite, sitting like the crested crown of a planetoid sunken in the brackish mire. Arcing away from your vantage point across the dome to the near-horizon is the largest battle that you – or any other mortal – has ever seen. In some places, whole armies are locked in savage, bloody combat; in others, smaller units maneuver for advantage through feints, flanking and harassment. In some spots whole companies are encamped, tending to their wounded, to their kit, and to their camp followers.

Like elsewhere in Pandemonium, a constant wind sweeps over the features of the Quagmire. These winds are not especially fierce and their origin point is apparent: they are driven by the enormous waterfall that cascades into the region from other parts of Pandemonium.

The Endless Malice

There are many ways into the Quagmire, but only one route out – adventurers must gain access to an egress through force of arms in a military engagement in the endless war that rages on the Tumulul.

Humbled, your head bows, dropping your gaze. Below the edge of the demi-plane's surreal skyscape you spy a low ridgeline of broken land a furlong away in the direction left-of-center. The stretch contains a shallow box canyon, looking for all the world like a hollow eye socket. At the back end of the canyon is a glowing portal. The hue of the light confirms it as an egress to another region of this chaotic realm. But between you and the portal is a Phalanx of Pandemonium. Its soldiers are beyond obese, their rolls of bloodless fat serving as fleshy suits of armor. Their bulbous heads are shoehorned into undersized sallets. Awaiting your challenge, they squat tirelessly on stubby, elephantine legs while they sharpen their bill-hooks, oiling their whetstones with pus that oozes from recent wounds. Their sets

of six ebony, arachnoidal eyes look about the battlefield, issuing a silent challenge to any and all comers.

You hear someone clear his or her throat behind you. A soldier wearing an adjutant's insignia stands at sharp attention and barks out: "My Lord-Brigadiers, if you please - your regiment stands ready! They are eager for action, lords!"

This encounter offers an adventuring party the opportunity to command a military force. The enemy, one of the Phalanxes of Pandemonium – a 2000-strong regiment of demonic heavy infantry - occupies a nigh-unflankable defensive position. The most likely way win through is with the force of Aerethian soldiers granted to the PCs by a law of this realm of Pandemonium: *privilegia antiqua artis pugnae*, or "by right of past glories earned in battle."



The PCs get oriented to their command by Adjutant-Major Iraej Atgodd. Atgodd will explain, emphatically, that the rules of engagement in the Quagmire outlaw the attainment of military objectives sans combat (i.e., a force cannot sneak their way past the enemy, though it is within the rules for part of a force to use combat to distract their enemy while another part of the force attains the objective by stealth). PCs who ignore this rule of engagement lose 3d5 points of Luck and suffer the consequences of low Luck until they cease the actions that violate the rule of engagement. If the PCs leave the realm of the Quagmire out of compliance with this rule, this loss becomes permanent.

Atgodd will help the PCs' review their force - a regiment-sized unit made up of three separate companies of human soldiers:

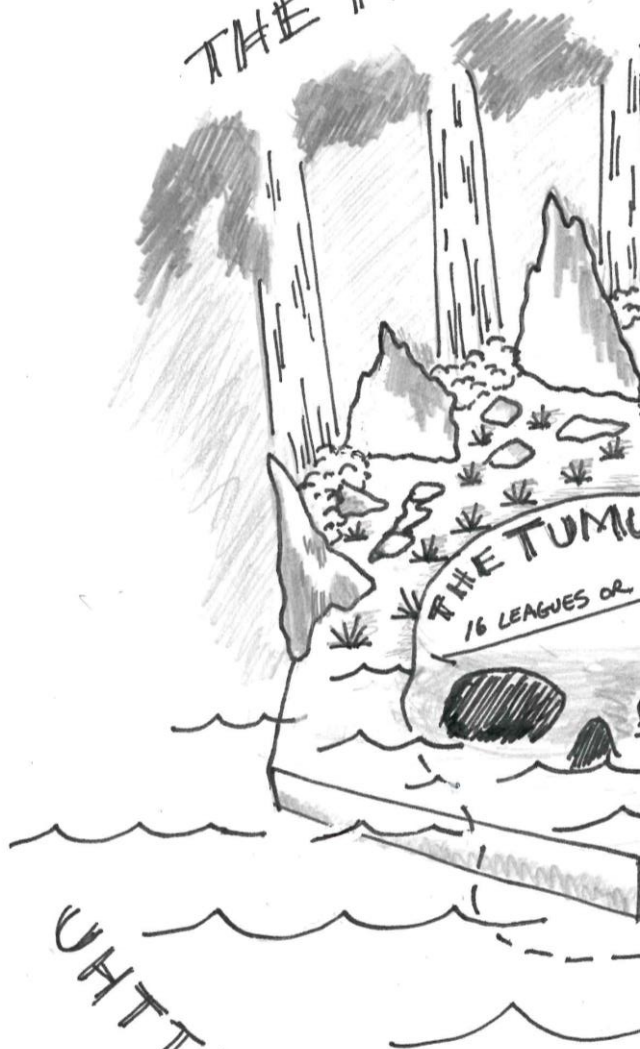
- Archers in padded armor, each carrying a longbow and hand axe.
- Pikemen in breastplate and greaves, wearing a steel cap and armed with a pike or two-handed sword.
- Cavalry in chainmail, breastplate, shield, and full helm, carrying a lance and mace or longsword.

The battle is conducted using a new variation on mighty deeds called the "mighty maneuver" – a type of deed that can be performed by any PC in this specific encounter. For a company to go into battle it must be commanded by a PC. Commanders roll mighty maneuvers that determine both their force's success in battle and whether a PC suffers harm. Which PCs are chosen to command which unit and the way the party chooses to employ these forces in battle also influence the success of their mighty maneuvers. Spellcaster PCs can choose not to command, instead using their magics to try to tip the battle in favor of their side.

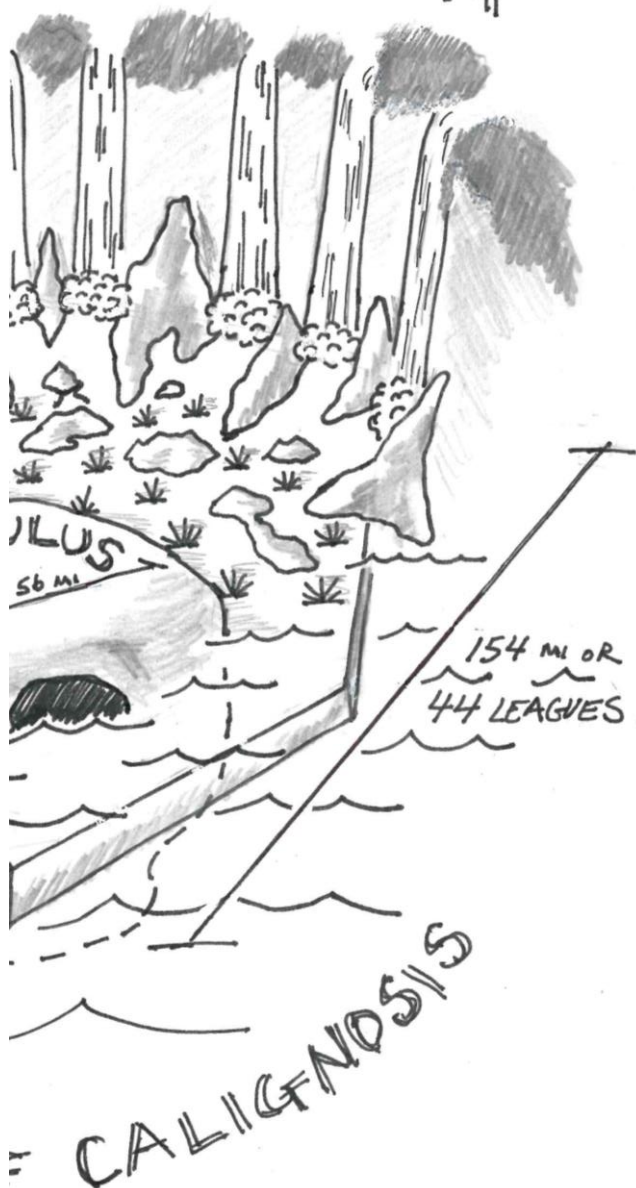
Enemy Force

Phalanx of Pandemonium: Init: special; Atk battle line +6 melee (3d8+3) or scab-winged rot-cherub +3 missile fire (1d8+1); AC 15; HD 36d30; hp 600; MV 15'; Act 6d20; SP rot-cherub missile-shield (if the battalion did not use its missile attack in the previous round it has AC 16 versus all ranged attacks and its Ref save is +0 versus any type of ranged attack); SV Fort +16, Ref -3, Will +12; AL C.

THE RIVERS OF



PANDEMONIUM



Cartography by Steven Bean

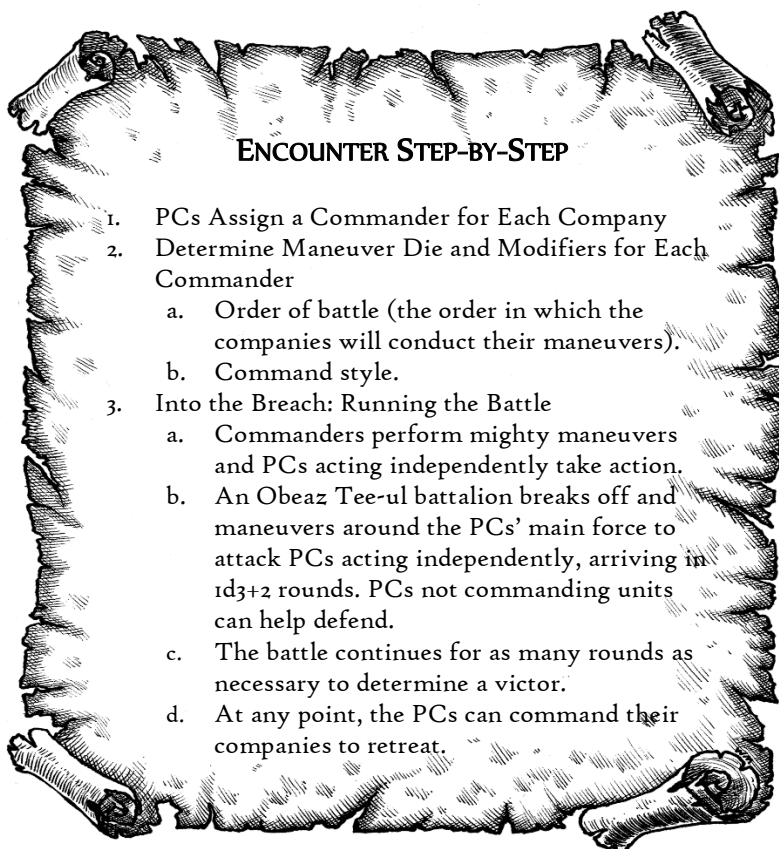
The phalanx is made up of a dozen battalions that can operate individually - independent of the main force - to sortie against PCs who are not commanders (and therefore also operating independent of their side's main force).

Obeaz Tee-ul battalion: Init: +0; Atk battle line +3 melee (3d4+3) or scab-winged rot-cherub +2 missile fire (1d4+1); AC 13; HD 24d3; hp 44; MV 15'; Act 3d16; SP rot-cherub missile-shield (if the battalion did not use its missile attack in the previous round it has AC 15 versus all ranged attacks and its Ref save is +1 versus any type of ranged attack); SV Fort +8, Ref -1, Will +6; AL C.

Mighty Maneuvers

Commanders direct the actions of their companies using a variant on mighty deeds called the mighty maneuver, consisting of a roll of their action die plus a maneuver die. As some classes are more suited to command in general, and to command of specific types of forces, the table below indicates the commander's maneuver die for each company by class.

Class	Commander Maneuver Die		
	Archers	Pikemen	Cavalry
Cleric	d5	d5	d5
Dwarf	d5	d6	d4
Elf	d6	d4	d5
Halfling	d5	d3	d3
Thief	d5	d3	d4
Warrior	d6	d6	d5
Wizard	d3	d3	d3



ENCOUNTER STEP-BY-STEP

1. PCs Assign a Commander for Each Company
2. Determine Maneuver Die and Modifiers for Each Commander
 - a. Order of battle (the order in which the companies will conduct their maneuvers).
 - b. Command style.
3. Into the Breach: Running the Battle
 - a. Commanders perform mighty maneuvers and PCs acting independently take action.
 - b. An Obeaz Tee-ul battalion breaks off and maneuvers around the PCs' main force to attack PCs acting independently, arriving in $1d3+2$ rounds. PCs not commanding units can help defend.
 - c. The battle continues for as many rounds as necessary to determine a victor.
 - d. At any point, the PCs can command their companies to retreat.

1. PCs Assign Commanders

One PC must take command of each company. To avoid command confusion, there CANNOT be multiple company commanders. If the PCs insist, impose a -1d penalty to the maneuver die on the two or more commanders of that company.

2. Determine Maneuver Die and Modifiers for each Commander

Order of battle: The PCs must decide the tactics they are going to employ in their attack. For the purposes of this encounter, this is simplified to determining the order in which the three different companies will attack. Based on some fundamental principles of late medieval battle tactics, the order in which the three types of forces

attack adjusts the maneuver die of all three company commanders along the dice chain as follows:

- Archers, then pikes, then knights: +2d
- Archers, then knights, then pikes: +1d
- Knights, then archers, then pikes: -1d
- Knights, then pikes, then archers: -2d
- Pikes, then archers, then knights: -1d
- Pikes, then knights, then archers: -2d

Command style: In Pandemonium, personal courage is valued above all and thus has the biggest effect on how command style modifies an individual commander's maneuver die. Each commander decides the style of command she will employ: leading from the front ("in the van"), staying in the middle of the troops to centralize command and control ("in the main"), or coordinating from the rear of the attack to get a better perspective on the overall course of the battle. In an actual battle, each of these styles has advantages and disadvantages. In this encounter, the troops fight harder and better the closer their commander is to the action, but the closer the commander is the more she risks injury or death:

Command Style	Maneuver Bonus	Commander Wound Save DC ^{1*}
Command in the van	+2d	DC 15
Command in the main	-	DC 12
Command from the rear	-1d	DC 8

^{1*} During consultation with *Spellburn* podcast co-host Julian Bernick, he sagely pointed out that several factors go into setting a DC for a save in an individual encounter, including the consequences of succeeding at and failing the save, the likely amount of Luck burn, and how much Luck, on average, party members have left by the time they are dealing with this particular encounter in the adventure and how close that encounter is to the adventure's climax (including being that climax). These saves are set fairly low for a few reasons: 1) I'm trying to average difficulty across a range of class levels, 2) PCs are likely to have to make this save more than once during the encounter, 3) even if they make the save they are likely to take significant damage, and 4) this is a stand-alone encounter that judges will presumably link with other encounters so it should not drain all the party's Luck resources. Judges should adjust these DCs in relation to the larger context in which the encounter is being used.

3. Into the Breach: Running the Battle

Like a regular DCC RPG combat, the battle focuses on a series of PC actions – in this case the actions are rolled using a combination of the commander's action die plus modified maneuver die. The difference with this battle is that the monster doesn't take a normal action against commanders and their forces. Instead, the results of the mighty maneuver roll determine the effects of the PC's military force on the monster and determine any harm done to PC commanders in each round:

Mighty Maneuver Results Table

Roll	Result	Enemy Damage	Commander Wound	Wound Reduction
1	Routed!	4d20	4d8+4	-25%
2	Defeated!	6d20	3d8+3	-25%
3	Held.	9d20	2d8+2	-50%
4	Tactical success.	12d20	2d8+2	-66%
5	Determined thrust.	15d20	2d8-1	-75%
6	Decisive thrust.	12d20	2d8-1	-100%
7+	Devastating attack.	18d20	3d8-1	-75%

After each attack, commanders may make a Reflex save to reduce or negate the wound damage by the amount indicated, with the DC of the save based on the command style (see above). If a PC is killed in battle on the Tumulus, judges are encouraged to place this author's Crawling through a Hell of One's Own Making second-chance meta-encounter from the 2016 Gongfarmer's Almanac adjacent to the fens of the Quagmire as a way for the PCs to recover fallen comrades.

If a commander falls in battle during a combat round, her force can still fight on! Either another PC not currently commanding a force can take command, or the force can fight under the direction of its junior- or non-commissioned officers (sergeants and such). A commander-less unit fights with a d3 maneuver die.

Run Away!: A commander may order their force to retreat in any round. Withdrawing from the battle is a mighty maneuver and is



rolled normally on the table with the additional effect that the commander and his or her force disengages during the course of the round. The Phalanx of Pandemonium will NOT move from its position in front of the portal to pursue a force that has disengaged. The rest of the PC's regiment incurs a cumulative -1d penalty on mighty maneuver rolls with the loss of each company. Any company that re-engages in the battle after withdrawing incurs a -1d penalty on mighty maneuver rolls due to casualties from previous fighting.

PCs Who Are NOT Commanding a Force: Only three PCs will be commanding a company, leaving the other PCs to cast spells, defend those spellcasters, or defend, stabilize, and heal wounded comrades. These freelance PCs interact with monsters using the normal DCC RPG rules for combat: rolling initiative, suffering attacks as described in the monster stat block, etc.

"Good luck Lord-Brigadiers! I have complete confidence that your tactical genius and inspiring leadership will win you through to your objective. If not, there are far, far worse places than the Tumulus to spend your days! Here, the vulgarities of mortal life – scratching out a meager harvest from the soil, rutting greasily in the vague hope of procreating, and haggling cattily over an extra coin or two – all fall away, subsumed beneath the luminescent, eternal glory of battle!"



Optional Rules

Pre-Battle Activities for Giving Non-Warrior Classes a Bigger Role in the Encounter

The original design for this encounter included three pre-battle maneuvers that PCs could use to gain an extra edge over their enemy before attacking:

- Inspiration of the PC's own force through delivery of a rousing "Crispian's Day"-type speech,
- Scouting to gain advantage from tactical intelligence, and
- Sabotage to weaken the enemy.

Because the basic mechanics of the encounter are slightly atypical for the game and of above-average complexity, these pre-battle maneuvers have been included as optional add-ons for the ambitious judge.

"And 'adventurers' in Aereeth will think themselves accurs'd that they were not here...": At the start of the attack, one PC may attempt to inspire the entire force to greater feats of arms through a rousing pre-battle speech. The player controlling the PC attempting this

should role-play the speech then attempt a DC 13 Personality check, with a +0 to +2 role-playing bonus may be awarded at the discretion of the judge. If the roll is successful, every commander increases her maneuver die +1d. On a modified roll of 20+, the bonus increases to a +2d.

Scouting and Sabotage

Thieves and halflings are given a bit of a back seat in this encounter. This might be fine if the encounter is linked to other encounters in an adventure arc that gives them other chances to shine. However, if a judge wants to give PC thieves and halflings a bigger role in the outcome of the party's battle on the Tumulus, scouting and sabotage versions of the mighty maneuver are a natural fit for their talents.

The PCs may execute one scouting mission and one sabotage mission before the battle, the results of which adjust the maneuver die of the remaining commanders. Each mission must be commanded by a PC whose mighty maneuver die is modified according to the table below. Other PCs may accompany the mission, but the maneuver die is modified by the PC on the mission with the lowest modifier, even if that PC is not the commander ("Quiet, wizard, you doddering fool – your clumsiness will give us all away!").

PC spellcasters may cast pre-mission spells to benefit the infiltration party, e.g., invisibility. Judges should adjust the commander's maneuver die appropriately based on the effects of the spell and should remove any bonuses awarded mid-mission when she determines that the spell's duration has elapsed.

Pre-Battle Scouting and Sabotage Maneuver Die Modifiers by Class

Class	Scouting	Sabotage
Cleric	-3d	-2d
Dwarf	-2d	-1d
Elf	-1d	-2d
Halfling	-	-
Thief	-	-
Warrior	-2d	-2d
Wizard	-3d	-3d

PCs on missions conducted simultaneously roll mighty maneuvers normally. On a mission conducted after another mission has already begun, the commander incurs a -1d penalty on maneuver rolls (even if the mission launched first is successful, its effects will put the enemy's pickets and main body of troops on higher alert).

Instead of consulting an opponent's AC, a scouting or sabotage mission commander rolls mighty maneuvers against a fixed DC of 15. Saves against maneuver-inflicted damage are Willpower saves, representing the scouting or sabotage mission commander's ability to maintain discipline among his/her infiltration party. Strict discipline will maintain stealth, ensure that the infiltration party withdraws rather than getting drawn into fighting and withdraws using the best defensive posture – all of these are likely to spare a commander from wounds. Commander wound saves are made against DC 13.

Pre-Battle Mighty Maneuver Table

Roll	Result	Maneuver Die Adjustment	Commander Wound Wounds	Wound Reduction
1	Discovered by enemy skirmishers.	-1d	1d8+1	-66%
2	Stopped at enemy pickets.	-1d	2d8	-66%
3	Shallow penetration of enemy pickets.	None	2d8+2	-50%
4	Deep penetration of enemy pickets.	+1d	2d8	-50%
5	Infiltration of enemy battle lines.	+1d	1d8+1	-75%
6	Deep infiltration of enemy battle lines.	+2d	1d8+1	-100%
7+	Disruption of enemy command center!	+3d	2d8+2	-75%

At a judge's discretion, on a low scouting or sabotage maneuver roll (e.g., 2 or less), she can opt to have the infiltration party face an Obeaz Tee-ul battalion run as a normal combat encounter. The PCs on the mission are accompanied by a skirmish squad (4-8 scout-soldiers) from the PCs' army.

Skirmish Squad: Init +2; Atk skirmishing +2 melee (2d6); AC 13; HD 5d10; hp 27; MV 30'; Act 2d20; SP halfling sneak and hide checks at +2; SV Fort +2, Ref +2, Will +1; AL L.

Regardless of whether they defeat the battalion or successfully withdraw from the combat, this ends that infiltration party's mission.

"No matter how ferocious the demon, a sliced hamstring will seriously 'cramp his style'." - Major Adjutant Iraej Atgodd paraphrasing Vlad Taltos, Hero of the Battle of Barritt's Tomb.





Swamp of the Oboline

By Richard Rush

The humid jungle swamps of the oboline are the dank and miserable home to Harikag, alleged to be a fecund avatar of the World-tree, and the two godlings Manateecuhtli and Quetzalcoautwalrus and their interminable, pointless conflict about which limp saplings growing in this forlorn place is actually Harikag. The oboline are a wretched and strange people that inhabit these swamps and are easily recognized by the silver coins that replace their mundane eyes.

Encounter Areas

Area 1 - Manateecuhtli's Harikag: A huge, bronze sea cow with a thrashing nest of glowing blue centipedes where its head would be, relentlessly thumps around the trunk of an enormous myrtle tree, muttering to itself. Those who approach it incautiously can expect giant blue centipedes to drop upon them from the branches above (starting with 1d8 of them, with a strong likelihood of escalation).

Area 2 - Quetzalcoautwalrus' Harikag: A great, multicolored walrus with an enormous feathered frill pulses with color as it floats, meditating beneath an enormous mangrove tree bedecked with

coconuts. It offers pointless, shallow aphorisms to any who approach it for its wisdom.

Area 3 - Village of the Oboline: The oboline, a wretched and strange people who have silver coins of an unknown minting for eyes, dwell in a small village of stilt huts in this relatively firm region of the swamp. They are hospitable to outsiders, willing to share their unappetizing food and meager shelter with strangers, but it is a mistake to sleep amongst them for more than three nights. On the third consecutive sunrise amongst their company, one wakes seeing through round, metallic eyes (there is no mechanical impact to this beyond making an already surely strange-looking adventurer even stranger looking). They are neither secretive nor especially forthcoming about this transformation.

Hooks

The siblings Quetzalcoautwalrus and Manateecuhtli have been arguing about which tree is Harikag, The Tree, for aeons. Though they won't attack each other, they're eager for any assistance in the destruction of the false tree of their rival. They are also sufficiently arrogant to consent to the submission of spellcasters via *patron bond* (see patron articles in GFA 2017 Vol. 5 for more details on these entities).

Beneath the boughs of the true Harikag is a site rich in phlogistonic resonance, and would surely be a most superb site for summoning some seriously substantive sorcery. An ambitious wizard would only have to get past whichever of the sirenian siblings to make use of it...or find the true Harikag, if neither of the pseudo-divine bloats is actually right.

The silver eyes of the oboline are valued by savvy spellcasters as components in arcane mischief. Adventurers might be called on to protect these odd, but harmless people from those who would abuse them in the name of mystic wealth... or wish to harvest such themselves.

Random Encounters (d12)

Roll	Encounter
1	An avatar of Quetzalcoatlus serenely drifts through the mangrove leaves, contemplating an utterly pointless and insolvable question (along the lines of "Does it taste great? Or is it less filling?") and is intently interested in the perspectives of the party. It will demand their opinions and that they defend them interminably.
2	1d4 bronze legionnaires of Manateecuhtli stalk the muddy tracks of this land, angry and looking for a fight.
3	A giant centipede hides in the underbrush, waiting to ambush prey.
4	A foraging party of 2d6 oboline is passing through, checking their traps and looking for corpseberries.
5	A swampgas floater drifts across the band's path - a threat to any nearby pets or halflings.
6	Quicksand! The PC with the lowest Luck must make a DC 12 Ref save or be trapped in quicksand. They have 2d4 rounds to succeed at a DC 10+ (number of turns in the quicksand) Fort save or die.
7	Corpseberry bushes. these large berries smell transcendently awful, but any who eats a meal of them will gain 1d6 Luck that vanishes at the next sunrise (this may be done once a day).
8	The next time the band makes camp, a bouquet of 2d3 oblossums raid their supplies. Any PC on watch must succeed at a DC 15 Will save or every PC must make a Luck check minus the number of oblossums, with those failing losing 2d3 randomly determined items as the vile creatures scamper off with their ill-gotten loot. If the PC on watch succeeds at his save, the vermin are detected before they can begin rooting through unsecured equipment.
9	Awww! What's an adorable puppy like you doing in a nasty place like this? The party hears the whimpering of a wibbles coming from the underbrush; it clearly needs protection.
10	Roll 1d6 twice on this table and combine both results.
11-12	Nothing, except 1d4: (1) this infernal humidity; (2) that awful smell; (3) these dang mosquitoes; (4) what is making that noisome hooting sound?

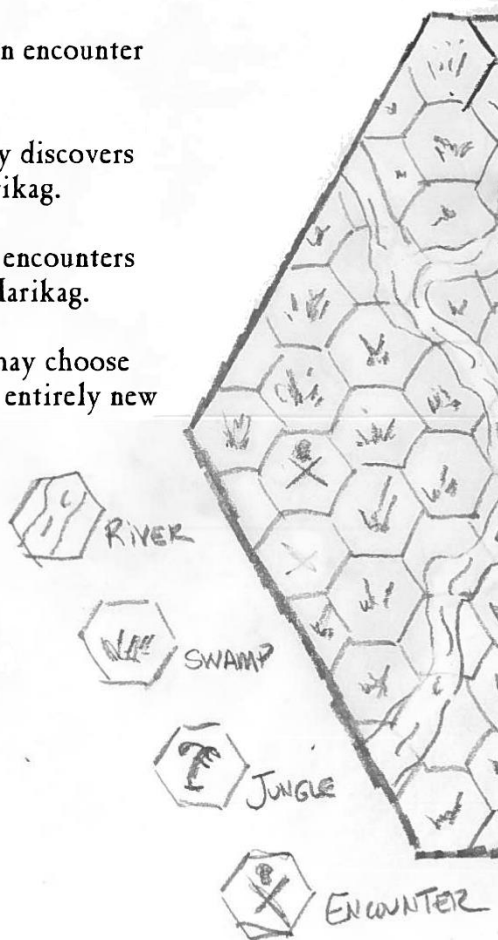
Swamp

Any time the party enters an encounter hex roll 1d7.

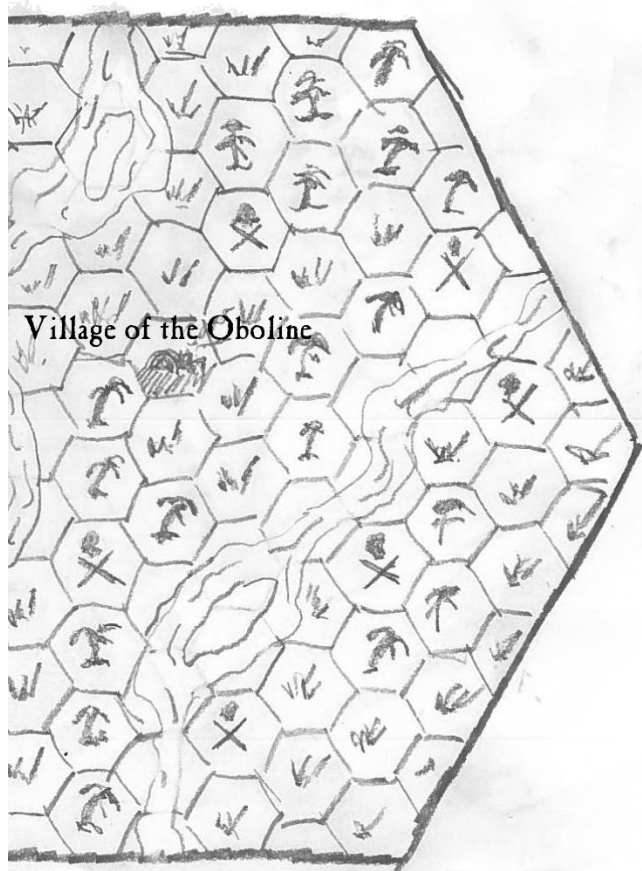
On a result of 1-3, the party discovers Manateecuhtli's Harikag.

On a roll of 4-6, the party encounters Quetzalcoautwalrus' Harikag.

On a roll of 7, the judge may choose between the two or insert an entirely new encounter.



of the Oboline



Village of the Oboline

Cartography by Harley Stroh

Bestiary

Avatar of Manateecuhtli: Manateecuhtli is the progenitor of a host of large, blue, luminescent centipedes that shed from the wriggling swarm that is its dreadful face. As they drop from the writhing azure tangle that is its most horrid visage, many of them will wriggle to safety and begin secreting a hard, resinous armor and the mechanisms of the engines of war known as bronze legionnaires. These roughly dwarf-sized and shaped figures cast in ornate plate made of secretions that appears bronze can endure the harshest of environments and bludgeon and grapple the foes of their dark parent with their crude hands or by blasting them with heat rays from the gem located in the center of the head/cockpit.

The heads of the legionnaires are more vulnerable than the rest of the creature. Canny opponents target these and sorcerers prize the wriggling pilot centipede within. Consuming 'the dank centiweed' is known to produce hallucinogenic effects and, sometimes, psychic mutations.

Not all of the blue swarm go on to be legionnaires, however. Some of them eschew the safety and confines of a cockpit and in exchange are able to grow to enormous size. Unlike their smaller brethren, it is not recommended to put a giant blue centipede inside of you, not even a little bit.

When the Watery Warlord's wrath is truly raised, it will order its enormous, unfettered children to serve as warmounts to its Legionnaires.

Bronze legionnaire of Manateecuhtli: Init +2; Atk bludgeoning fists +4 melee (1d8) or heat ray +4 missile fire (2d6, range 20'); AC 18; HD 3d8; MV 30'; Act 1d20; SP weak point; SV Fort +4, Ref -2, Will 0; AL N or Mounted legionnaire of Manateecuhtli: Init +2; Atk heat ray +4 missile fire (2d6, range 20') and bite +6 melee (2d4 plus paralysis); AC 16; HD 5d6; MV 60'; Act 2d20; SP weak point; SV Fort +3, Ref +2, Will 0; AL N.

Any critical hit against a legionnaire get a +1d bonus to the results roll.

Giant blue centipede: Init +6; Atk bite +6 melee (2d4 plus paralysis); AC 14; HD 5d6; MV 60'; Act 1d20; SP paralysis; SV Fort -1, Ref +2, Will -1; AL N.

Anyone bit by a giant blue centipede must pass a DC 14 Fort save or be paralyzed for 3d5 minutes.

Avatar of Quetzalcoautwalrus: Init +4; Atk bite +10 melee (4d4) or hypnosis (special); AC 18; HD 5d8; hp 23; MV 15', fly 60'; Act 1d20; SP hypnosis; SV Fort +6, Ref +2, Will +6; AL N.

The Navelgazer Supreme ponders many things. Sometimes its ruminations require closer examination. At these times, it will project an avatar of its polychromatic massiveness to more closely inspect the subject of its interest. Instead of attacking, the avatar of Quetzalcoautwalrus may force every creature within 30' of it to make a DC 1 Will save or lose 1 action die for 1d4 rounds.

Oblossum: Init +4; Atk bite +2 melee (1d4+1 plus rabies); AC 12; HD 1d8; MV 25' or climb 25'; Act 1d20; SP disease (DC 10 Fort save or additional 1d6 damage every sunrise until cured); SV Fort +4, Ref +4, Will -2; AL C.

Oblossum (the "o" is silent) are vermin common to these swamps. Hairy, hissing, and hostile, these large rodent-like creatures closely resemble opossum covered with exquisite floral petals that are as beautiful as they are foul-smelling. Their dexterous hands are effective at untying knots, working latches and, given time, picking locks. A known menace to trashcans and unsupervised baggage, their petals can fetch a good price from the fashionable in large cities.

Swampgas floater: Init -2; Atk stinging tentacles +4 melee (2d4 plus poison); AC 12; HD 3d6; hp 9; Act (1d6+1) d20; SP explosive gas; SV Fort +0, Ref +0, Will +4; AL N.

These murky jellyfish fill themselves with swampgas and float through the swamp, feeding on small animals and being a hazard to birds. When struck by a flame (100% chance) or a metal or otherwise conductive weapon (5% chance), the floater will explode into ball of flame, doing 2d4 damage to anything nearby.

Wibbles: Init +3; Atk bite +2 melee (special); AC special; HD special; Act 1d20; SP Luck drain; SV Fort -2, Ref +4, Will +4; AL C.

A wibbles is a pathetic, adorable puppy that clearly doesn't belong here: only a heartless monster wouldn't want scoop up that ball of fluff and help get it to a safer place. It's well-behaved, and is ecstatic for the companionship.

Every sunrise, the wibbles will secretly eat a point of Luck from every member of the band it accompanies. If PC's secret Luck loss exceeds their Luck score, they become comatose. Do not communicate this to the players, instead, have the PC with the highest Personality make a DC 16 Will save or fail to see through the creature's glamour. If the PC succeeds, they (and any other band member warned) can perceive that that the wibbles is actually a vile, skinless pseudo-simian dog-creature sucking the breath from one of their sleeping companions and the players should be informed of their Luck loss. Slaying the wibbles will restore the stolen Luck (either all of it or a 75% chance per point, depending on the judge's disposition towards rolling lots of dice).

Every sunrise a wibbles accompanies the band, it grows stronger. The wibbles' bite damage is 1d3 with a +1d bonus per sunrise, its AC is equal to 11 + number of sunrises, and its HD is d6 for each sunrise. For example, the first week the wibbles has the following abilities:

Sunrises	Damage	AC	HD
1	1d4	12	1d6
2	1d5	13	2d6
3	1d6	14	3d6
4	1d67	15	4d6
5	1d8	16	5d6
6	1d10	17	6d6
7	1d12	18	7d6

The Burnished Court

By Danny Prescott

The Burnished Court is both an entity and a location, being the physical nexus of the inquisitive chaotic immortal known as the Meniscus. The exact origins of this ancient intelligence is not clear, however its nature is bound to mirrored surfaces, lenses, and refractive light. The core territory of the Burnished Court is a landscape made up of a dazzling riot of crystalline reflections, shimmering planes, and fractal architecture that can be near impossible to navigate, especially when the Meniscus wishes to interview interlopers.

Most information about the court is oft repeated rumor or conjecture. The Meniscus does not send out agents or embassies, its only external assets are small mirrors that it often gifts to travelers which are, in effect, extensions of its own sensory awareness. Aside from the mysterious aloofness of its denizens, another cause for gossip about this region are tales of legendary riches, including artifacts supposedly lost to the annals of history. This is to some extent true, as the Meniscus has the means to create copies of anything it has ever cataloged, ranging from projected recordings of the truth behind historic or mythic events to even the seeming restoration of dead individual or unique treasure.

The environment of the court gradually manifests in its border regions with the rest of Pandemonium, creating a transition into the true landscape ruled by the Meniscus. The Burnished Court is divided into three zones; the Mirror Marches on the periphery, the Crystalline Expanse which form the majority of the territory, and finally the heartland of the Burnished Citadel itself, an enclave surrounding the physical nexus of the Meniscus. All the regions are made up from reflective materials, making travel through the environs somewhat like trying to navigate through a vast hall of fractured mirrors.

The Mirror Marches

The first thing most travelers see when approaching the courts is a persistent distant glimmer on the horizon. As they travel nearer, the

RUMORS ABOUT THE BURNISHED COURT

ROLL RUMOR

- 1 *It is said a whole army marched from the Battle Realm of the Blood Patriarch to the court and all but one were lost. The single survivor lived long enough to utter the words "don't step into the light" before dissolving into shiny colored sand.*
- 2 *Everyone knows that there is a storehouse of legendary treasures in the court, kept where no-one can get to them.*
- 3 *To enter the court and have any dealings with its denizens is to earn the ever-lasting censure of Arak'Utu the Flensed Godship and its cult. The discarded skin of Arak'Utu is said to be one of the primal artifacts hoarded by the people of the mirrorlands.*
- 4 *Beware your reflection in the Burnished Court, they can steal your dreams and even your face if you stare at them too long.*
- 5 *There's nothing there but days of confusing glittery trees and hills and such. Everything else you have heard is false.*
- 6 *There is a wizard at the center of the court who, if you give him your sight from one eye, will grant you the ability to travel through mirrors as if they were doors.*

- ability to travel through mirrors as if they were doors.
give him your sight from one eye, will grant you the
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false.
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steal your dreams and even your face if you stare at

local terrain begins to take on a flat and angular cast, with vegetation beginning to resemble crystal formations and the ground underfoot becoming sand-blasted rock with a reflective sheen. Finally, the glimmer expands into a blinding line of reflected light, which as the final few miles are crossed resolves into foothills of what appears to be glass with outcroppings of fractal crystalline growths mimicking flora. Entering into this dazzling landscape means being confronted with splintered reflections thrown across thousands of faceted reflective planes, causing confusion and disorientation (-1d on all rolls involving seeing or spatial senses until a DC 12 Will save is passed, 1 attempt may be made per hour).

The Mirror Marches broadly follow topographic conventions, with flat plains, ravines, and forests comprised of delicate ice-like formations that branch from central trunks and seemingly formed of polished quartz. Difficulty in navigating the terrain (DC 10 Intelligence check or be lost) arises from the confusing reflective nature of the materials that make it up. If the Meniscus wishes it, however, any route taken will only lead deeper into the court (DC 25 Will save to oppose). If resisted, the frequency of hazards encountered increases.

The Crystalline Expanse

Eventually the Mirror Marches border gives way to the Crystalline Expanse, the terrain proper of the court. This vast multi-faceted maze of interlinked reflective geodes is bursting with fractal growths, shimmering geometric planes, and optical geology. Here gravitational forces shift, and travelers rapidly loses track of their route or native sense of up or down in the pristine chaotic riot of surfaces and recursive reflections. Think radiant Escher-trippy crystalline mirror-caverns that go in every direction for a really, really long way.

This region is difficult to navigate (DC 14 Intelligence check or be lost) and for every hour in the Crystalline Expanse every PC should make a DC 12 Will save. Failure results in the character losing 1d3 temporary points of Personality as they begin to become mesmerized by the abstract perfection of the expanse. Any PC who drops to 0 Personality will become catatonic until they are taken out of the region, and if left unattended they will be absorbed into the mirrors.

Any lost temporary Personality will be restored at a rate of 1 point per hour of rest once the character has left the Crystalline Expanse.

Hazards and Encounters

The judge should use their discretion as to how long ground in the Burnished Court takes to traverse. A navigation check every hour of travel time is suggested, with failure resulting in the party being lost or, if the Meniscus wills it, heading deeper in towards the heartland of the Court. In addition, the judge should roll a d12 on the hazard encounter table every hour based on the location of the PCs (Marches or Expanse), or simply pick an appropriate encounter for the party from the list below:

M	E	Encounter
1	1	The party encounters another traveler or non-native. Roll 1d6: (1-2) they/it is friendly; (3-4) hostile; (5-6) neutral. The judge is encouraged to improvise, such as by randomly opening the creatures/NPCs volume of this or a previous Gongfarmer's Almanac and going with the most bizarre option.
2-5	2	No hazard encountered.
6	3	The floor shatters, dropping the party into a glassy ravine (DC 12 Ref save or take 2d6 damage). Escaping from the ravine will take two DC 15 climb sheer surfaces or Agility checks due to the slippery nature of the walls.
7	-	The party becomes lost in a shifting forest of razor-sharp crystalline shard blooms. Backtracking will take two hours and a DC 12 Intelligence check per hour. Each hour the party is in the forest each PC must make a DC 11 Ref save or take 1d3 damage from lacerations caused by accidentally brushing against a shard bloom.
8	4	A misstep leads the advance guard of the party onto a highly polished escarpment which looks flat until they begin to walk across it. Anyone on the steeply angled sliding surface must make a DC 12 Ref save or lose their footing and begin to slide with increasing speed away from the rest of the party (moving 15' in round 1, 30' in round 2, 60' in round 3, etc.). The DC to recover control increases by 2 by each round until

		reaching 20, at which point the plummeting character has reached terminal velocity and will, unless saved by extraordinary means, crash into diamond hard rocks after 6 rounds taking 4d6 damage.
9	-	The party find themselves at the edge of a lake made up of a reflective mercury-like liquid. The substance is dense and highly toxic to biological life, smothering anything immersed within it in seconds (DC 15 Fort save or 1d10 crushing damage per round submerged). The lake does have a peculiar property, however, reflecting the most recent dreams of anyone who gazes at their reflection in it. The liquid can be bottled in suitably reinforced metal containers, but its density means that anything larger than a flask of it is too encumbering to be carried in a normal fashion.
10	5	The party are caught in a cloud burst of tiny slivers of glass falling like scalpel-sharp rain. The judge should call for a DC 10 Intelligence check to identify sources of cover in the immediate vicinity followed by a Ref save to allow characters to scramble to safety, the DC of which starts at 10 for the PC who scored the highest Intelligence check and increases by +1 for every PC thereafter in descending order of the results of the check. Failing the Ref save results in 1d3 damage for each point rolled below both of the Intelligence and Ref save DCs (e.g. a PC rolling 9 on the Intelligence check and a 10 against a DC 14 Ref save would take 5d3 damage).
11	6	Party encounters 1d4 focal servitors.
12	7	Party encounters a prismatic seneschal.
-	8	Party encounters a mirrorage which shows them the truth of a historical or even legendary event from the perspective of someone who was actually there. The judge is encouraged to improvise and could play on in-game world history, myths, or use the opportunity to impart information or hints about their reasons for being in Pandemonium.
-	9	The characters stumble onto the remains of a previous group of travelers who didn't make it out of the expanse. The desiccated remains are partly absorbed

		in tough crystalline growth. The judge should feel free to tantalize the characters with glimpses of exotic items or advanced weaponry encased forever within these translucent tombs.
-	10	Whilst it is possible to move (carefully) through the expanses' lack of consistent sense of gravity, it doesn't help stop vertigo. The PC with the lowest Luck is hit with a sudden attack of disequilibrium and must make a DC 14 Will save. Failure results in hurling themselves in a random direction thinking that is where 'down' currently is. Roll 1d6: (1) they throw themselves to the floor, bruising limbs but are otherwise unhurt; (2) they take out another PC. Whoever has the lower AC takes 1d4 damage; (3) the character runs headlong into a wall taking 1d4 damage; (4) the character runs into a spiky wall taking 1d6 damage; (5) the character throws themselves over a drop, falling 20' and taking 2d6 damage; (6) see hazard encounter result of 4.
-	11	The party encounters a sending - a projection of the Meniscus. It is likely this will be a non-threatening or attractive form chosen from the soul speculum, usually a female or child of whichever race is most populous amongst the party. Unable to speak, the sending will attempt to voicelessly lure the party deeper into the court, but in all other respects is tangibly real and intelligent. If attacked the sending will attempt to flee and there is a 50% chance 1d3 prismatic seneschals will arrive in 1d6+1 rounds to subdue the party.
-	12	The party discover the gates to the Burnished Citadel, located at the center of the expanse. Each gate is a gargantuan single mirror, crafted from a solid sheet of diamond. These perfect glittering doors silently glide open as soon as any PC can see their reflection in it, revealing the shining haze of the Meniscus' sanctorum beyond.

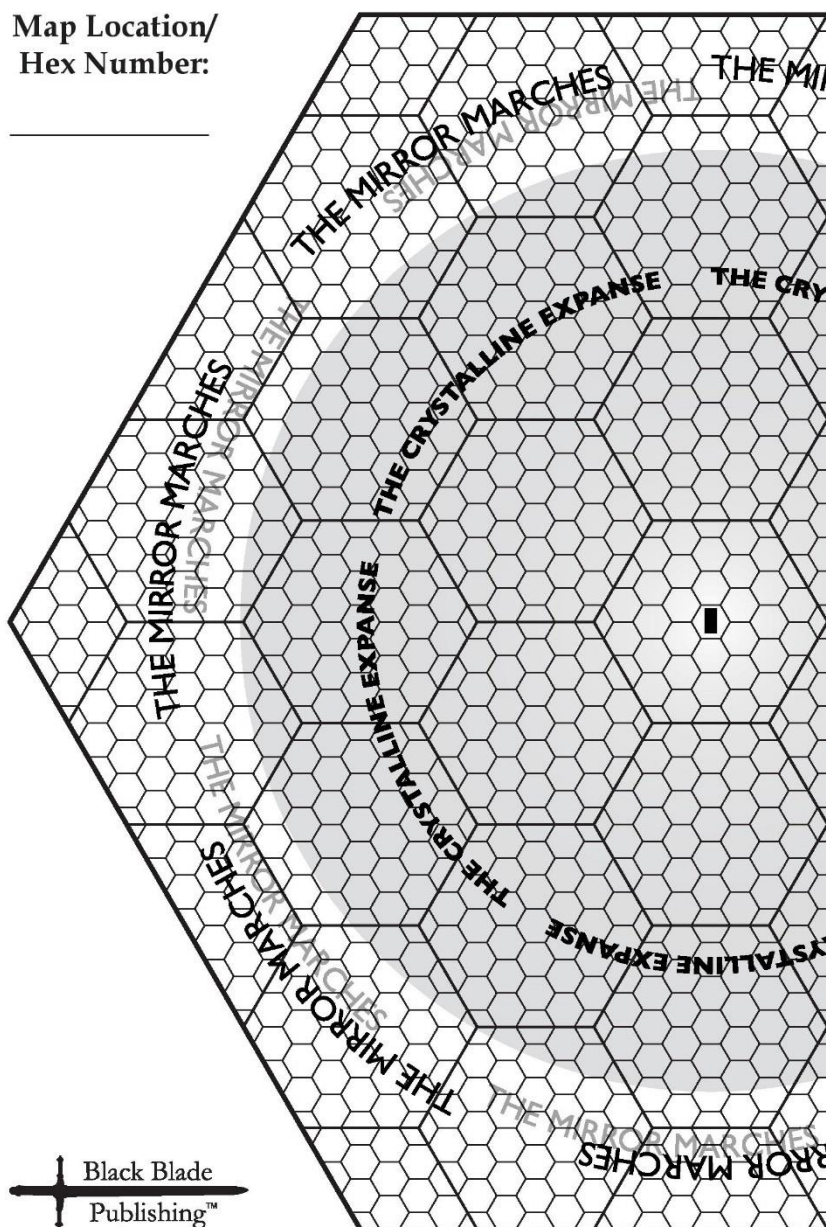
Focal servitor: Init +3; Atk focal beam +3 ranged (1d6, range 45', DC 10 Fort save or blinded for 1 round); AC 13; HD 3D8; MV fly 40'; Act 2d20; SP mirror shield 1/day (reflect one incoming attack, roll d12 to determine direction of ricochet); SV Fort +1, Ref +4, Will +6; AL C.

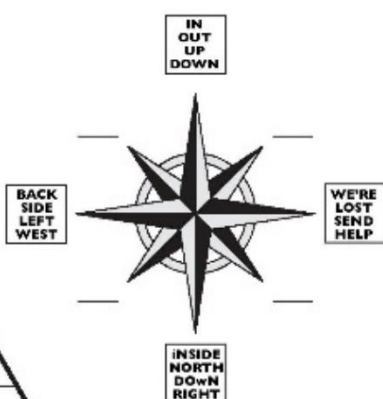
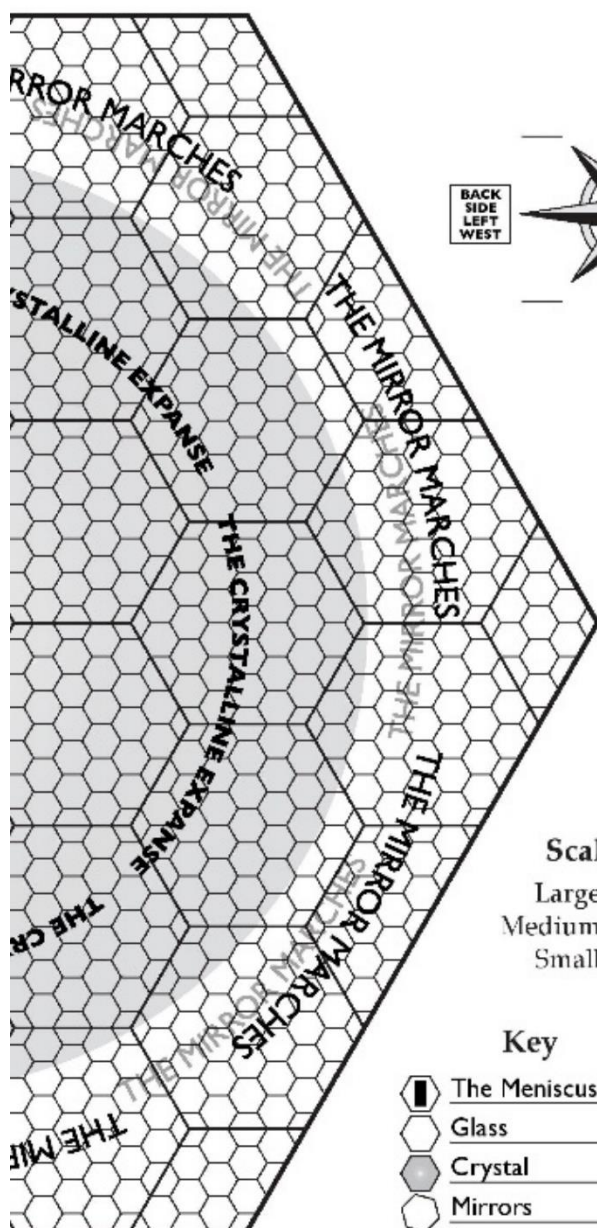
A focal servitor takes the form of a roughly 2' diameter spherical assembly of shifting lenses, glowing glass globes, and animated brass armatures. They fly in erratic paths, switching which facing is front frequently, and act as the eyes of the Meniscus throughout the Burnished Court. Servitors usually hold off and observe as the will of their master dictates, leading travelers around dangerous terrain and escorting them inward when the Meniscus wishes to grant an audience. They are also capable of mounting swarming attacks, searing opponents with blinding beams of focused light. If they are called to repel interlopers regarded as hostile to court they usually arrive in large numbers (3d4) around 1d6+2 rounds before prismatic seneschals begin to turn up. The broken remains of a destroyed focal servitor are of the highest possible workmanship. Enterprising scavengers can salvage 2d20 gp of rare materials from each body.

Prismatic seneschal: Init +6; Atk shardblade +6 melee (2d6+2) or shatterstorm +4 ranged (3d4, range 30' and area effect of 10'); AC 17; HD 4d12+6; MV 30' or fly 30'; Act 2d20; SP *color spray* (+6 to spell check), reflective portal 3/day (opens portal between two reflective surfaces no more than 100' apart, either allowing it to sidestep an incoming attack with a successful DC 13 Ref save or causing an opponent engaged in melee to fall through the portal, DC 14 Ref save to avoid); SV Fort +4, Ref +5, Will +8; AL C.

Prismatic seneschals are the immune system of the Burnished Court. They consist of shards of crystalline material orbiting a huge floating quartz-like geode within which emanate ripples of polychromatic light. Slower moving than focal servitors, they are however very tough and can attack by either slicing with their shard-appendages, directing area-effect bursts of razor-sharp slivers of glass, or by focusing their internal lights causing the same effect as the 1st level Wizard spell *color spray*. They are also able to open a short-range portal between any two reflective surfaces (including themselves), allowing them the chance to sidestep an incoming attack or trick an attacker to fall through as they swing to hit. While prismatic seneschals patrol alone, they will begin to arrive in force if the Meniscus perceives a disruptive threat within the court.

Map Location/
Hex Number:





Scale

Large Hex:	Months
Medium Hex:	Weeks
Small Hex:	Shiny

Key

	The Meniscus		The Meniscus
	Glass		Glass
	Crystal		Crystal
	Mirrors		Mirrors

Cartography by Michael Jones

The Burnished Citadel

At the center of the expanse lies the Burnished Citadel, home and corporeal manifestation of the extra-dimensional entity known in this reality as the Meniscus. The citadel is composed of random dances of intensely bright light that flash architectural forms as retina burns on the viewer's eyes. Initially moving through this dazzling ethereal environment is extremely discombobulating (-1d on all rolls for 1D6+3 minutes) but the sensation stabilizes quickly. There are many prismatic seneschals and focal servitors in the environs, some will escort at a discrete distance any non-aggressive travelers, but any hostile action will result in 1d6+1 prismatic seneschals arriving every 3 rounds to subdue (or destroy) any who disrupt the will of the Meniscus. The citadel ascends through series of polychromatic galleries, approaching a central spire towering above all from which the radiate 10,000 lambent shafts of refracted light that illuminate the Crystalline Expanse.

The spire is the demesne of the Meniscus and entry is at ground level through giant-sized portals. Once within, travelers find themselves at the bottom of a vast telescope (or microscope, depending on how you look at it) with ascending levels of titanic geared lenses reaching up through the otherwise empty space. These form the soul speculum, the device that allows the Meniscus to observe, catalog, and store anything that it or its mirror vassals see. Suspended above the top of the speculum is a vast scintillant lens, alive with crackling light, moving as it focuses its gaze across planar boundaries. This is physical manifestation of the Meniscus.

The Meniscus

The origins of this entity are not fully known. Some think it a particularly benign if voyeuristic outsider, others that it once was an enchanted mirror that achieved limited godhood. It is certain that some sliver of the consciousness known as the Meniscus witnessed mythic events, including the birth (and death) of the elder gods. Able - to a limited degree - to occupy any reflective surface, the entity watches, catalogs and revels in new forms and compositions. It is as fascinated by the play of light on a grain of dust as by the gouts of blood spurting from a slashed artery; any combination of sight, color, and even sound gives it pleasure. Whilst the Meniscus can and does

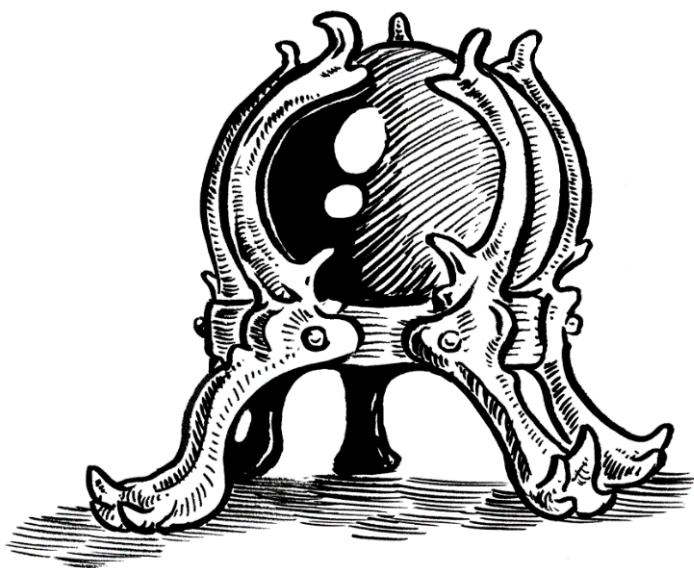
send tendrils of its awareness out to a constantly shifting scattering of naturally reflective planes (such as a still lake, ice sheets, etc.) it is through crafted reflective materials that it gains the greatest clarity. Above all it seeks new novelty through the exquisite mirrors it makes within itself, which, once taken out into the world, allow it to directly experience all that is captured in the reflection.

Once the Meniscus has experienced a sight or sound it stores it within the soul speculum. At will it can recreate anything stored within this boundless catalog, bringing forth a seemingly perfect mirror image facsimile of the original. These reflection-creations can either be projections, known as mirrorages, or can be tangible physical creations, capable of thinking and acting independent of the Meniscus. This ability to seemingly bring back to life a long dead hero or recreate an artifact of legend have given rise to the rumors of great treasure troves hidden within the Burnished Court.

The Meniscus craves new novelty experienced in the highest clarity possible, and the best way to enable this is to disperse its mirrors far and wide. This it does by luring travelers into the Burnished Court and enticing them to take a mirrored object back out with them. To sweeten this deal the Meniscus is willing to negotiate over access to the wonders it holds within its catalog, including spells, secrets, items, and even seeming reanimation of the dead. It does not sell its wares cheaply however, and may ask for specific scenarios to be staged for it to witness (judges should have some fun coming up with a suitably grim or ridiculous requests).

The Meniscus as a Patron

The Meniscus rarely acts or intervenes in the world outside its demesne, it is a spectator not an actor. It loathes stagnant order and as such is broadly aligned with chaos, not caring to overtly get involved in the affairs of mortals. As such it is not interested in the normal dynamics of patron bond, however, it will offer individuals it likes a variation of a bond which does not grant access to new spells. Instead, the bond has the potential to open a conduit to the Meniscus through a mirror or similar surface, or it may respond by extending a portion of its awareness through the mirror and grant a boon to the individual. Of course, the Meniscus may tire of the petty schemes of mortals and simply punish their lack of imagination.



A character entering into such an arrangement need not be a wizard or elf; any non-lawful character in direct contact with the Meniscus may appeal to instigate a relationship. Usually the price for such a relationship is the emplacement of a high quality reflective surface - such as a crystal lens or flawless mirror - in an interesting location that the Meniscus cannot currently access, often somewhere inherently hazardous to non-authorized personnel engaged in an impromptu glazing installation. The Meniscus will happily open a two-way mirror gate as near the target location as possible. Alternatively, the Meniscus may require the character to carry a highly-polished item with them on their journeys, such as a helmet, shield, or decorative breastplate, through which it will watch their adventures unfold. This item must be worn openly at all times and kept to a high degree of luster to retain the Meniscus' favor.

Invoking the Meniscus

Any character the Meniscus has bestowed its favor on may appeal to the entity for assistance. Calling the Meniscus automatically grants invoker a cumulative 1% chance of patron taint which resets once triggered. To attract the interest of the entity, the invoker must make an offering, inviting the Meniscus to witness a spectacle or dedicate a unique artifact to it. The quality and/or singularity of the offering acts as a modifier to the result. Judges should use their discretion as to how impressed the Meniscus is with the offering, it being drawn to uniqueness and novelty, or witnessing something it hasn't seen before. The judge can also rule that the offering simply isn't creative enough, warranting a further cumulative 1% increase on the chances of gaining patron taint. The following table provides a guideline to appropriate modifiers:

Offering	Modifier
Witness a hastily thrown together jumble of unlikely objects creating a unique scene (a dwarf dressed in a rainbow sarong balancing a brazier on his head whilst walking backwards through treacle).	+1
Dedicate a unique work of art that has taken 50+ hours to create.	+2
Witness a once-in-a-lifetime event (someone's birth, first kiss, or death).	+3
Dedicate a unique mirror, commissioned from the finest craftsmen who have spent over 200 hours in its creation, which hangs at the center of a place of great import or influence (such as a king's throne room or wizard's laboratory).	+4
Lavishly stage a truly spectacular or staggeringly horrifying public event, the likes of which have never been seen before, images from which will sear themselves into the memory of all who witnessed it.	+5

Invoking the Meniscus is different from the normal *invoke patron* spell and may be attempted by any character who has borne a mirror formed in the Burnished Citadel and who is in good standing. Attempting to secure the Meniscus' aid requires a roll of 1d20 + Personality modifier + offering modifier. No level modifier is included,

and an offering must always be made. Invoking the Meniscus may not be attempted more than once a day and each successive attempt within a week of the first suffers a cumulative -1 modifier. Invoking the Meniscus takes a full turn and the invoker must have a mirror or other reflective surface in which they can see their reflection.

Invoke the Meniscus check results:

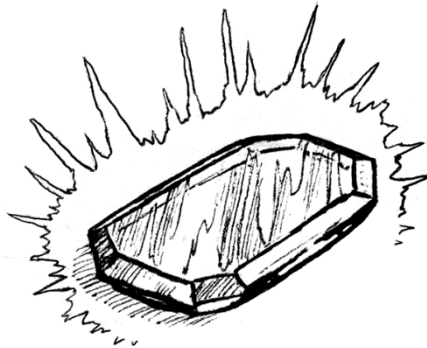
Roll	Result
1	Patron taint.
2-12	No effect.
13-15	The mirror used as the conduit allows the bearer to connect to any other mirror, effectively creating a point-to-point scrying link. This lasts for 1d3 turns or until dismissed and is obvious to anyone who looks in the mirror at the other end.
16-17	The mirror shows the bearer a notable event connected to the specific location they are in. It is up to the judge's discretion how this limited mirroring helps the character's aims or interests.
18-19	The mirror becomes a portal to a pocket dimension approximately 6' in height and 5' in width and depth, with enough air to hold up to four people for an hour (or one person for four hours). Access to the dimension is limited to the size of the frame of the portal, so a pocket mirror can only accommodate something that will fit through a 3" x 4" gap whilst a full sized mirror could easily allow a humanoid to step in. The portal lasts for 1d6+3 hours and will spit out anything left inside at the end of the effect.
20-21	For 1d3+1 turns the bearer's skin and equipment take on a strange translucent quality, acting as a reflective cloaking effect. If the character is stationary or moves slowly (half movement or less) there is a 75% chance that no one will be aware of their presence. If moving at normal speed or faster they can be seen, but opponents suffer -1d to rolls made against them (including attack or spell rolls). The effect cancels if the bearer is hit by an attack.

22-23	The mirror allows the bearer to connect to the soul speculum and see any event that the Meniscus has ever witnessed. This will be a true record, not the embellished legend or edited recorded history, and can provide insight into a great many dangerous truths. The judge is encouraged to use the opportunity to impart to the bearer with provocative knowledge, possibly likely to upset a substantial power in their game-world.
24-25	The Meniscus grants the bearer (and anyone the bearer wishes) access to a mirror portal. This allows instant travel between any two reflective surfaces. The bearer must have a clear idea of where it is they wish to arrive. The transition between the two locations is harmless, but environmental conditions at the terminus will instantly affect those that step out the other side. The mirror portal remains open for a return journey for 1d4+1 turns before closing.
26-27	The mirror used expands to form a floating invisible shield that reflects incoming attacks made against the bearer for 1d6+2 rounds. Any attacks, magical or otherwise, are automatically reflected back at those that made them. The judge may make a DC 12 Ref save for any opponent who is damaged by the rebound to see if they figure out what the hell just happened and sensibly decide to subsequently target a different PC (otherwise they keep trying until they make the roll).
28+	The Meniscus allows the bearer to draw upon the soul speculum and recreate, for a limited time, something that is stored there. For 1d8+1 rounds they may draw forth any item or individual from history. The judge has ultimate discretion as to how this plays out. The creation is real in every sense and has the memories, knowledge and abilities of the original or, if an artifact, is an exact replica down to powers and/or utilities. That is not to say that the creation is in any way inherently positively disposed towards the bearer, it is just as likely to turn out to be a hindrance as a boon.

Patron Taint: The Meniscus

Roll	Result
1	The character begins to take on the voyeuristic traits of the Meniscus, seeking novelty in ever increasing escalation of spectacle. At first they become compelled to stop and witness everyday acts and events. The player must make a DC 10 Will save or be at a -1d penalty to initiative rolls due to being distracted. If rolled again their constant glassy-eyed remoteness incurs a -1 Personality penalty. If rolled a third time the character becomes compelled to orchestrate unique compositions of events to satisfy their need for new experiences, often involving gruesome detail (if the player isn't going along with this the judge should force a DC14 Will save to avoid imposing on the character acts of extreme cruelty conducted in the name of art).
2	The character becomes fascinated with mirrors. At first this is merely a lingering glance in any passing reflective surface (DC 10 Will save or spend one round gazing in the mirror). If rolled again the character becomes compelled to spend every available spare coin (beyond living costs and essential equipment) buying mirrors and carefully arranging them. If rolled a third time any action which threatens or breaks a mirror is likely to send the character into a frenzy (DC 15 Will save to resist, failure results in attacking the would-be mirror smasher for as many rounds as the save was failed by).
3	The character's skin begins to take on a glassy, translucent quality. Each time this result is rolled there is a -1 Personality penalty as the inner organs of the individual become more visible. By the time it has been rolled three times the skin is entirely transparent.
4	The character becomes afraid of mirrors. At first this is represented by a compulsive need to avoid leaving a mirror uncovered (DC 13 Will save to resist). If rolled again they have a strong urge to smash any mirror they come across (DC 14 Will save to resist). If rolled a third time simply being in the presence of a mirror is enough to drive them into a fugue state (DC 14 Will save or be incapacitated for 1d3 rounds). Any mirror that the

	character owns as a connection to the Meniscus is exempt from these effects.
5	The character's reflection begins to take on a life of its own. This mirror twin is the exact opposite of the PC in alignment, morals and values, and over time will attempt to increase its control over the original personality. When first rolled the effect is subtle, the character no longer sees his true reflection but instead a mirror twin (the judge is encouraged to role play the twin as suggesting alternate courses of action, etc.), which other than being unnerving has no immediate effect. When rolled a second time the mirror twin may attempt to wrest control of the character for 1d3 rounds at moments of high stress (DC 13 Will save to resist). If rolled a third time the Will save increases to DC 15 and length of possession increases to 1d3 turns.
6	The character is blessed (or cursed) with a reflexive ability to manifest the effects of the spell <i>mirror image</i> . This is completely outside the control of the character, and with every increasing level of taint the triggers become ever more invasive. When first rolled the effect only occurs if the character is violently surprised (e.g. if ambushed). If rolled again the effect manifests when the character is emotionally surprised or shocked (judge's discretion). If rolled a third time the effect occurs even if the character is mildly surprised, such as by an unexpected sneeze or by a cat suddenly jumping on their lap. The spell effects occurs as if a result of 17 had been rolled on the spell check.



The Ichor Pits

By Nick Serluco

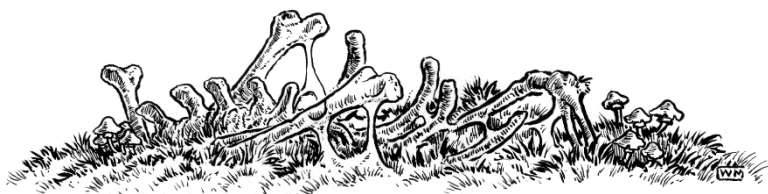
The steaming Ichor Pits are sunken into a crater that provides a fleeting shelter from Pandemonium's maddening winds. Though many climb down into the 15-mile wide pockmark in Cocytus' rocky surface in search of solace, few find it. The crater's floor is vast and scarred, providing little significant cover for those who seek it, save for the noxious steam belched forth from the inky, churning ichor that seeps up from the ground in large pockets.

The Ichor Pits are inhabited by servants of Ostorax the Gravehand. These twisted creatures torment those who Ostorax once sponsored — mortals who traded him their souls in return for untold arcane power — and raise from the pits demons who are drawn to their suffering. Should they avoid the roving demons, anyone who wanders too deeply into the crater will likely meet the same torturous fate unless they are pledged to the Gravehand's service.

The crater's tall lip keeps characters safe from the maddening effects of the wind, but the suffering near the pits is palpable. Characters suffer -1 to Will saves while they explore the Ichor Pits.

Hooks

The Ichor Pits are a natural shelter from the wind's effects, so many creatures are drawn here unaware of the dangers. Characters may stumble upon the crater while seeking shelter, or they may notice some of Pandemonium's "walking corpses" shambling towards the pits as if answering a call. Well-informed characters may have heard legends of a paladin and his famed hammer who smashed his way through Pandemonium intent on slaying Ostorax, never to return.



Encounter Areas

Characters can travel through 1 hex per hour if they do not stop. For each hour that passes, roll 1d6. On a result of 1 or 2, roll 1d4+1d6 on the random encounter table below.

Roll	Encounter
2	Ixitos (see area 3 below), plus 1d3 ichor fiends.
3	One of the PCs finds a tarnished set of prayer beads. A lawful or neutral cleric who takes the time to clean and use them can get +1 to requests for divine aid.
4	1d6 ichor fiends, plus 1d3 crater cultists.
5	1d6 ichor fiends.
6	2d4 enraged corpses.
7	Ichor eruption nearby (see area 1).
8	Gore crow swarm.
9	One of the PCs spots a scrap of parchment caught in a small wind eddy. It appears to be torn from a prayer book and bears the incantation to cast <i>protection from evil</i> .
10	1d3 escaped wizards.



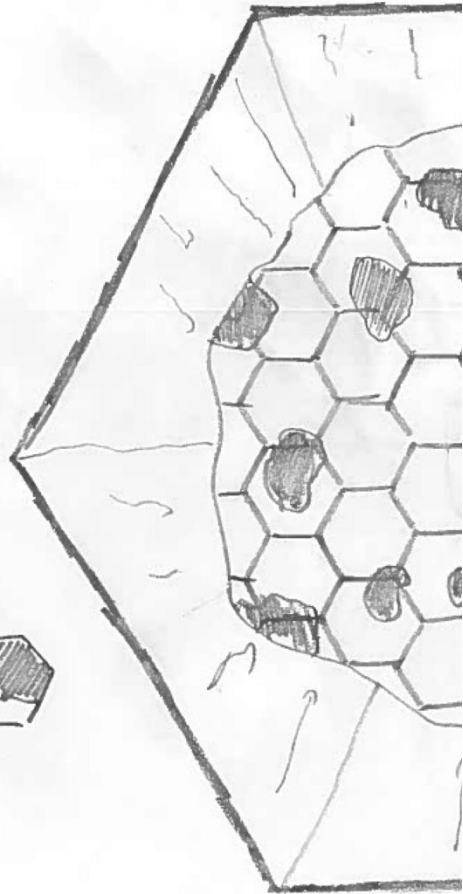
Crater cultist: Init -1; Atk cudgel +1 melee (1d4) or charm or harmful spell; AC 11; HD 1d8; MV 30'; Act 1d20; SP charm 1/day, harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL C.

Crater cultists are responsible for the capture and torture of prisoners to attract demons for the ritualist to bind. They wear leather frocks, often stained the rusty color of blood, and black hoods to obscure their corruption.

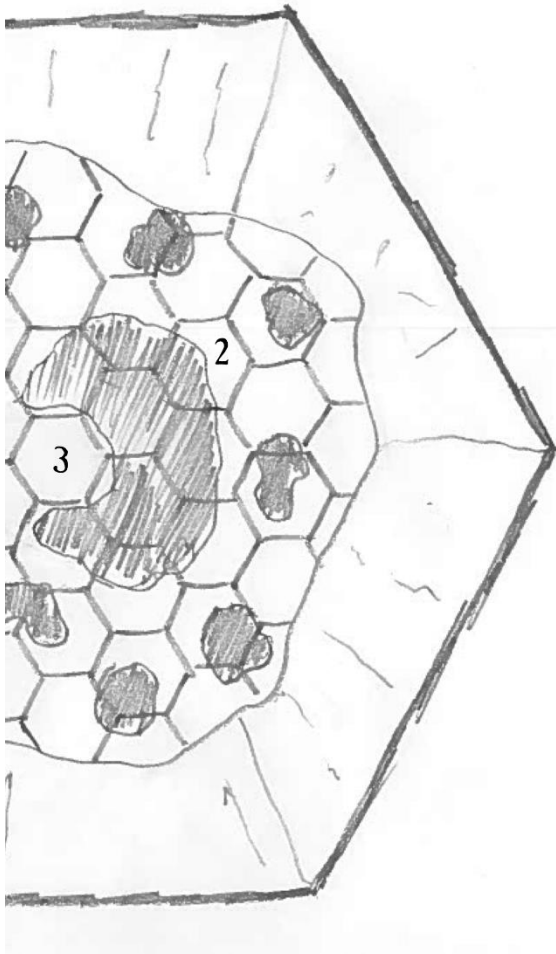
Cultists can use a simple charm once that turns any humanoid friendly to their cause for 1d4 hours (DC 11 Will save to resist). They can also cast minor harmful spells, which typically manifest as tendrils of shadow and causes 1d6+1 damage at a range of 50' (DC 11 Will save for half damage).

The Ic

Pits
Area I



hor Pits



Cartography by Harley Stroh

Enraged corpse: Init +2; Atk unarmed +1 melee (1d6+2); AC 13; HD 2d8; MV 40'; Act 1d20; SV Fort +0, Ref +3, Will +0; AL N.

When walking corpses find their way into the crater and are affected by its foul ichor, they shrug off whatever vestiges of humanity they still carried and fall completely into an enraged madness. Roving in packs, they will charge and living thing they encounter on sight.

Enraged corpses would seem lethargic were it not for their ability to take off sprinting in the blink of an eye. They breathe heavily, as if always out of breath, and their red eyes are constantly sweeping their environs.

Gore crow swarm: Init +4; Atk swarming peck +1 melee (1d3 plus disease); AC 10; HD 2d8; MV fly 40'; Act special; SP peck all targets within 20' x 20' space, half damage from non-area attacks, disease (see below); SV Fort +0, Ref +10; Will -2; AL L.

Gore crows are easily identified by the dried blood and bits of flesh that adorn their crusty, black feathers. Hundreds of individual crows form this swarm, occupying a space of about 20' x 20'. Likely driven mad by the winds, gore crows dive down from great heights to feast on Pandemonium's walking corpses or any others that are unprepared for their aerial ambush. Any character caught in the swarm is attacked. Because the swarm is composed of many individual Crows, it takes half damage from normal weapons and any spell or effect that normally has an individual target.

Unless they are from a chaotic plane, there is a chance characters could be driven mad by the gruesome birds. Any character wounded by the gore crow swarm must make a DC 12 Will save or suffer from amnesia for 1d4 days. Victims who survive the gore crows have been known to wander Pandemonium, adrift and confused.

Ichor fiend: Init +1; Atk bite +2 melee (1d4) or charge +4 melee (1d4); AC 11; HD 3d6; MV teleport 30'; Act 1d20; SP infravision, teleportation; SV Fort +1, Reflex +3, Will +0; AL C.

Ichor fiends are minor demons that are drawn into existence by the suffering caused near the Ichor Pits. They emerge as amorphous, translucent charcoal shadows from the pitch-dark pools to devour

the mortal souls sacrificed to them, becoming monstrous, slaving versions of the poor creatures they consume.

Ichor fiends are misshapen humanoids bearing long, thick arms that nearly drag along the ground and rotting skin that sloughs off with each of the fiend's twitchy movements. Their bodies are covered with fine hairs that allow them to detect movement by sensing disturbances in the air and their ability to teleport short distances means they rarely lose sight of their prey.

Area 1 – The Ichor Pits: The Ichor Pits have no set location but are scattered across the entire crater, seeping up from some deeper level of Pandemonium. These pitch-dark hollows churn slowly as if disturbed by unseen beings below the surface, with bubbles of noxious gasses occasionally reaching the surface and belching forth a column of steam.

Characters who come into contact with the ichor due to an eruption nearby or some other means must make a DC 15 Fort save or suffer from its corrupting effects, rolling 1d4 modified by Luck on the table below.

Roll	Effects of the Ichor
1 or less	The ichor leaves a stain on the PC's soul. If the PC is reduced to 0 hp while in the crater, they become possessed by an ichor fiend unless revived before bleeding out.
2	The PC feels nauseous as the corrosive ichor fundamentally changes them, causing minor corruption; roll on DCC RPG table 5-3.
3	The PC is marked by the ichor, enraging any walking corpses they encounter and attracting ichor fiends within the current hex (while marked, random encounters occur on a result of 1-3).
4+	The ichor awakens the PC to chaos around them, allowing a PC of any class to cast <i>detect evil</i> (+2 check) while exploring the crater.

Area 2 – The Ritual Altar: The party encounters a platform built on the shores of a massive ichor pit. The platform is constructed of white marble flecked with grey and is obviously kept clean by the

cultists who tend to this place. From the crater floor, a shallow ramp leads up to a wide area opposite the pit, where cultists stand near an altar removing ritual instruments from an iron-banded chest. Three prisoners kneel in manacles affixed with chains to rings planted in the marble. Beyond the chains, a man in a crimson robe stands chanting before a short series of steps leading down from the altar platform into the congealed pit. Beneath the platform on either side of the ramp built right into the marble structure are eight small cells where five more wild-eyed prisoners are kept while awaiting an unthinkable fate.

In 1d4 rounds the crater ritualist will complete the ritual and summon three ichor fiends, consuming the prisoners, unless stopped. A group of crater cultists will fight to the death to defend the ritualist, but will attempt to flee if he is slain.

Crater ritualist: Init +0; Atk mace +3 melee (1d4+1) or sling +3 missile fire (1d4) or harmful spell (see below); AC 13; HD 3d8; hp 18; MV 30'; Act 1d20; SP heal 2/day, harmful spell 3/day, turn 3/day; SV Fort +2, Ref +1, Will +4; AL C.

Ritualists are Ostorax's chosen in Pandemonium and are tasked with spreading his doctrine of domination. They are almost always accompanied by cultists and engaged in raising armies of ichor fiends or recruiting greater demons.

Twice a day, a ritualist can heal 1d4 hit points from any follower by laying on hands. Ritualists can cast three harmful spells per day, each of which causes 1d8+2 damage at a range of 100' (DC 13 Will save for half damage). Finally, a ritualist can turn away his foes. This can be done three times per day, and the foes must make a DC 13 Will save or be held at bay, unable to approach within 20' of the ritualist. Such foes can still make ranged attacks.

Crater cultist (6): Init -1; Atk cudgel +1 melee (1d4) or charm (see below) or harmful spell (see below); AC 11; HD 1d8; hp 5 each; MV 30'; Act 1d20; SP charm 1/day, harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL C.

Ichor fiend (3): Init +1; Atk bite +2 melee (1d4) or charge +4 melee (1d4); AC 11; HD 3d6; hp 12 each; MV teleport 30'; Act 1d20; SP infravision, teleportation; SV Fort +1, Reflex +3, Will +0; AL C.

The Iron-Banded Chest

The chest contains tools of torture of various use as determined by the judge. A DC 12 Intelligence check will reveal the chest's false bottom, which contains three potions of healing (heals 1d6 hp), a pouch of rare spell components, and the paladin Godfre's lawful warhammer. Creatures with demonic traits struck by Godfre's warhammer take full damage instead of the normal half damage from non-magical weapons.



Area 3 – The Dais: At the very center of the crater lies a stone dais, its smooth surface pitted by its exposure to the ichor that bubbles and spits from nearby pools. The dais is dominated by a greatsword that has been thrust into the stone. The flayed body of a man hangs from the blade, his arms thrown over the hilt and bound behind him as misshapen cultists wearing leather frocks carve off pieces of his flesh and toss them into the ichor around the dais.

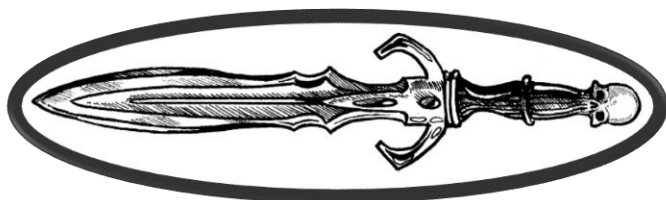
The grotesque figure coughs up blood, struggling to breathe and seemingly numb to his countless weeping wounds. This is the paladin, Godfre, defeated and bound by Ostorax. If the PCs come near, the cultists attempt to flee but will return in 1d4 turns with reinforcements (Ixitos, plus 1d3 ichor fiends, or 1d6 ichor fiends if Ixitos has already been slain).

Ixitos (type II demon): Init +0; Atk bite +4 melee (1d8) or sting +4 melee (1d4 plus poison); AC 13; HD 3d12; hp 26; MV 30'; Act 1d20; SP infravision, darkness (+4 check), terrifying roar, poison, demonic traits; SV Fort +4, Ref +2, Will +0; AL C.

Ixitos looms eight feet tall and has the body of a bear, wicked barbs extending from beneath its coat, and the long, threatening arms of a mantis. Its black fur is singed and torn out in places, granting sight to the sickly yellow chitinous plating below. Ixitos is the general of Ostorax's demonic army and leads hordes of ichor fiends to raid other planes, returning to the ichor pits only when its ranks are exhausted.

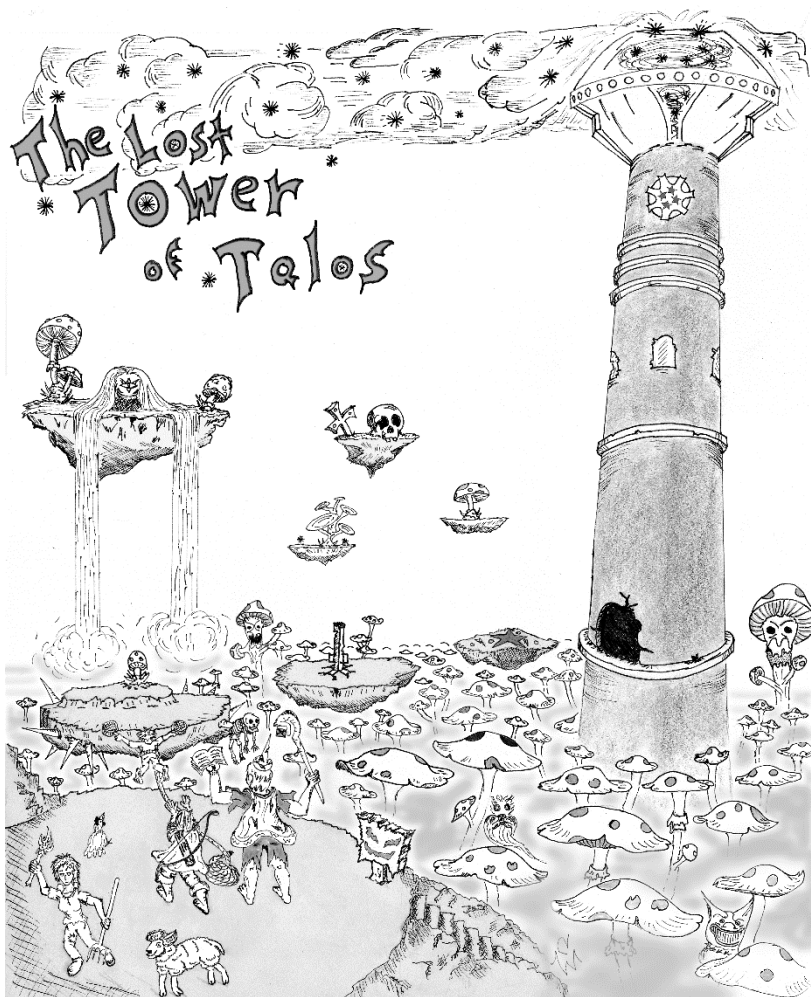
Ixitos takes half damage from non-magical weapons and fire. In melee, it gnashes at targets with its vice-like jaws or attempts to slam them with its massive arms covered with poisonous barbs. Any creature wounded by the barbs must make a DC 12 Fort save or lose 1d4 Agility. Likewise, any creature who hears Ixitos' terrifying roar must make a DC 12 Will save or suffer a -1 penalty to all rolls until Ixitos is slain or safety is found.

VALORSBANE



The blade, buried two feet into the dais, is Valorsbane, forged by Ostorax and used to strike down Godfre. It can only be pulled from the stone by a PC with Ostorax as their patron, or else by divine aid. Valorsbane is a chaotic weapon forged with the purposes of dominating others and defending against the incursion of Law. It grants the wielder the following abilities:

- +2 attack, +1 damage.
- *Warrior's bane: the blade has an unreasoning hatred towards warriors and urges its wielder to attack them at every opportunity. The wielder must pass an ego check to resist (opposed Intelligence check against the sword's 7 Intelligence)*
- *Detect traps within 40'.*
- *Weapon-breaker: on a critical hit, the opponent's weapon is destroyed.*



Art by Clayton Williams

The Lost Tower of Talos

By Hector Cruz

Within Pandemonium lies a realm manipulated by magic users for their own selfish devices. Eons ago, a band of wizards and clerics from the Bleak Cabal constructed a magical tower to worship their deity, Talos. This realm no longer has any worshippers but chaotic

magic, spirits, strange creatures, and echoing chants still emanate from the tower itself.

Natural light doesn't reach this realm. The dark sky is illuminated by thousands of small blue lights that flow like water. Shadows seemingly dance in every direction. The land surrounding the tower has transformed into a living graveyard for those who were sacrificed for Talos and those who worshipped him. A thick mist hovers 30' above the ground, while chaotic spirits roam below it. As a result of decay and dark magic, a forest of tree-size mushrooms has grown surrounding the tower, the gigantic caps preventing most of the mist from rising any higher.

Hooks

This realm can be placed anywhere since the entrance and exit exist in separate cave entrances or portals. Rumors can be given about the ancient treasure found within the tower, or alternatively, a powerful cleric or wizard may send the party on a quest to try and find a way to free the spirits of fallen comrades from the mist.

Encounter Areas

Area 1 - The Path of Chaos: When players first emerge from the portal entrance, they find themselves on the ledge of a cave overlooking a landscape of gigantic, glowing mushroom caps surrounded by mist far below. Strange voices speaking in an ancient tongue echoes throughout the land and blue lights roll and wave across the sky above them like an electric sea. In the middle of this landscape stands a tall, black tower emerging from the mist. An opening at the top allows the PCs to see through to the other side. A swirling spiral of stars spins slowly in the middle of the opening.

A floating rock platform is within jumping distance of the ledge. The players can see two other floating platforms behind it leading towards the entrance at the top of the tower. This is not the only way to the tower (see area descriptions below), but it's the most direct and possibly the most dangerous. The Bleak Cabal constructed this magical path to test the faith of those who claim Talos as their deity. Those who passed were awarded with membership to the faction and a profane amount of riches.

As the first character jumps on the closest rock platform, spikes emerge from it. The PC must make a DC 15 Ref save to dodge them, otherwise they take 1d8 damage and become impaled, requiring a DC 10 Fort save to remove themselves from the spike. If three or more people are on the platform at the same time, it starts to tilt and the spikes retract. The PCs have one round to jump off to avoid falling. Any character who falls from any platform must make a DC 18 Luck check to land on a mushroom cap, otherwise they bounce off or fall between the caps and take 7d6 falling damage. The platform levels itself again once the PCs are no longer on it.

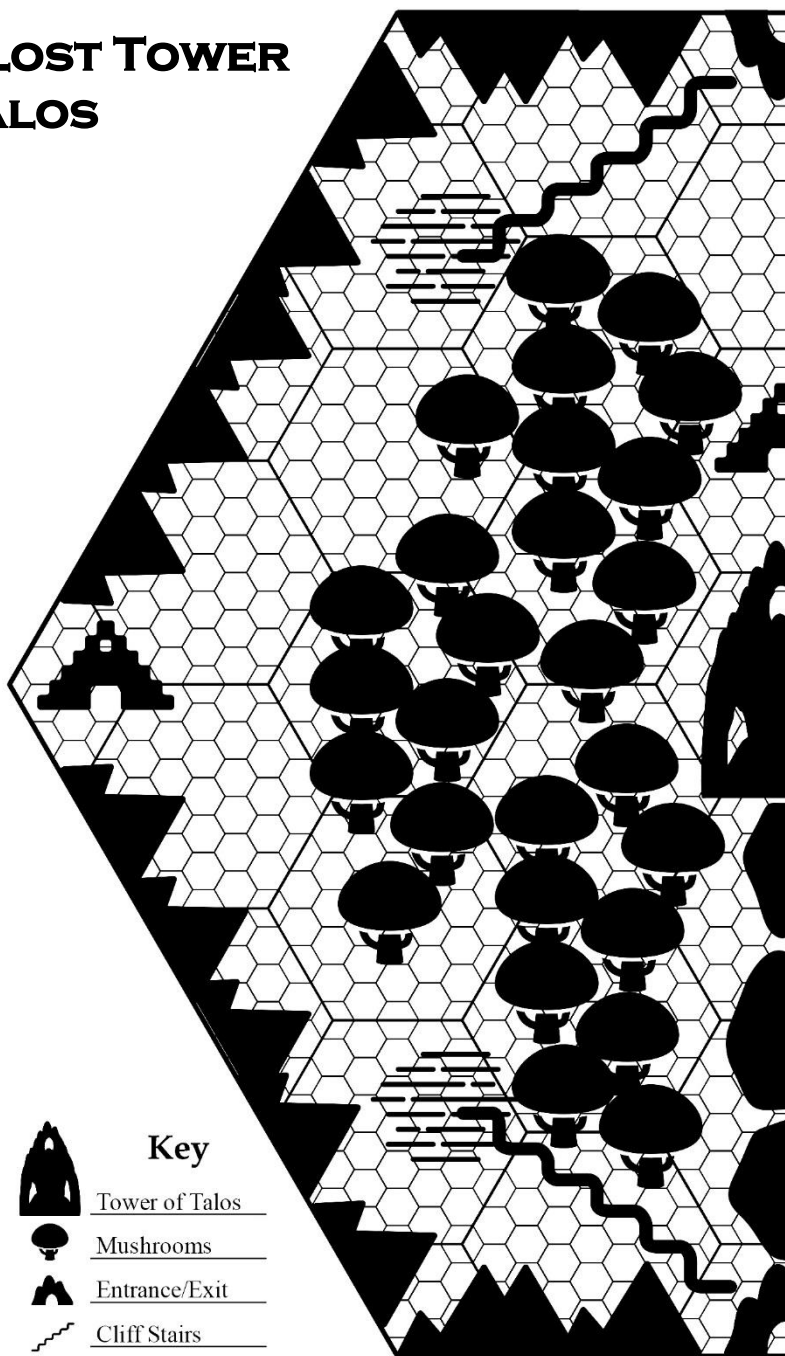
The second rock platform has a pillar in the middle with handles. The first character to jump on feels the platform start to rapidly spin. If the PCs grab the handles within 1 round of jumping on, they are safe. Anyone who jumps on or off the platform after it starts spinning must make a DC 15 Ref save to make it successfully. Anyone who doesn't grab the handles while the platform spins must make a DC 15 Strength check per round to hang on or fall off. The platform spins for 1d3+1 rounds before halting.

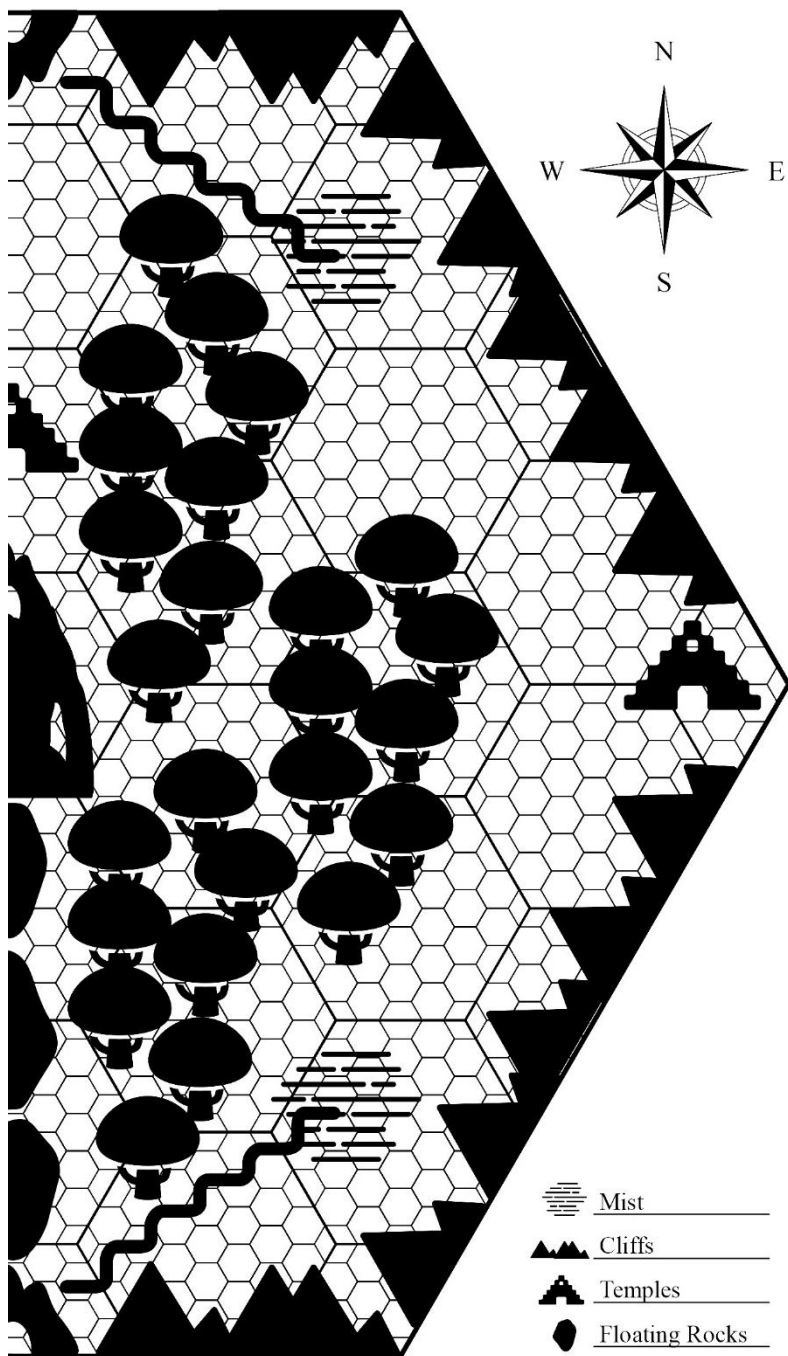
The third rock platform has a large pentagram drawn in the middle. Drawn figures with eye patches and staffs of lightning outline the pentagram. As soon as the first character jumps onto the platform, the pentagram glows and a creature appears from the swirling star portal in the tower. This is a sentry and the last part of the test.

The sentry is headless with four arms, talons, and a large beak that bursts out of its chest. It glides towards the PCs on large bat wings and carries a twisted staff in one hand. The sentry will attack any non-chaotic PCs, attempting to grapple and throw them off the platform. One round after it arrives, it will summon sentient lightning from the staff it holds. The sentient lightning will attack all PCs until defeated.

PCs may jump to the tower opening from the last platform. The top level of the tower is a room with two openings located on the north and south sides. A gate is located on the east wall inside the room leading to the third floor that can be opened with a DC 20 pick locks check.

THE LOST TOWER OF TALOS





Cartography by Hector Cruz

Tower sentry devil: Init +1; Atk bite +4 melee (1d8) or grapple +4 melee (if successful, target must make an opposed Strength roll or be thrown from platform); AC 15; HD 3d12; hp 30; MV 40' or fly 40'; Act 1d20; SP staff of sentient lightning (summon sentient lightning once per day for 1d10 rounds), demon traits; SV Fort +4, Ref +4, Will +0; AL C.

The tower sentry will attack any lawful or neutral PC. It will not attack any chaotic aligned PCs unless it is attacked first. Even then, it will first ask why they are attacking a fellow agent of chaos and try to persuade them to attack their fellow non-chaotic party members instead. In return for killing their comrades or at least knocking them off the platform, they will automatically pass the final test (they will not have to fight the summoned sentient lightning and the east wall gate will open to the riches in the tower).

If the summoned lightning is defeated without provoking the sentry, the devil will exclaim "you are worthy of Talos," and re-enter the swirling star portal and disappear. The east wall gate will open, leading down to the treasure room in the tower. If the devil is provoked, it will attack and try to throw the aggressive PCs off the tower or platforms at any cost.

Sentient lightning: Init +8; Atk shock tendrils +1 ranged (1d8 plus special, range 30'); AC 14; HD 5d6; hp 25; MV 30'; Act 1d20; SP immune to non-magical weapons, vulnerable to cold spells or water; SV Fort +6, Ref +10, Will +6; AL C.

Sentient lightning has no shape - it is an ever moving flow of lightning arcs. The summoned creature attacks with lightning tendrils that can reach 30'. If the target happens to be wearing any metal armor, they take an additional 1d6 shock damage. Sentient lightning is vulnerable to cold and water, taking 50% more damage from those type of attacks.



Area 2 - The Mushroom

Caps: From the ledge where PCs first see the floating platforms, there are two skinny sets of stairs set in the cliff face that lead down either side towards the mushroom caps below. PCs attempting the stairs must succeed on a DC 10 Strength check to prevent falling from the winds that blow along the cliff face. Anyone who fails must make a DC 10 Luck check to

land on a cap, otherwise they take 3d6 falling damage from the plummet to the ground below.

Once the PC's reach the giant caps, they notice that the stairs keep going down, but the thick mist blocks any view of the bottom. The players can see an entrance to a broken section of the tower by looking across the forest of mushrooms. The caps are easy to jump on from the stairs. The judge may have the PCs roll a d20 periodically when jumping from cap to cap to make sure there are no fumbles. Players who fall to the ground below from a fumble take 3d6 falling damage. Any players that fall off a floating rock platform from area 1 onto a mushroom cap can also see the stairs on the cliff face and the broken wall entrance to the tower from this level as well.

The gigantic mushroom caps glow like neon in the blueish hue of light from the sky. They are bright orange with lime green circles, peaking above a sea of mist. As the PCs walk across the caps, the surface feels spongy and they almost seem to bounce with every step. The vibrations of their steps alert the creatures that live on the underside of the caps. Created through experimentation and dark magic, the creatures inhabiting the mushrooms are humanoid mollusks that feed off of fungus, and are more than happy to feed off of human flesh. The amount of these creatures on mushrooms and the frequency of PCs encountering them is up to the judge's discretion. The element of surprise should be a factor when they attack.

Humanoid mollusks (1d4 or more per encounter): Init -4; Atk short sword +3 melee (1d6) or slime spit +3 ranged (special, range 20'); AC 18; HD 3d6; hp 12; MV 10'; Act 1d20; SP surprise 50% of the time; SV Fort +6, Ref -6, Will-2; AL C.

The humanoid mollusks are horrific mutations of snail and human that are slow, but deadly. Their skin is either pink or bright purple covered with a hard shell of green armor. They have six arms, long eye stalks, no legs, and mostly carry weapons found from those who have fallen from the rock platforms long ago. They also have a deadly slime they can spit from 20' away; roll 1d4 on the table below to determine the effect:

Roll	Effects of Slime Spit
1	Acidic. The player takes 1d4 acid damage immediately and takes 1d4 the next round.
2	Sticky. The player is stuck in place and cannot move until she makes a DC 20 Strength check.
3	Poisonous. The character succumbs to a neurological poison. She must succeed on a DC 14 Fort save or fall to the mushroom cap surface twitching for 1d8 rounds.
4	Hallucinogenic. The character sees strange visions. She is mentally incapacitated for 1d4 rounds, unable to attack or focus on any other activity.

Once the PCs reach the tower, they see part of the wall has been damaged, exposing a hole in the side. They may jump from the mushroom cap to the opening, but there's a chance they may slip on loose bricks and fall to the ground below. Characters must succeed on a DC 12 Ref save to make it successfully with those who fail taking 3d6 falling damage. Once on the ground, there is a chance they will be attacked by spirits before finding the stone door entrance to the tower (see area 3 below).

Area 3 - The Living Graveyard: Beneath the mushroom caps and the thick mist lies a ghostly sanctuary for spirits that have been trapped here for millennia. As a result of being in a realm of chaotic magic, anyone who perishes beneath the mist does not die immediately -

they are transformed into spirits to roam the area in ghostly form. Unlike their living companions, spirits cannot travel above the mist. Dark magic bounds them here, eventually causing any creature transformed into a spirit to go mad. It is rumored that there are several old temples of Talos that contain a scroll of a ritual spell to dispel the mist and free the spirits trapped beneath it, though that is left to the judge to detail.

There are several ways the party can enter the living graveyard, including taking the stairs on the cliff face wall down past the mushroom caps, descending the tower to the bottom stone door entrance if they entered from the top level opening, or from the mushroom cap level opening. Of course, falling to their death is the quickest way to enter, though not the most ideal.

Once PCs enter the spirit sanctuary, they see large glowing mushroom stalks and a sea of bones, along with bodies half buried into the fertile ground. The air is cool and the smell of earth and decay is heavy. Wisps of light and floating apparitions can be seen moving in between the giant stalks. Other than that, it is quite dark since the blue lights from above doesn't reach past the mist.

The roaming spirits inside the graveyard will attack the PCs randomly without warning. The chaos magic is at its strongest down here, and time is warped and affects the living PCs below the mist. Their movement speed is slowed by half and all actions take 2 rounds. PCs transformed into spirits may help fight alongside their companions at normal speed, but they have a chance of attacking their friends (see below).

Roaming spirits (1d3 or more per encounter): Init +2; Atk special; AC 10; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, vulnerable to iron weapons; SV Fort +2, Ref +4, Will +6; AL C.

Roaming spirits are immune to non-magical weapons except those made of iron, and take 50% more damage from attacks from those weapons. Spirits have a different attack based on the table below:

Roll	Spirit Special Ability
1	Banshee scream. The ghost attacks with a bone chilling scream. Every living creature within 100' automatically takes 1d6 sonic damage and is potentially deaf for 1d4 hours (DC 14 Fort save).
2	Draining touch. Any creature touched by the ghost loses 1d4 points of physical abilities (Strength, Agility, or Stamina). The player chooses which points are lost. The ghost attacks at +6 melee.
3	Horrid appearance. Simply glimpsing the ghost causes 1d4 damage and potential fear (DC 12 Will save). Any affected creature runs away for 1d6 rounds; if cornered, it can only fight at a -4 attack penalty.
4	Paralyzing touch. Any creature touched by the ghost is paralyzed for 1d8 rounds (DC 14 Fort save). The ghost attacks at +6 melee.

Roaming PC spirit: PCs transformed into spirits must pass a DC 6 Will save once per hour, or per encounter if they choose to fight alongside their companions after death. If they fail the save, they must make the next Will save at a cumulative -1d. If they reach d6 on the dice chain and fail the save, they are permanently transformed into roaming spirits whose minds are lost forever.

Area 4 - The Tower of Talos: There are four floors in the Tower of Talos. The bottom floor can be accessed from the living graveyard through a heavy stone door that can be opened with a DC 20 Strength check. There are pieces of old scrolls and broken potion vials on this floor, but nothing of considerable value. Ancient chanting seems to exude from the very walls itself, creating a deafening noise throughout this level. Living PCs must pass a DC 12 Will save or they will be petrified with fear and will not be able to move for 1d3 hours. Chaotic roaming spirits will be attracted to players in this state and will travel through the tower walls to reach them.

The second floor is a room with broken walls that can be reached from the mushroom caps in area 2. PCs that look north across the caps can see two sets of stairs that reach up to a cave opening similar to the one that they entered this realm from. They can exit the realm this way. There are maps of the realm in this room along with some statues dedicated to Talos.

The door to the third floor is locked. It can be picked with a successful DC 25 pick locks check (players descending the tower can easily unlock this door from the other side). This is the fabled treasure room of the tower. Numerous treasure chests are located in the room containing a total of 1d100 x 10 gp worth of coins. In addition, three golden robes hang on the wall worth 100 gp each that imbue magickal properties if worn (+2 to spell checks). Two eye patches with jewels embedded in them lie on a golden table (80 gp). If worn, they grant +1 Agility and +1 to attack rolls. Finally, a golden lamp lies on a pedestal in the middle of the room worth 130 gp. If anyone cleans or rubs the lamp, a demon appears and states it will grant the owner one wish, but only in exchange for their servitude to the demon's patron. This can be a random patron of the judge's choice or a patron written for Pandemonium. Naturally, the patron should call in a favor for the wish at an inopportune time in the near future.

The fourth floor of the tower contains the swirling spiral of stars that the sentry emerges from. If the players enter this area from the treasure room, they can easily unlock the gate. The players may use the path of chaos in backwards order to reach the entrance cave, but that does not stop the test from happening unless the summoned sentient lightning or devil sentry have already been defeated. If the players have performed a ritual of dispelling the mist before crossing the path of chaos, 1d100 spirits will rise up and distract both the sentry and the sentient lightning. The players may be tempted to exit this plane through the star portal, but it only brings them back to the cave entrance that first brought them into this realm. The cave entrance on the north side of the realm is the true exit, unless the judge deems otherwise.

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