

The Gongfarmer's Almanac



The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG Communities



DCC Adventure Time #5

VOLUME 5 OF SIXTEEN BOOKLETS

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Table of Contents

Volume 1: DCC Adventure Time #1

Blood Diamonds of the Chaos Cult (Level 0)	5
The Second Time Around (Level 0)	28
Honi Soit Baba (Level 1)	36

Volume 2: DCC Adventure Time #2

7 Beauties (Shudder Mountains Level 1)	5
Dead Dragon Peak (Level 1)	23
Hoard of the Metal Goddess (Level 1)	42

Volume 3: DCC Adventure Time #3

Loose Change (Level 1)	5
Down The Rabbit Hole (Level 1)	19

Volume 4: DCC Adventure Time #4

Descent Into The Underhive (Level 1)	5
Contemplation of the Dust (Level 1)	16
Shrine of Noctys (Level 1)	30
Noctys (Patron)	37

Volume 5: DCC Adventure Time #5

The Inn in the Forest (Level 1-2)	5
Beyond the Diamond Veil (Level 2)	16
Get Off Ye Wrasses (Level 3-4)	38

Volume 6: DCC Adventure Time #6

B Mine (Level 4-6)	5
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Volume 7: Character Classes

Human	5
Peasant	9
The Fowl Summoner	12
Martial Grandmaster	24
Tarantino Elf	29
The Hive Master	34
Barbearian	38

Volume 8: Character Class - Styles & Rules

Creating Non-Level 0 Characters	5
Adding Character to Your Class	9
The Training Montage	13
A Little Bit of Magic for Everyone Else	26
Runelords in DCC	38
Patron Bond Vision Quest Rules	43

Volume 9: Axes, Beasts, and Collections

Weapons With Which to Drive Thine Enemies	5
Another Man's Trash	9
Monstrous Encounters	23
Animal-Men Generator	29
Farmyard Familiars: A New Option for Finding Familiars	43

Volume 10: NPCs, Hamlets, Towers, and Babies?!

Poonchucker Dan: King of the Hooks	5
Tower of the Manticore	9
Hamlet Happenstances	47
Character Occupations for Skill Checks: A Primer at Level 1....	56
Diaper Crawl Classics	60

Volume 11: Dark Trails - Yee-haw! #1

Going to the Crossroads	5
Cornstalk Boogeyman (Level 1)	20
Uncle Silas (Level 1)	36
Dark Trails Character Sheet	51

Volume 12: Dark Trails - Yee-haw! #2

Cough Drops	5
Into the Forest Primeval (Level 1)	12
Armillamycetes, The Mycelial Master (Patron)	48

Volume 13: MCC - Cataclysm Adventures

Moremen: The Mutants with More	5
Moremen, More Problems (Level 1-3)	12
Dead Man's Hand (Level 2)	21
Spaced Out (Level 2)	41

Volume 14: MCC - Mutants & Machines

Scholar (Character Class)	5
Mastermind (Character Class)	9
Insectaur (Character Class)	13
Geologist (Character Class)	18
MCC: Items Found in the Dwellings of the Ancients.....	24
Datum of the Computarchs	32
Wetware of the Rock Gods	44

Volume 15: 2020 Master 'Zine Index Part I

DCC RPG Master 'Zine Index	5
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Volume 16: 2020 Master 'Zine Index Part II

DCC RPG Master 'Zine Index	5
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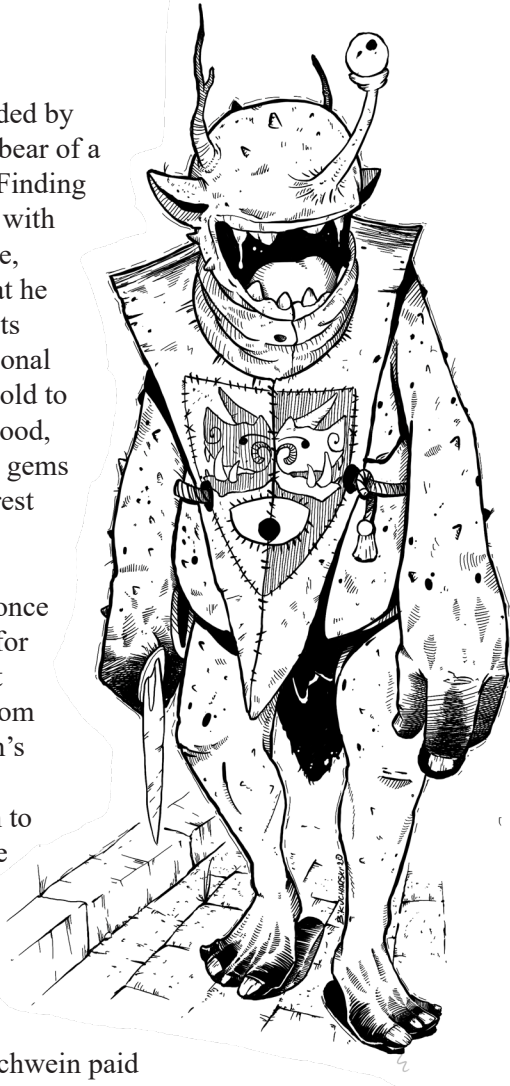
The Inn in the Forest

Written by Daniel J. Bishop, artwork by Bart Kucharski, cartography by Shyloh Wideman

Background

The Forest Inn was founded by Adalard Holzschwein, a bear of a man with a foul temper. Finding a good site near the road with an accessible natural cave, Holzschwein realized that he could maximize his profits by kidnapping the occasional lone traveller. These he sold to the erddämonen of the wood, in exchange for gold and gems mined from the stony forest crags.

The cave, however, had once been a place of worship for the alte bilder, an ancient race of men long gone from these lands. Holzschwein's excavations awakened a slumbering spirit, known to the ancients as Dia Coille and to Holzschwein as the Waldgeist. Soon enough, blood sacrifices began once more. The Forest Inn became a shunned house, as Holzschwein paid for the immortality promised him and his family by the wood spirit. The inn's last customer entered these doors decades ago, and still the partially-transformed Holzschwein owes blood to the forest god ...



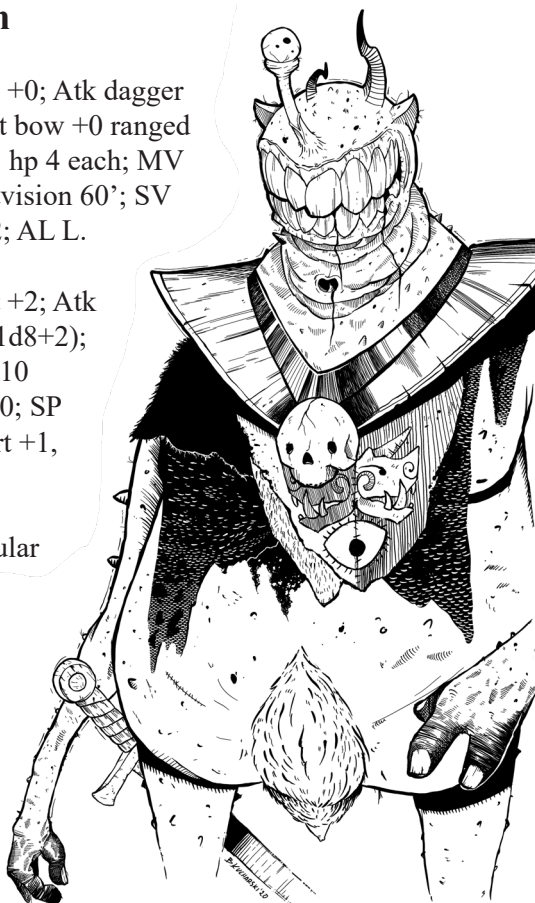
The Erddämonen

Erddämon thrall: Init +0; Atk dagger +0 melee (1d4) or short bow +0 ranged (1d6); AC 10; HD 1d6; hp 4 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

Erddämonthane: Init +2; Atk long sword +2 melee (1d8+2); AC 16; HD 2d8+2; hp 10 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will -1; AL L.

The erddämonen (singular erddämon) are cyclopean purple humanoids with dark blue limbs whose fingers and toes are so dark as to be almost black. They come in two types, the halfling-sized

thralls and the human-sized thanes. The thanes wear chainmail and bear shields, and are enormously corpulent. Eachthane's shield has its own heraldic device, and thralls wear the colors of their thanes. While the erddämonen are certainly willing to fight, they would rather barter gold and gems for slaves from the surface world.



The Ebersache & Its Kin

The Ebersache: Init +5; Atk boar spear +8 melee (1d8+6) or tusks +8 melee (1d4+6); AC 16; HD 10d8+20; hp 66; MV 30'; Act 2d20; SP infravision 90', never surprised, pin, cold aura, draw soul, death throes; SV Fort +8, Ref +6, Will +8; AL C.



D. KUCHNICKI 122

Adalard Holzschwein has become the Ebersache, a humanoid monster that would be 10' tall if it stood upright. Its muscular frame is covered in thick reddish-black hair, the color of congealed blood. From the lower jaw of its boar-like head thrust two enormous orange-yellow tusks. The creature seems to destroy warmth and light – within 100' of it lights dim and the air becomes cold. When the creature is within 50', breath becomes clearly visible as the air temperature drops.

The Ebersache carries an iron boar spear – a weapon with a cross-piece used to pin down an opponent or prevent it from reaching its attacker. A creature struck for more than 10 points of damage is pinned, unable to reach the Ebersache with melee weapons, and can only escape with an opposed Strength check vs. the Ebersache's +6 bonus.

If the Ebersache reduces an opponent to 0 hp, it can spend a full round drawing in the being's soul. If it does this, the Ebersache heals hp equal to the victim's maximum hp, and the victim is dead - magical healing and recovering the body have no effect unless the Ebersache is first slain. (A Luck check once the Ebersache is slain occurs automatically; if it succeeds the victim is miraculously alive as though its body had been rolled over). The Ebersache will not use this power unless reduced below half of its hit points, as it still needs sacrifices to the Waldgeist to become truly immortal.

If slain, the Ebersache briefly transforms into the naked body of Adalard Holzschwein before turning into dry leaves and twigs, and then blowing away.

The Sau: Init +2; Atk slam +5 melee (1d6+6) or bite +3 melee (1d8+6); AC 16; HD 4d8+4; hp 24; MV 30'; Act 2d20; SP maul, death throes; SV Fort +4, Ref +2, Will +1; AL C.

Holzschwein's wife, Magda, was transformed into the Sau by her husband's semi-apotheosis. The Sau is a massive creature, 8' tall, with porcine features. If she hits the same target with two slam attacks, she can maul it, drawing the creature in for an additional 1d6+6 damage and a free bite attack. A creature being mauled takes an automatic 1d6+6 damage each round, and risks a bite attack. Escaping the maul requires an opposed Strength or Agility check vs.

a +6 bonus. If reduced to 0 hp, the Sau regains her human form in death.

Although thoroughly wicked – she had no objections to enslaving the Inn’s guests – the Sau grieves her current state and now hates her husband, the Ebersache. It is possible to make a tenuous alliance with her to defeat him, but once her husband is dead, she will turn immediately upon her erstwhile allies.

The Schallgeber (6): Init +1; Atk spear +1 melee (1d8) or bite +1 melee (1d4 plus infection); AC 14; HD 2d8+2; hp 14 each; MV 30’; Act 1d20; SP death throes; SV Fort +2, Ref +0, Will -1; AL C.

The children of Adalard and Magda became the Schallgeber (singular and plural), swinish humanoids with thick fur. They worship their father, and are both cunning and cruel. Although she hates her husband, the Sau loves her children, and will protect them with her life. They revert to human form upon death.

The Schallgeber were named Anika, Margrit, Volker, Wolf, Horst, and Jan in their previous lives.

The Ebersache wants sacrifices to complete his apotheosis. He uses the Schallgeber and avoids the Sau. The Ebersache loves only himself.

The Sau wants to see the Ebersache destroyed and protect the Schallgeber. Her desire to protect her children is stronger than her hatred. She will seek to destroy any who harms the Schallgeber.

The Schallgeber worship the Ebersache and do whatever he tells them. They will sullenly obey the Sau, after the manner of moody teenagers.

Adventure Start

Camping in the wilderness is dangerous, but as the shadows grow long a potential shelter appears out of the gloom. Ahead through the thick pines you can make out the darker shadow of an old inn, now fallen into disrepair, set back a dozen yards from the track you are following. A yard is still fenced with rough stone between the

inn proper and the dilapidated stables, although it is dotted now by growing saplings. The sign before the inn hangs on one of its chains; the other is broken, leaving the old boards to dangle. The weather-beaten sign shows a boar's head, painted in faded red and black, and the words "Forest Inn".

The judge may allow characters with appropriate occupations to know of Holzschwein's reputation and/or that the inn hasn't been occupied for decades. Likewise, mention of (or even encounters with) the erddämonen may have occurred before this adventure.

General Layout

The Inn proper is to the west, with stables to the east and a fenced yard between them. To the north of the inn is a small graveyard, and to the east are a well and a latrine.

The latrine is lined with well-fitted stone caulked with lime to keep waste from tainting the well. It had to be mucked out regularly when the inn was in use, and there are still two rusty shovels here for that purpose. The well is 20' deep, and half-filled with water. The old well cap is missing, so leaves and forest debris, as well as the occasional insect or dead squirrel, pollute the water. The bucket, rope, and windlass are still here. The rope is 30' long, but has been weakened by the elements and may fail if put to substantial use (use Luck checks to determine).

The graves are older than the inn, and date back to the time of the Dia Coille. These stones are so old that the runes upon them can barely be made out. The only new grave is that of Adalard Holzschwein's aged father, Otto, who died when the inn was new. He is buried under a massive slab that would take enormous strength to move (DC 30) without proper tackle, and there is no real value in doing so.

Random Encounters

There is a 1 in 5 chance of a random encounter every hour during the day, and a 3 in 5 chance every hour at night. The judge may also roll a random encounter if the PCs do something to draw attention to

themselves, or the game could use a bit of excitement.

Daytime

1d6 Encounter

- 1d6 **Deer** emerge from the forest to forage around the inn. They keep a distance from any obvious characters. If more than one is encountered, it is a stag with does. A hunter, forester, or warrior with a bow may bring down a doe with a DC 10 Agility check (the creature is injured and must be followed for 1d6 x 10 minutes before it falls), or a stag with a DC 13 Agility check. Otherwise, the creatures are AC 12 and have 2d6 hp (yearlings or does) or 4d6 hp (stags).

Deer: Init +5; Atk hooves +0 melee (1d3) or antlers +2 melee (1d5); AC 12; HD 2d6 or 4d6; MV 50'; Act 1d20; SV Fort +2, Ref +5, Will -4; AL N.

- 2d5 **Wild pigs** emerge from the forest. This is a boar, a sow, and up to 8 sounders. Sounders are non-combatants with AC 13 and 1d3 hp.

Wild pigs: Init +2; Atk tusks +2 melee (1d4+2); AC 14; HD 3d6; MV 40'; Act 1d20; SV Fort +4, Ref +3, Will +3; AL N.

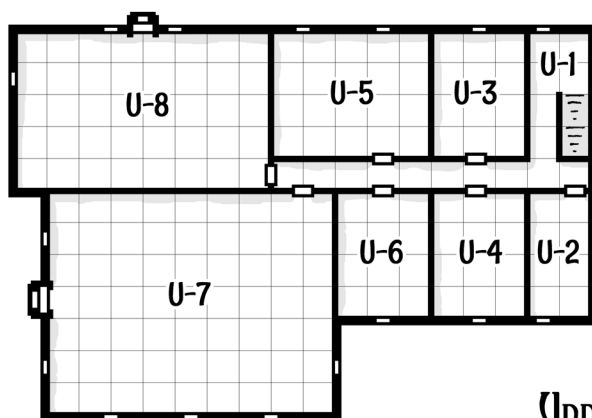
- A **cold draft** is felt, outdoors or within the inn. Spooky... or the Ebersache?
- 2d4 **Erddämonen thralls** approach the inn. They are hoping to reestablish the old slave trade. If it seems risk-free, they might try to bag lone or heavily outnumbered characters.
- 1d3-1 **Schallgeber**. If 0 is indicated, the creatures are merely heard calling each other through the trees.
- The Sau**. Roll 1d5: (1-2) glimpsed spying from the forest; (3) creeping around the inn, hoping to pick off stragglers; (4) seeks aid to defeat the Ebersache, and pleads for the lives of her children; (5) attacks (from ambush if possible).

Nighttime

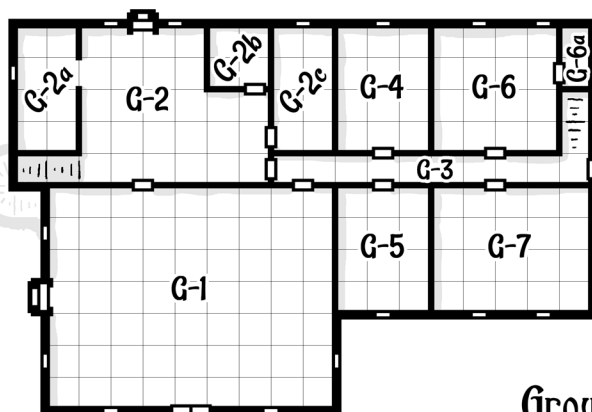
1d6 Encounter

- 1 An **erddämonen thane** with a retinue of 3d5 **erddämonen thralls** demands room and board from the Inn and refuses to believe that it is no longer in use, or that the PCs are not the owners/staff. They are looking to put the PCs at their ease, and will attempt to enslave them if they let their guard down or seem weak.
- 2 A **cold draft** is felt. There is a 1 in 5 chance that this presages the arrival of the **Ebersache** in 2d7 rounds.
- 3 1d5 **Corpse candles** float around in the graveyard. These appear to be the lights of candles held by shadowy figures, but if anyone gets within 20' they fade away.
- 4 1d5+1 **Schallgeber** raid the Inn. Each death requires a DC 10 Will save, or the remainder flee.
- 5 The **Sau** comes to (roll 1d5): (1) avenge her children, (2) learn more about the PCs, (3) kill one of the PCs and drag off the body to eat, (4) bargain with the PCs to kill the Ebersache, or (5) kill the PCs. Circumstances and previous encounters may suggest a motive for the Sau; in this case, do not roll.
- 6 The **Ebersache** comes to drag a sacrifice to Area T4.

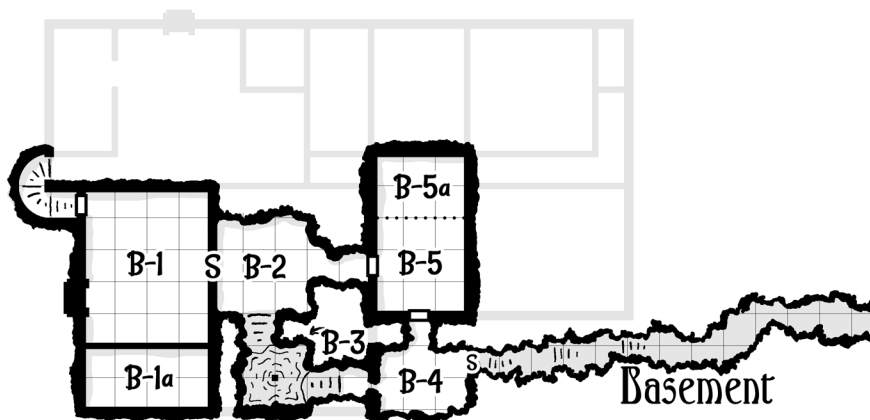




Upper Floor

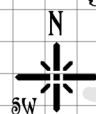


Ground Floor



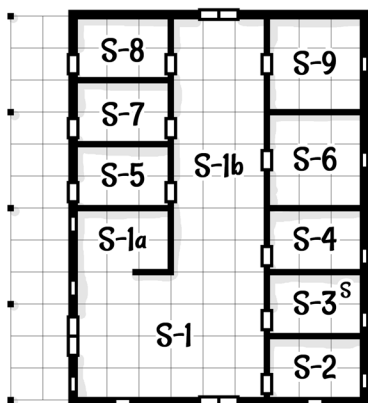
Basement

Forest Inn



Shyloh Wideman 2020

□ = 3 feet



Stable



Tunnel

Filling in the Map

Sometimes time is kind, and other times it slaps you silly. Here we have a beautiful – and I mean *beautiful* – map, an interesting situation, and no time to actually fill out more. I mean, you would think with everyone staying home in early 2020 I would have the time, but that just isn't the case. And Shyloh's map really deserves better than this quick summary.

The stables have a sagging porch-like overhang held up by five sturdy posts. Within, the lower part of the stables are in fairly good condition, but the upper loft where hay was once stored has a sagging roof with some substantial holes. Upkeep for horses occurred in Area S-1a. There are probably farrier's tools still there. The trapdoor in S-3 is well hidden, and leads into T-1.

For the Inn proper, G-1 was the taproom, G-2 the kitchen, with areas G-2a, G2-b, and G-2c being storage areas used as pantries, etc. B-1 is the beer cellar. B-1a is bricked up. There is probably something interesting in there – think *The Cask of the Amontillado*. B-3 is a pool, perhaps with some hazard. Slaves were kept in B-5a for transport. The innkeeper and his wife slept in U-7. U-8 would have been kept for important guests. G-2c. The children probably got stuck in a single common room, say G-4.

The Waldgeist's shrine is in the root-filled cavern at T-2. This entity could be a patron for some hapless wizard or elf. It is not unreasonable to believe that Adalard Holzschwein brought his condition upon himself (which he did), and the Waldgeist's influence could be turned to a more useful direction (from the PCs' point of view, anyway).

BEYOND THE DIAMOND VEIL

A Level 2 DCC Scenario, part two of the Blood Diamonds Cycle

By Matthew Towle

Art by Colin Mills

It has been two long years since you escaped the Diamond Mine, two years since your Band faced hideously transformed Chaos-beasts, two years since you cast off the chains of a slave.

Now you have chosen to return to the mountain that was your prison. This time you come, not in shackles, but as free warriors, carrying but one thought in your hearts: vengeance!

The mountain that was all but consumed by the Chaos Vortex two years past has reappeared, altered, but recognizably the source of your former misery and toil. You have journeyed for weeks to put an end to whatever is left of the Blood Diamond Chaos Cult.

One: Last Lift Down: Shiny Halls and Water Damage

Two: Archive and Space Warlock

Three: Signs of the Times, Prince that Was

Four: Grate Expectations, Juggernaut and Scuttlemutts

Five: Spindly Residuals in the Meat Locker

Six: Chapel Annex, Robes and Saunas (optional)

Seven: Chapel of Pain, Wall of Soul-Stone

Seven Alternate Track: Dragon in the Cupboard, Tigers in the Seats

Judge's Note: *What if we haven't played the first one?*

For a one-off not tied to a previous expedition, a patron or deity may have tipped off the Band that the Chaos Cult was near a dangerous victory deep in their underground fastness. Alternatively, rumors of strange and deadly diamond artifacts (and their source in the cult's ruined mine) may have found their way to a thief's ear.

STARTING THE ADVENTURE

The action begins as the Band finds the last functioning Lift from the surface to the depths of the Blood Diamond Mine, controlled by a simple magic rune of travel. (As long as there is an elf or a wizard in the party, activation is automatic, otherwise DC 13 Will save to activate, and shame on you for not having an elf or wizard!)

The Lift is a metal grid platform 15' round, attached to runners in the walls of the shaft (7 runners) and propelled entirely by arcane power, still emanating from the Engines of Mis-Chance deep below. There are no guardrails, and the Rune of Travel is placed on a low pedestal in the center of the platform.

When activated, the Lift drops rapidly down a dark shaft, taking more than a minute to travel the distance to the deep levels, past sealed passages and collapsed tunnels. Use this time to ask the party about light sources and items in hand (weapons, free hands for spells, torches/lanterns/other, etc.). Upon arrival, there are two exits out of the shaft at the bottom, but the first is only a small space that contains a barrel of stale but potable water, a metal ladle (1d4 as an improvised weapon), and a burnt out torch stub. The other exit is an archway into:

SHINY HALLS AND WATER DAMAGE

Floors here are polished and carved stone, walls are similar, with a strip of Chaos Runes running along the wall at about 5' high, the line of script being 6" high, and continuous throughout the entire complex on all walls in corridors (not in chambers). Even a Comprehend Languages spell will reveal nothing useful initially, as the words, though carefully etched into the stone, are random word salad from the disturbed mind of a high-ranking Chaos Cultist of years gone by. Occasionally the words will be complete thoughts, and potentially useful to the party, and these few *Chaotic Runes* will be noted appropriately. Ceilings are arched with stone blocks to match the floors and walls (grey and slick), with a maximum height of 15' at peak down to 11' at the wall. Slightly damp, there is also a faint discoloration (a water line) at about 3' high throughout all corridors unless noted otherwise, as the Sluicing Gates are

occasionally opened, and waves of hot, abrasive-filled water crashes through the complex (q.v.).

DEATH IN THE MINE

Any PC dying during the adventure (after rounds equal to his level has passed) will suffer a gruesome transformation, as their body rapidly decomposes, flesh and bone turning to jelly and dust, with something just visible glittering inside the uncanny offal: a Blood Diamond Artifact!

BLOOD DIAMOND ARTIFACTS (roll d6)

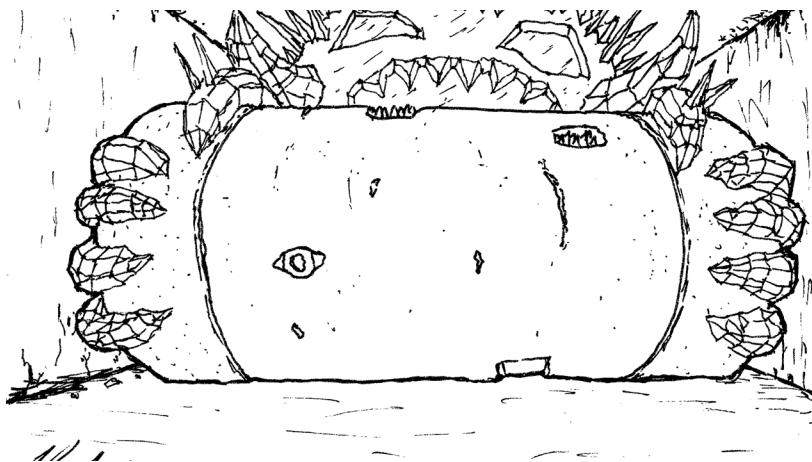
1. **Ring of Blood Sorcery.** +3 to Spellcasting rolls 3/times per day, each use drains 1 hp & 1 point of Stamina as pin-pricks draw blood from the finger of the wearer. 2: Wand of Shooting Stars: +3 Star Spray to a single target, range 40', for 2d7 heat damage. Costs 1 hp & 1 point of Stamina to activate, as blood is drawn through the palm of the user.
2. **Phase Dagger:** +2 to hit and +2 damage as a standard dagger. Against creatures out of their correct time and place (Judge's discretion) crits on a successful hit of 17-20, uses a crit die two die steps higher than normal.
3. **Diamond Sphere:** may be thrown at a target (+1 to hit within 30'). Will increase in mass drastically. If it hits, it will do 1d14 damage, and a DC (attack roll) Fort save or target is sucked into a miniature singularity, as both the ball and the target will vanish with a loud bang and weird purple visual effects. One-use item, costs 1 hp and 1 point of Stamina to use as blood is drawn from the palm of the user.
4. **Diamond Vial:** contains a clear, reddish liquid, smelling of jasmine and fresh-mown grass. If consumed, will heal the imbibor completely, even if newly-dead (1 round per level). Will regenerate the liquid inside once per week. Costs 1 hp and 1 point of Stamina to activate.
5. **Bracelet of the Last Hope:** 3 times/day, will allow the user to force an opponent to re-roll a crit against the wearer. If the third charge of the day is used, roll 1d4. On a 1, the bracelet is depleted forever. Costs 1 hp and 1 point of Stamina to use as pin-pricks draw blood from the wrist.

6. **Eye of the Veil:** 1/day, this monocle may be used to “pierce the veil”. At the judge’s discretion, the wearer may view the current area in another time, view an adjacent dimension contiguous to this one, or anything else that sounds like piercing the veil (e.g. seeing through magical darkness, a physical barrier, etc.) Vision lasts for three rounds only. Costs 1 hp and 1 point of Stamina to use, as blood oozes from the eye of the wearer.

Characteristics of all Blood Diamond Artifacts

If the bearer dies, chances are high the artifact will be broken, with cracks and occlusions throughout, still functional as a mundane item, but losing any extraordinary features. The person attempting to loot the item makes a DC 15 Luck save, with success indicating the item is still functional.

Lawful clerics and churches, as well as Lawful angels or other extra-planar beings, will view Blood Diamond Artifacts as Things of Chaos, and worthy of destruction



ARCHIVES AND SPACE WARLOCK

Chaotic Runes outside of this door include the words “Ledgers of our Lords” and “What’s the frequency, Kenneth?”

Access to this chamber is by a stone door flush with the wall around it, but composed of a reddish stone, smooth and worn with age and

water, with a recessed handle 4" deep in the thick stone portal. It is trapped (DC 13 to locate) with a metal chopper that, if a DC 15 Ref save is missed, will sever the hand of anyone attempting to manipulate the handle. Damage is only 1d7, but the hand is severed neatly, and bleeding will be 1d3 per round until the wound is healed (requires 3 dice of Lay on Hands to restore). The trap may be disarmed (DC 13) or blocked with something to avoid damage, but anything other than thick iron or steel will be severed also. Opening only requires twisting the handle 180 degrees widdershins. There was a key once to unlock the trap, but the hole for it has been filled with clay to match the stone.

Once opened, the door slides smoothly to the left (revealing its 1' thickness) into a dimly lit room containing black stone bookcases as tall as the 12' ceiling. Crystal light globes are mounted in each corner of the room, attached to the walls near the ceiling, giving a glow faded with time, and thus only dim light at best. The shelves create a bit of a maze in the room, with no clear line of sight, as the shelves are filled with stone tablets of grey stone. A rustling sound from one corner of the room (see map) indicates another presence in the chamber.

The sounds come from Beltar, the Warlock Out of Space, and his servitor Battle Homunculus, Kain. Beltar was reading one of the ancient texts while Kain held a Lantern of Arcane Luminescence. Upon the door sliding open, Beltar has ordered Kain to set down the lantern, and move to a position near the bookcase at the last turn before the Seekers will see him. Kain will attempt to ambush the first around the corner, and Beltar, upon seeing the opposition, will summon three Half-Devils to fight on his behalf, and then use his Wand of the Hornet to poison any target that closes with him (priority one), any arcane casters (two), and any ranged weapon users (three).

Kain the Battle Homunculus

5' tall, made of smooth blue leathery skin, with glowing eyes but no nose, mouth, or ears. Has a fanged mouth in the palm of each hand, no clothing or other features.

Init +3; Atk +4 Hand Bite (melee, 1d5 hp); AC 13; HD 3d12, 25 hp;; MV 30'; ACT 2d16 SV Fort +3, Ref +1 Will +1; Special: Immune to mind control and sleep; AL C

Half-Devils (3): 3' tall, slimy green and black devils with small horns and slashing tails (secondary attack), armed with green pitchforks, wearing black loincloths.

Init *Act on same init as their Master*; Atk +2 hellish pitchfork (melee 1d6 hp), +2 tail slash (melee 1d4 hp); AC 11; HD 2d6, 7 hp; Actions 1d20, 1d14 (tail) MV 25'; SP immune to mind control and sleep; AL C

Beltar, the Warlock Out of Space: 5'2", human, twisted with age and corruption, pale skin with a scaly, alligator-like hide on the left side of his body, left hand is clawed and scaled, left eye is noticeably reptilian.

Init +1; Atk +4 Wand of the Hornet (ranged 1d3 h.p. +DC 15 Fort save or paralyzed for 1d4 turns) or Summon Half-Devils (1/day) or Hasty Word of Recall (1/day); AC 10/15 with spell (first 3 rounds of combat); HD 5d4+5, 22 hp; ; Act 1d20, 1d14; SV Ref +4 Fort +6 Will +6; AL C;

Note: If Kain is destroyed, Beltar will use his next action to use his Hasty Word of Recall and will vanish in a blast of frozen air and thunder, returning to his stronghold on the Moon of Eld, currently in orbit around the planet.

Judge's Note: *If he survives, you may use Beltar as a returning villain, who has now developed a grudge against the party. His presence here has nothing to do with their mission, as he was merely searching the ancient records of the Chaos Cult (q.v.).*

Once the danger of the Space Warlock has passed, the Band may

choose to examine the bookcases. They contain row after row of records of the Chaos Cult, going back seeming generations and listing (in a variant dialect of the Chaos language, requiring either special skills or a Comprehend Languages spell to decipher) endless records of the minutiae of the cult's activities, recruiting, slave-gathering efforts, supply and dispensing records, ad infinitum. Several man-weeks of effort here would allow a big-picture understanding of the cult, but no shortcut to that understanding is likely.

Also of interest is the aforementioned Lantern of Arcane Luminescence, a useful artifact for any explorer. A black, five-sided lantern of ornate design in bronze, it will provide a clean, white light to a radius of up to 40', and a dimmer light for 20' beyond that, or dimmed to a mere 10' glow. Shutters on its five sides may be opened or shut creating a single pane of light, or a mostly-360 degree light, as desired. There is a reservoir in the bottom of the Lantern, which will hold up to a half pint of liquid. The lamp functions for a 24 hour period continuously once filled with blood from a sentient being (any equivalent fluid will do, so long as the "donor" is or was sentient). If filled with blood from a dumb animal, it will function for only 2 hours, and at half-strength. When the light fails the first time, enough residue will remain in the reservoir to hint at its requirements. The lantern is blood-warm while in use, and cold as death when not. Baltar has a thick velvet bag to carry it in when not in use, although it is unlikely the Band will obtain it. The lantern has 1d24 hours of light from its current reservoir. Additional powers of the Lantern of Arcane Luminescence, if any, are at the judge's discretion.

SIGN OF THE TIMES, PRINCE THAT WAS

Chaotic Runes here include "Gate of Warriors" and "Reflecting Pool"

Entrance to this chamber is via a similar door, although this one is untrapped and unlocked. Upon opening the door, the bulk of the chamber is revealed immediately, with only a tall screen covering about one-third of the far wall (see map). The floors are the same stone of the corridor, but the walls are an alabaster white, as is the vaulted ceiling. The far wall is alive with an enchanted moving

image of a long-lost time (although this is not evident to the players) depicting the view from a mountain slope down on a valley, in which distant figures (tiger-like humanoids) seem to be rounding up simple humans and driving them like cattle back towards the mountain.

Standing with his back to the Band is a tall figure (6' 6" perhaps) wearing fine silks, a strange, crystalline light armor over the silks, with his furred hands clasped behind his back as he watches the scene on the wall.

If attacked while “unaware” of the party, the first attack will miss (as if, suddenly, he had been standing somewhere else nearby the whole time) and he will turn to face the Band before shaking his head once, and step sideways in time, vanishing.

If approached peacefully, he will, without turning to face the Seekers, utter three cryptic sentences, and then vanish as above. After he leaves, the images on the wall will change to reflect the outside of the mines above, looking out on the valley below the mountain, changed with a thousand years of time, but recognizably the same valley.

Words of the Prince that Was:

“The Princes That Were now serve the Chattel of Old.”

“The Celebrant in the Chapel of Pain must die before the Now.”

“Only with diamond can the Diamond Veil be sundered.”

***Judge’s Note:** peak the above lines slowly and clearly, and in your best attempt at deep, booming, oracular tones, looking into the distance as you speak. Do not repeat them, as the Prince vanishes immediately after speaking. No questions, no do-overs. Players may well argue over what was said. Allow them to be mistaken, if they are.*

Examined as he speaks, it is apparent that the Prince is scarred along his face (left side) and perhaps all down his neck and body. His silks are beautiful, and look new, and his light crystalline armor appears thin and transparent, with only a light red tint. His race is unknown, but looks like an evolved Tiger become mostly human, strong, graceful, and proud.

Along the far side of the screen, opposite the door, are suits of diamond armor similar to the armor of the Prince, enough for half the party (round up). They are light and flexible suits made of enchanted blood diamond, provide +4 to AC, +1 die step to fumbles, no penalty to skills or casting, and no movement penalty. They also allow the user to shift in time:

By spending 1 hp (as blood is drawn into the armor from the skin below), the user is cast into a different time. Given years of study by an arcane caster or a cleric with a god of an appropriate portfolio, control of when to go may be learned, although never certain (making appropriate spell checks with bonuses for level and INT or PER as appropriate) against very stiff DC's (typically 20 or higher for precision). However, the Prince has set these suits to a specific time, and he hopes the Band will don them, and use them when they find the Chapel of Pain (q.v.).

GRATE EXPECTATIONS: JUGGERNAUT AND SCUTTLEMUTTS

Chaotic Runes near one of the large pipes "Please sluice between meals"

This wide open area of the corridor has two unusual features: a large grating in the floor made of metal, and three large pipes (2' diameter) with grates covering the openings flush with the wall. Although the Sluice-Gates will open from here eventually (q.v.), the action will begin with the passage of the scuttlemutts and their pursuit by the diamond juggernaut. Give the party three rounds (or less) to examine the gratings (dark metal, 1 ½' gap between grids, non-ferrous) before they hear the approach of the dogs.

Skidding on the slick floor, their talons occasionally scratching at the stone, the pack of scuttlemutts comes plunging desperately down the corridor from the north, intending to pass through the area near the grates, and down the passage to the south. The players may choose to attack the scuttlemutts (roll initiative), but the ‘mutts will do their best to ignore the Seekers, desperately leaping over them, around them, and run breakneck down the hall. One round after their passage, any in the hall will hear the grinding sound of the Juggernaut approaching, and two rounds after the ‘mutts, around the corner will come the diamond juggernaut at speed, intending to grind all beneath its giant indestructible rollers. In their wake may be found a small mound of their scat (pure diamond, of course) worth 2d100 GP, and a single Blood Diamond Artifact (q.v.).

Scuttlemutts (AKA Diamond Dogs): large dogs made of rough diamond, with flaws and occlusions throughout, given life by Chaos Magic, and acting much as dogs do, eating only ore and drinking water occasionally.

Init +3; Atk +3 diamond bite (1d8, +1 die type on crits); AC 15; HD 2d10, 13 hp; ; MV 40’; Act 1d20; SV Fort +4, Ref +2, Will +1; SP composed of living diamond, immune to spells targeting normal physiology (no blood, no flesh, no hair), but not Un-Dead in the normal sense; diamond scat: 1 in 12 is a blood diamond artifact (q.v.).

Diamond Juggernaut: Init +0; Atk juggernaut rolling charge (up to three M-sized targets DC 11 Ref save or 2d20 hp and, if killed, bodies flattened beyond hope of recovery); AC 20; HD 7d10, 68 hp; (as a construct, this device began at max hit points, and has taken almost no damage over the long years since); MV 60’ on smooth surfaces, 30’ otherwise; SP construct, immune to mind-affecting spells and sleep; SV Fort +5, Ref +0, Will +3; AL C

Here in the Grate Expectations area, the Juggernaut will move through at a speed of 60’, and then pass down the south hall, eventually returning to its (off-map) housing to await a call to “clean house” again.

SPINDLY RESIDUALS IN THE MEAT LOCKER

Chaotic Runes here include “Don’t Feed the Artists”

This complex of rooms contains three dangerous beings (the spindle-men) who weave meat into incredible, and horrible, art for the few survivors of the Chaos Cult. Those trapped here by the spindle-men hope for death, but that is a gift long in coming.

The outer chamber (see map) contains a single example of the spindle-men’s work, suspended from an elaborate hoist. What appears at first to be a life-size human figure hanged by a twisted rope is, in fact, a “doll” made of three different humans, woven in strips of flesh and muscle about 1” wide, creating a lattice of three different skin tones, three different colors of hair, and parts of three different faces, all showing a scream as their last expression. The awful doll is suspended from the hoist, not by rope, but by a woven cord made of entrails. The craftsmanship is superb, as the work was completed with an eye to preserving as much detail as possible.

All who view the “doll” must make a DC 13 Will Save or be overcome for one round with disgust, emptying their stomachs on the floor, and continuing to retch for 1d3 turns, suffering a -1 die type to all actions during that time.

Any noise in this chamber, including vomiting, is likely (1-4 on a d6) to attract the attention of the spindle-men from the adjoining chamber (q.v.)

Spindle-men are tall (7’+), lanky humanoids with long fingers and limbs, nude but sexless, with tan skin and huge black eyes and mouths gaping loosely open, revealing shark-like teeth, in three rows. They are armed with the tools of their “trade”, a long flensing knife, a large bone spindle, and jagged bronze carding comb.

Spindle-man (3): AC 12; Atk weapons listed above +4 (each of the above does 1d7+2 dmg); punch +4 (1d3+2 dmg); a bite +4 (1d5 dmg) using d16 as action die; HD 5d8, 23 hp; MV 40’; Act 1d20 (bite: 1d16); SVFort +4, Ref +3, Will +4; SPExtra-Temporal Origin

(from a distant future, may be a Human descendant)

The Central chamber is the workroom of the Spindle-Men. If they have not been alerted, they will be here, working on a single body, only recently dead. They will be unhappy to be disturbed in their work.

The corpse is that of a human male, nude, with multiple incisions already made in its form, but not yet flensed, and thus recognizable.

Judge's Note: *If any PC has died, but the body was not found, you may make this the remains of the former character, to add to the horror of the scene.*

The corpse is otherwise unremarkable, and quite beyond help barring divine intervention or hideously powerful arcane magics.

Furniture in the Workroom includes a rack that holds a body at a 60 degree angle, a stone worktable (upon which rests the body) and a black iron tool rack on the wall that contains a selection of flensing knives (5), bone spindles (3), and bronze carding combs (4). Each of these disturbing implements could be pressed into service as a weapon, doing 1d7 in melee.

The floor contains channels that slope into a narrow (4") hole, with brown stains giving testament to its use over the long years.

The large door here is identical to those found elsewhere on this level, and is untrapped and unlocked.

The smaller door here is a simple bronze affair, with a large handle, cold to the touch (as is the door), which leads into the Meat Locker:

This chamber is magically cold, kept at temperature just above freezing, and contains two more corpses of humans, suspended on hooks. As soon as you have described their bodies hanging on the hooks, one of them begins twitching frantically! Both are still alive!.

Judge's Note: *these can be used as replacement characters if the party has suffered casualties, and the wise judge will have a couple of level one pre-gens handy if this is desired.*

If no reinforcements are required, they are a pair of unlucky explorers, Joachim the Warrior (lvl 1) and Little Steven, the Thief (lvl 1) They have no clothing or gear, and have only 1 hp each, but are otherwise healthy enough, and eager to leave the Mine.

CHAPEL ANNEX: ROBES AND SAUNAS

***Judge's Note:** if running this adventure at a convention, or when time is limited, you may choose to omit this area completely*

This section contains a robing chamber used by the surviving priests of the Chaos Cult, and a room once used for relaxation, but now containing nothing but danger for those who dare it.

The Robing chamber contains built-in stone shelves and wardrobes, some still containing soft grey towels (4), red and black satin robes with hoods and eight-pointed stars on the front (2), black satin slippers (3), and red satin gloves (4).

The door to the Sauna is a heavy hatch similar to those in the hallways. It is locked (DC 13) and trapped with a steam trap (DC 13 to detect, DC 13 to disable or DC 15 to remove, if triggered, a blast of steam hits any nearby, DC 13 Ref save for half damage, 2d6 steam damage).

The Sauna

Once a place of repose, this chamber now contains a spirit of Chaos. A steam elemental manifests as a blood-red cloud of steam 8' high, 3' across, roughly cylindrical. Low intelligence, delights in killing those vulnerable to its attacks (i.e., almost everyone in this dimension). Attacks by blasting steam at foes. Does not need to eat or sleep, but cannot leave the Sauna without a naturally steamy channel to travel by, or through magic.

Chaotic Steam Elemental: Init +2; Atk +5 Steam Blast (melee 2d5 hp); AC 11; HD 5d10, 29 hp; Act 2d20;; MV 30'; SV Fort +3, Ref +3, Will +3; SP Non-magical weapons do half damage, full damage from magic except fire (half) or water (no damage) spells. If turned, can only cower in the room, as it is unable to leave the chamber; AL C

The remains of a Chaos priest from an earlier generation lies under one of the benches, it's robes long-since ruined, but still bearing a blood-diamond ring on its bony left hand:

Ring of the Lama: Three times per day, this ring may be used to grant a +3 on priestly spellcraft rolls to Lay on Hands or cast spells. If used to request Divine Intervention, the bonus is doubled (to +6) but the ring will thereafter be inactive for a month, and any atonement required by the Deity (DCC p.122) will suffer a +10 on the Disapproval table result.

CHAPEL OF PAIN

Chaotic Runes include "Am I suspended in gaffa?" and "Pain" repeated over and over

Judge's Note: *this section holds the Ultimate Foe, and presents a mighty challenge for the party. Take careful note of any special preparations made. If wounds and other effects have taken their toll, a hint from the judge about healing or rest prior to entering might be in order.*

The door to this chamber is untrapped and unlocked. A faint buzzing sound may be heard from without if a careful ear is put to the door.

This massive chamber resembles a chapel or other place of worship at first look. Rows of pews face a massive block of black volcanic rock, upon which is a silver mechanism of complex design, glittering in the light of hundreds of pale candles that line the chamber.

Although not all the pews are occupied, there are some 24 ascended Tiger-Men strapped into the pews nearest the altar, bound by wicked straps and silver metal buckles and connected to silver wires

integrated into the pews by cruel cables that have been stabbed into their bodies at neck, chest, groin, and thigh. These cables seem to be feeding red light from the bodies so trapped into the network of cables that stream from each pew, along the floor, to the glittering silver artifact mounted to the altar.

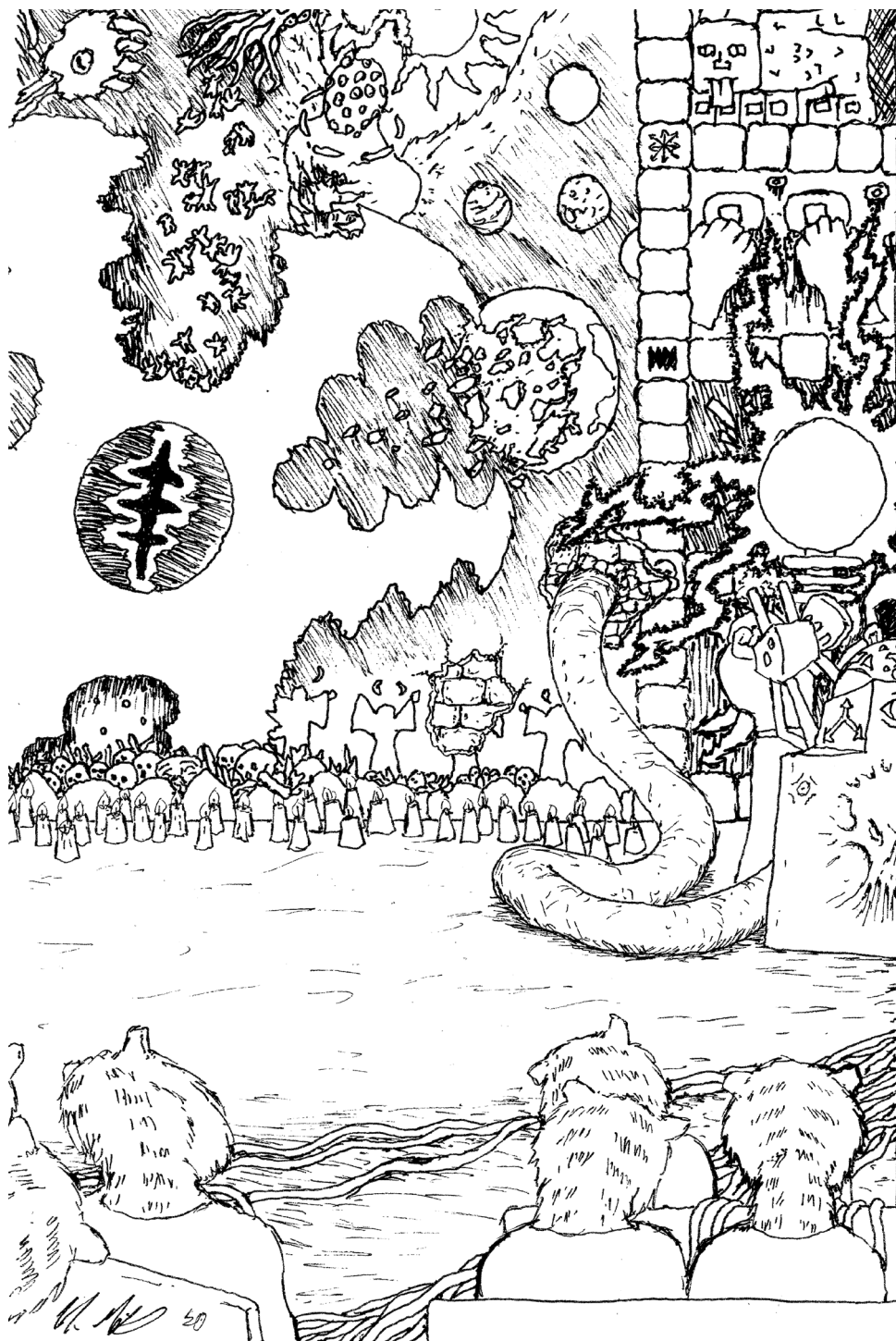
Judge's Note: *the pews channel the Energy of Pain from those trapped through the Altar Mechanism, and then via cable to the Celebrant, unseen in this space/time. As the Prince's words indicated earlier to the PC's, those in the Diamond armor must travel back in time to put a stop to this horror.*

The altar itself is surrounded by three chaos priests (human, although this is not immediately obvious due to the hoods and robes), who will be alert to intruders, even those dressed in robes, as they know they are the last survivors of their twisted cult. **Judge's Note:** *if players insist on "bluffing it out", allow the cultist's a DC 5 Will Save versus the PC's attempt at subterfuge. If failed, they will hesitate, giving the Band the first attack, before initiative.*

As soon as any PC WEARING THE DIAMOND ARMOR enters the room, they will sense that they are in the right place, but at the wrong time. If necessary, repeat your description of what must be done to shift time using the armor. If the PC's do so, see "Out of Time", below. These PC's trip to the past will last exactly 2 rounds past the death of the Dragon, so keep track of the PC's activities after the fight!

Chaos priests(3): human (two female, one male) in black and red satin robes, gloves, and slippers, armed with twisted daggers and techno-magical wands.

Init +0; Atk +4 Techno-Magical Wand silvery ray (range 20/40/80 1d5 + DC 13 Fort save or 1d5 Stam damage) or +4 twisted dagger (melee 1d5); AC 13; HD 5d6, 23 hp; MV 30'; Act 1d20, 1d16; ;; SP Fanatics, +2 die types on will saves; AL C





The Chaos Priests will be intent on their techno-ritual, and only one will attack any PC's, unless attacked themselves, preferring to focus on the glittering ALTAR MECHANISM. Each will respond independently, and will ignore their fellows if they themselves remain unmolested. The Techno-Magical Wand is connected by another silvery cable to the mechanism, and is useless without the power of the Chapel of Pain.

If slain, but no one shifts to the past to deal with the threats there, 10 rounds after the priests are slain, time will be rewound, and the priests will be back, prisoners back in pews (if released) and it will all start again, although any wounds suffered by the party remain. **Note:** any damage done to the Chaos Priests in the present day will be “shared” with those in Chapel of Days Past due to the Temporal Link, and this will result in fresh wounds appearing on the priests after a burst of silvery light. Similarly, any damage to the artifact or attached cables on the altar will be shared with the artifact and cable in the past, and this damage will be obvious to those in the past as a ringing sound echoes through the Chapel. The final blow to sever the cable must occur in the Chapel of Days Past.

[OUT OF TIME ERROR] THE CHAPEL OF DAYS PAST

PC's wearing the diamond armor can shift to the past (at the cost of one HP) and will face the real foe, the mad hope of the Chaos Cult!

In this time (hundreds of years ago) it is the ascended Tiger-Men (the Princes of Old) who are manning the altar, and humans who are trapped in the pews. The pews here are full (200 souls at least), but the most dramatic difference lies in the wall behind the altar.

Simply put, there is no wall, and the huge room beyond contains an immense reptilian creature with two heads, four legs, and wings, all wired into the silver cabling leading from the altar. Yes, it's a dragon, and the players are only level 2. Life ain't fair, kid.

Upon arrival the players get one free round of surprise. After that, roll initiative as normal.



The three Tiger-Priests will ignore the pc's, as their ritual demands focus. If assaulted, they will turn to defend themselves as needed with their claws.

Ascended Tiger-Priest: Init +2; Atk +4 claw (melee 1d6+1 hp); AC 12; HD 5d8, 23 hp; ; MV 30'; Act 1d20, 1d16; SP +2d to Will saves; SV Ref +3 Fort +3 Will +3; AL C

The dragon, while impressive, is in a vulnerable state as it is gambling on achieving a kind of demi-godhood with this complex techno-magical arrangement. It cannot move from where it stands, cannot fly, and will likely not be able to use its tail attack unless the players (foolishly) move behind it. It does still possess immense health, terrifically hard scales, teeth, and claws, and its hideous breath, a blast of purple-hued sheet lightning.

Its true vulnerability lies in the gleaming silver cable running along the floor from altar to a harness of silver, and the complex cables linking the altar to the pews. If this cable is destroyed, the Dragon will revert to its normal form (still formidable) but its gambit will fail, and it will take its next action to return to a different plane of existence with its remaining temporal energies.

One other vulnerability is its connection to raw Chaos. Any Lawful cleric (or similar channeler of divine power) that attacks the dragon by spell or weapon will add +2 to any spell checks vs. the dragon specifically, and do +2 damage per successful hit in combat. Any criticals rolled by such holy warriors are automatically the maximum rollable (e.g., a d10 on a crit table would be a 10)

The Cable: AC 10; 60 hp; Special: will miss all saves versus damaging effects, immune to mental attacks, immune to the dragon's attacks (including breath). NOTE: damage to the cables feeding the altar, or the silver artifact on the altar itself, counts toward this total up to 30 hit points. The remaining 30 hit points MUST be dealt to the cable itself.

Calumni Omni Obstreperous, The Celebrant, Two-headed dragon: Init +4; Atk +8 Bite (melee 2d10 dmg), +8 Claw (melee 2d6 dmg) +8 Tail slap (2d12 dmg + DC 13 Ref save or knocked prone); AC 17; HD 8d8+8, 40 HP; Act 2d20); MV 40'/60' fly or none; SP Breath Weapon: purple sheet lightning, up to 5 adjacent targets within 70', DC 15 Ref save or 2d30 dmg visibly sheathed in purple lightning until the silver cable is severed; SV Fort +5, Ref +5, Will +5; AL C

Only if the dragon is defeated will the threat in the future be ended. If he is killed or routed, the existing Tiger-priests will step sideways in time, abandoning this location for as long as the judge deems necessary.

If the dragon dies, a thunderclap will strike as the dragon vanishes into the timestream. If the gleaming silver cable is severed, the dragon will take its next action to retreat into space/time, and a similar thunderclap will mark its passage.

Left behind will be their trapped humans (one of which, if freed, can be relied upon to free the rest), former slaves in the diamond mines of old.

Ending the adventure

A fortune in silver can be scavenged from either time frame's altar device (2000 g.p. Value at least), although the dragon did not have a horde in the traditional sense.

Back in the present, the death of the Dragon sends a ripple of Entropy through time, and any surviving Chaos Priests will suffer as their bodies are fragmented, first digits on fingers and toes sliding off and falling wetly to the floor, then arms, and finally their heads.

Upon successful completion of this scenario, reward the surviving PC's 2 luck points, along with enough experience points to move them to the next level. Unsuccessful players receive the traditional pat on the back and "good game, eh?" or your local equivalent.

Further adventures await the survivors of this scenario (newly-minted Third-level heroes!), and all traces of the Chaos Cult are now eradicated. Or, are they? A sequel to this adventure, Crossroad on the Diamond Trail, will pick up the story years later, as the surviving PC's, now Seventh Level, must deal with the proliferation of Blood Diamond artifacts throughout Aereth, and beyond. In the meantime, may all your hits be crits, and may your dungeons run hot with blood!



Get Off Ye Wrasses

By Brian Saliba

Art by Joel R. Phillips and Bobby Jackson

A Mid-Level One-shot Dungeon: Levels 3-4

Introduction

This adventure takes place in the mouth of a giant or titan with severe dental issues. It can be placed in any location on your map where such creatures might be found. Alternatively, the giant could be a cloud giant who scoops the PCs up from on high, or the PCs could be recruited by the Orthomancer (see below) in a city, then escorted by her to the treatment site.

After battling through and treating various maladies, they will discover a gang of gnomes who have infiltrated the giant's mouth, drilled into each of his back-most molars (wisdom teeth), and tapped the nerve in order to extract wisdom to create their Wisdom Draughts.

Set Up

Shak'aravaz is a giant or titan—what type is up to you and the needs of your campaign. It doesn't matter exactly what he is; what matters is how big he is, as the adventure will take place almost entirely inside his mouth. The PCs will battle aggressive inflammations and deadly oozes, chip away at acidic plaque, try to avoid being swallowed, and, ultimately, get to the root of the problem.

Shak'aravaz has hired a specialist - the Orthomancer - to treat these issues, but her first few attempts have gone awry. Though she is an expert in such things and is in possession of several pieces of specialized, crystal-powered equipment, she is not a magic user, nor an adventurer, and so has been unable to bypass or defeat the dangers in Shak'aravaz's mouth.

That's where the PCs come in. They will serve as the Orthomancer's escort, providing her cover and protection as she seeks to treat Shak'aravaz's various dental maladies. Should the PCs succeed, they will likely have won themselves a powerful ally—perhaps even a patron.

Failure, however, does not necessarily mean death.

Depending on how well the PCs roleplay and how you decide to portray Shak'aravaz, they might be treated indifferently or even forgiven, should they emerge from his mouth having failed but given it the old college try.

If the PCs are swallowed, getting out of Shak'aravaz's stomach or surviving his body's digestive processes to reemerge on the other end might become adventures unto themselves.

Briefing

Upon their arrival at the treatment site (where Shak'aravaz lies prone with his head propped on a hillock, cloud, etc.), the Orthomancer will give the PCs a quick rundown of the situation. Here are the basic facts, which you can have the Orthomancer divulge right away or force the PCs to extract via skill checks and/or good investigative roleplaying:

- Time is of the essence. Shak'aravaz is in agonizing pain and on the verge of going mad from it. Should that happen, the surrounding region—not to mention anyone who happens to be inside his mouth at the time—will be at grave risk.
- Shak'aravaz's demeanor has deteriorated considerably, and she doesn't know what could be causing it. (This is the result of the gnomes' wisdom-draining process, which is almost complete and has dropped Shak'aravaz's Intelligence from 16 to 6 and Personality from 12 to 2.)
- The back-right (from the patient's perspective) molar is the source of the most extreme pain, and she hasn't gotten far enough into the mouth to be able to identify the cause.

- There are other issues, as well, which the Orthomancer will treat, where possible, along the way. Among the other issues that the Orthomancer knows about or suspects:
 - Semi-intelligent and highly aggressive gingivitis.
 - Malocclusion or “bad bite.” This means that when Shak’aravaz bites down, his teeth don’t all light up perfectly. (This cannot be fixed, but it might save the PCs’ lives if they trigger a Bite reflex.)
 - Chronic and debilitating Halitosis.
 - Tooth decay and erosion—in other words, cavities, which can be anesthetized, drilled, and filled.
 - Acidic plaque.
 - Broken teeth.
- A root canal is likely to be necessary, as will the treatment of several cavities and general cleaning.
- The Orthomancer has not been able to make it past the eye teeth (canines) thus far, as she has been driven back by the hyper-aggressive infections and parasites.
- Shak’aravaz’s gums are extremely inflamed and tender, and walking on the giant’s tongue is likely to trigger a Gag Reflex or Swallow Reflex, which could be catastrophic. Therefore, the safest way to travel will be on the teeth themselves. (See below for the effects of the reflexes and for walking-the-tongue rules.)

The PCs will be expected to help lug equipment and supplies. While this might seem like an annoyance to PC’s, the equipment is likely to come in very handy and might even save their lives. Mandatory equipment (at least one of each must be carried):

- The Novocrook: a 7’ staff made of polished steel with a sharpened tip. It is light and hollow, so not very effective as a melee weapon (1d3 damage). However, it holds 12 doses of a

highly potent anesthetic solution, which can be used topically (2d4 pain reduction every round for 1d4 rounds) or administered subcutaneously (immediate 1d10 pain increase, followed, one round later, by an immediate 5d10 in pain reduction and total numbness in a 20' x 20' area for 1d3 hours). If the anesthetic effect is used on a humanoid creature or similar, the target must make a DC 10 Fort save or die.

- The Chompstomp IV: a crystal-powered jackhammer used for drilling holes in teeth in order to perform root canals or drilling out cavities in preparation for filling. It is heavy and difficult to control once activated (DC 14 Strength check). It can drill to the root of a tooth or drill out a cavity in 1d4 rounds. Doing so without anesthesia causes 2d10 pain increase and induces an immediate Tongue Probe to the area. A single crystal holds enough juice for 6 rounds of use.
- The Silver Spume: a 50-gallon drum of molten silver, carried on the back and connected by a hose to a spray nozzle. When the nozzle is opened, molten silver will gush forth at a rate of 1



gallon / round. The apparatus is heavy (DC 16 Strength check to carry; -1 to DC for every 5 gallons sprayed) and dangerous if punctured (drum can sustain up to 20 points of damage before being punctured), as the silver will do 1d10 damage / pain increase per round to any surface it touches. If used properly (sprayed into an anesthetized, drilled cavity and subjected to a freezing effect), it will not cause damage or pain—it will, of course, fix the cavity. A single crystal holds enough juice for 6 rounds of use.

- The Mucksucker: a crystal-powered vacuum consisting of a 50-gallon capacity drum connected by a hose to an intake nozzle. It is heavy and difficult to control once activated (DC 8 Strength check; +1 to DC for every 5 gallons sucked up). It can suck up 1 gallon of loose debris or liquid per round. For every 5 gallons of rotten food, plaque, bacteria, or other foul substance sucked up by the Mucksucker, decrease Halitosis save DC by 1. Failing a strength check or attempting to suck up unloosened material will result in the intake nozzle suctioning to the surface (DC 14 Strength check to wrench free, or hit the emergency stop button, which eats 5 crystal charges). For every round that the device is active and suctioned to a surface, there is a cumulative 5% chance that the whole thing overheats and explodes, dealing 2d10 damage to the operator (no save) and 1d10 damage to anyone within 20' (DC 10 Ref save to negate)—and, of course, all previously sucked-up material will be flung in every direction, resulting in an immediate Gag Reflex. The device can also be used to suck up water sprayed by the Rinseonoceros, which will prevent a Swallow Reflex. A single crystal holds enough juice for 6 rounds of use.
- The Rinseonoceros: a crystal-powered water-sprayer consisting of a 50-gallon drum of pure water connected by a hose to a spray nozzle. It is heavy and difficult to control once activated (DC 14 Strength check; -1 to DC for every 5 gallons sprayed). When activated, the device sprays a gout (1 gallon/round) or water, which loosens 2d4 gallons of plaque per round; or causes 1d4 pain reduction if sprayed on inflamed gums; or 1d10 pain increase if sprayed on a cavity or exposed nerve. No matter the target, it washes all nearby, loosened material to the throat, and triggers an immediate Swallow Reflex. For every 5 gallons

of loosened materials washed away and swallowed, reduce Halitosis save DC by 1. A single crystal holds enough juice for 6 rounds of use.

Optional equipment made available to the PCs by the Orthomancer (number available in parentheses):

- **Tooth Picks (6):** Sharp, heavy mining picks designed to chip away at plaque. Loosens 1d4 gallons of plaque per round and does 1d6 damage to anything else. Causes 1d4 pain increase on fumble.
- **Numbing Tinctures (10):** Lead flasks of mild topical anesthetic. A full flask poured on a painful area causes immediate 1d4 pain reduction. Should a PC attempt to use the solution on a human or demi-human, the target must make a DC 12 Fort save or be paralyzed for 1d4 rounds and numb for that many hours afterward (1d4 points of Agility damage; 25% spell failure).
- **Vinegar (10):** Skins of highly concentrated vinegar. If an entire flask is sprayed on any form of bacteria, it will disintegrate 1d4 gallons of bacteria. For each use or accidental spill in the giant's mouth, there is a cumulative 5% chance of triggering a Gag Reflex.
- **Essential Oils (4 flasks, 10 doses each):** Dabbed under the nose, each pleasant-smelling dose will counter the effects of the giant's halitosis for 10 minutes. If spilled in the giant's mouth, the concentrated oils will cause 1d3 pain increase per dose spilled and trigger a Tongue Probe to that area.
- **Spare crystals (6):** For powering equipment. Each contains enough juice for 6 rounds of use. Loose crystals are fragile, however. Should they be subjected to anything more than 4 points of damage or any kind of shatter effect while not housed in equipment, they will explode, dealing 2d6 lightning damage to the holder, 1d6 lightning damage to anyone within 10' (DC 10 Refl save to negate), and causing 1d4 pain increase.

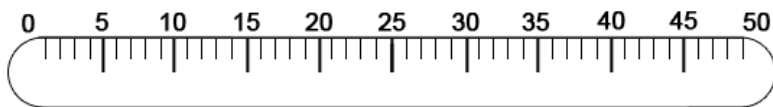


Exploring the Mouth

Conditions in the mouth are appalling. Any PC approaching the mouth must make a DC 10 Will save or be sickened by the giant's Halitosis, resulting in 1d3 points of temporary Stamina damage. For every hour spent inside the giant's mouth or whenever called for by a Wandering Monster check or other effect, PCs must repeat the save. PCs reduced to 0 Stamina fall unconscious and begin taking 1d3 points of lethal damage per round. PCs who roll a natural 20 on the save are immune to it thereafter. PCs who use Essential Oils (see equipment list above) or come up with other clever mitigation strategies can earn a reduction in the DC.

The giant is prone, but his head is propped up, such that the slope from front to back of mouth is a mildly unnerving but not terribly tricky 9-percent grade. PCs moving carefully and deliberately will be fine. Should a PC run or perform some kind of leap from tooth-to-tooth, they must succeed in a DC 10 Agility check or lose their footing and tumble forward 1-3 teeth, taking 1d4 damage per tooth and triggering a Wandering Mouthster check per tooth.

Track the amount (for simplicity's sake, all units are gallons, even though some of the material is solid in nature) of plaque, rotten food, and other material removed by the PCs using the following chart. At the end of the adventure, PCs will receive additional rewards depending on how much they are able to remove.



Gallons Removed

The Orthomancer will explain why walking upon the teeth is the safest strategy, but light-footed or foolhardy PCs might elect to walk on the tongue nonetheless. Those doing so must make an immediate DC 15 Agility check (Thieves' Move Silently ability is applicable) or trigger either a Gag Reflex (50%) or a Swallow Reflex (50%). The check must be repeated for every 20' traversed.

A PC who rolls a natural 20 on the check has figured out how to avoid the sensitive spots and may forego the check thereafter.

Judges's Note: Any PC standing on the tongue when a Tongue Probe is triggered must make a DC 14 Ref save or be thrown off in a random direction. PCs standing on any part of the tongue are subject to the Swallow Reflex but safe from the Chomp effect.

The Orthomancer: Init +5 in mouth (due to familiarity with the environment); Atk Wire Brush +4 melee (1d6) and/or Freeze Ray from wand +2 (1d10, 10' cone'); AC 12; HD 6d8; hp 30 or; MV 20; Act 1d20; SV Fort +3, Ref +1, Will +4; AL L.

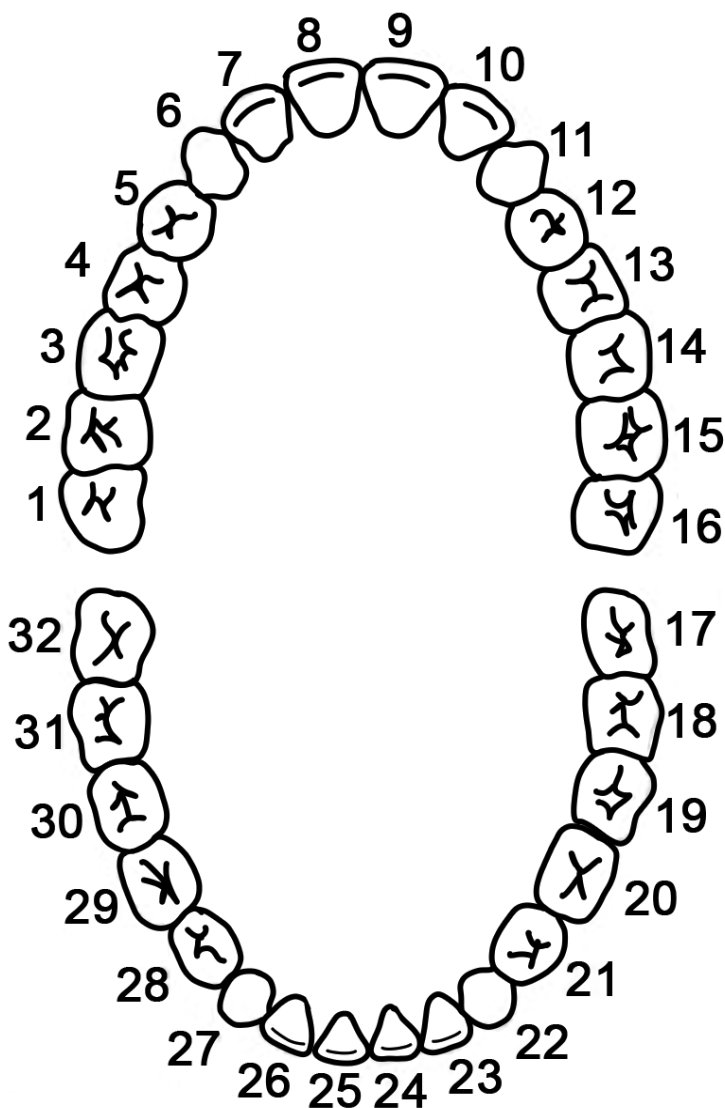
The Orthomancer is a female dwarf who has devoted her life to dental hygiene and emergency orthomancy—and to inventing the equipment for doing so. She is competent and devoted—maybe even a little obsessed. To her, the PCs are hired help, but she is not insensitive or obtuse (she might even be downright friendly to PC's with nice teeth). If one is in trouble and she can help, she will do so. But her maniacal devotion to oral hygiene means that it is very difficult to get her to move on from a site unless it has been thoroughly cleaned and all plaque, rotten food, etc. has been

removed. Should the PCs try to do so, they should make a DC 13 Personality check. Failure means she will not move on until the area is clean.

The PCs don't need the Orthomancer in order to resolve the issue at Molar #32, which is the primary source of pain. But it should be made clear that the Orthomancer knows how to treat every condition they will encounter (except for Molar #32), which can result in increased safety and rewards. In addition, due to her familiarity with these environs, all PCs within 20' of her can die-up on Initiative rolls and saves against Wandering Mouthsters.

She uses her Wand of Freezing Rays to cool and set silver fillings from the Silver Spume. But, should the characters come into possession of the device, either through her death or otherwise, they will be able to decipher how to use it with a DC 10 Intelligence check.





The Mouth Map

As on a real dental chart, the teeth in the giant's map are numbered 1-32, #1 being the back molar on the upper-right (oriented to patient's perspective, not the doctor's), and #32 being the back molar on the lower-right. Only the conditions of #25 - #32 are described, as this is the path to the primary cause of pain. But should the characters explore other teeth, roll a d6 on each of the following

tables to generate tooth condition and build-up. Note that whenever a character steps onto a tooth, a roll should be made for that tooth and the one above it, as a roll indicating Aggressive Gingivitis on the tooth above will result in the Aggressive Gingivitis dropping onto the target immediately beneath it.

Tooth Condition

1. Gone
2. Broken. Exposed, living nerve. Touching the nerve causes immediate 1d10 pain increase. Treating the tooth requires anesthetizing it, then extracting the nerve (performing a root canal). Removing the remains of the tooth requires doing a total of 40 points of damage to it. 1 in 6 chance of Tooth Worm feeding on the nerve.
3. Abscess. A cavity has eaten through the tooth and destroyed the nerve, leaving a painful, infected, pus-filled sore where the nerve used to be. Touching the abscess causes an immediate 1d10 pain increase and triggers a pus explosion. All within 10' must make DC 12 Ref save or be covered in pus (1d6 Stamina damage, 1d3 Luck damage, and contract a disease). Thieves who make a successful DC 14 Disarm Trap check relieve the pressure of the infection, which doesn't treat it, but which does bypass the explosive effect. Treatment involves clearing out the pus (1d4 rounds) and sterilizing the wound with vinegar, a cure disease spell, or the like. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the abscess successfully results in 2d10 pain decrease.
4. Healthy. A miracle!
5. Inflamed Gums. Cleaning the tooth requires extra care. PCs must make a DC 15 Agility check or cause pain (1d4 pain increase) and bleeding.
6. Cavity. Touching the tooth with cold or poking the cavity without anesthetizing it first causes 1d10 pain increase. Treatment involves drilling the cavity (1d4 rounds), filling with molten silver (1d4 rounds), then flash-freezing (1 round). If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the cavity

successfully results in 1d10 pain decrease.

Build-Up

1. 1d10 gallons of Acidic Plaque.
2. 1d10 gallons of Aggressive Gingivitis. (If located on an upper tooth, it will drop onto targets on the tooth immediately below.)
3. 1d10 gallons of Rotten Food. 1 in 6 chance of something interesting wedged in there (a ring on a hand, a scroll case on a belt, a helmet, etc.).
4. Bone Fragment. Removing causes 1d4 pain reduction.
5. Very little to none. A miracle!
6. Roll again twice. If a 5 is rolled, it negates the other result.

Tooth #25: Missing. Tooth is gone, which provides the entry into the mouth. No Built-up Material or Treatment.

Tooth #26: Tooth healthy but covered in 4 gallons of Acidic Plaque. Near the gums at the front, 2 gallons of Rotten Food. If the food is removed then sifted through, a scroll of Cure Disease will be found.

Tooth #27: Cavity. Touching the tooth with cold or poking the cavity without anesthetizing first causes 1d10 pain increase. Treatment involves drilling the cavity (1d4 rounds), filling with molten silver (1d4 rounds), then flash-freezing (1 round). If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the cavity successfully results in 1d10 pain decrease.

Tooth #28: Tooth healthy but covered in 6 gallons of Acidic Plaque. When a PC first steps on the tooth, 20 gallons of Aggressive Gingivitis ambushes from the tooth above (#5), achieving surprise on 3 in 6.

Tooth #29: Abscess. A cavity has eaten through the tooth and destroyed the nerve, leaving a painful, infected, pus-filled sore where the nerve used to be. Touching the abscess causes an immediate 1d10 pain increase and triggers a pus explosion. All within 10' must make DC 12 Ref save or be covered in pus (1d6 Stamina damage, 1d3 Luck damage, and contract a disease). Thieves who make a successful DC 14 Disarm Trap check relieve

the pressure of the infection, which doesn't treat it, but which does bypass the explosive effect. Treatment involves clearing out the pus (1d4 rounds) and sterilizing the wound with vinegar, healing magic, a cure disease spell, or the like. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the abscess successfully results in 2d10 pain decrease.

Tooth #30: Broken. Exposed, living nerve. Touching the nerve causes immediate 1d10 pain increase. Treating the tooth requires anesthetizing it, then extracting the nerve (performing a root canal). Removing the remains of the tooth requires doing a total of 40 points of damage to it. 10 gallons of Aggressive Gingivitis and 10 gallons of Acidic Plaque feed on 10 gallons of Rotten Food (1 in 6 of something interesting) at the gumline. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the broken tooth successfully results in 2d10 pain decrease.

Tooth #31: Broken. Exposed, dead nerve. Touching the nerve causes no immediate pain increase, but before it can be treated (removed), the PCs will have to deal with a Tooth Worm, a parasite that is feeding on the dead nerve. Inside its body is a half-digested gnome (small but exquisite mining tools worth 100 gp to small-handed folk or 300 gp to collectors of such things, 1 potion of healing, and gas mask for protection against halitosis and similar airborne maladies with filter cartridges that last up to 4 days).

Tooth #32: Cavity—but not a normal one. A band of gnomish miners have snuck into Shak'aravaz's mouth, drilled into his molars, one-by-one, and are extracting wisdom ore from them (those being the wisdom teeth). They have finished with the other three molars and have set up a small smelter and laboratory inside the hollowed-out #32, which has been their home for the past few weeks. Their activities are causing the lion's share of the giant's pain, and while they are active, his pain level cannot drop below 40 on the Pain Meter, no matter how many treatments or Novacrook doses are administered elsewhere.

Gnome Miners: Init +3; Atk Dual-Wielded Picks +4 melee (1d8+2, 1d8+2); AC 15; HD 4d8; hp 20; MV 20; Act 2d20; SP: Toothdust (DC 12 Refl save or be blinded for 1d4 rounds), Acid vial (DC 12 Refl save or take 1d6 damage per round for 1d4 rounds); SV Fort +1, Ref +3, Will +2; AL L.

The PC's have a number of options here:

Fight the gnomes. If the Orthomancer is with the PCs she will be appalled by the heresy of the gnomes' invasion, and the PCs will be hard-pressed to convince her to do anything other than attack (DC 20 Personality check). The gnomes will defend themselves vigorously, but if their numbers are reduced by half, they'll attempt to negotiate, offering the PCs one of their Wisdom Draughts. If only one or two gnomes remain, they will attempt to grab the draughts and escape through a hidden tunnel they've drilled into the tooth for just such an occasion. From there, they'll use their tooth-biting boots to run along the outside of the teeth toward the exit, lobbing stinkbombs (immediate Gag Reflex) and vials of acid (1d10 pain increase) at their pursuers or onto the tongue as they go.

Attempt to convince the gnomes to leave. This will require some combination of exceptional roleplaying, Personality checks, and/or magic, depending on your party and judging style, as the gnomes are onto a rich vein—plus, it's not every day that they come across a motherlode like this, as well they know. The Orthomancer will settle for nothing less than their total surrender and relinquishment of all Wisdom Draughts, so that she can attempt to restore the stolen resource to her patient.

Join the gnomes. Should the PCs be tempted to join the gnomes and become Wisdom Tooth Miners or traders themselves, they'll have made a lifelong enemy of the Orthomancer and Shak'aravaz. But such a risk might be worth it, especially when they find out how much the Wisdom Draughts go for on the black market...

Conclusion

If the PCs manage to make it out of the mouth alive, Shakaravaz's base reward is 3,000 gold, of which the Orthomancer will (attempt to) claim half. Modify the base number according to final Pain Meter reading.

PCs earn XP bonuses based upon the amount of treatments performed and unhealthy material removed, as follows:

Cavity Treatment: 300 XP

Abscess Treatment: 400 XP

Root Canal: 100 XP

Removal of Broken Tooth: 100 XP

1 XP per gallon of Rotten Food removed.

2 XP per gallon of Acidic Plaque removed.

3 XP per gallon of Aggressive Gingivitis removed.

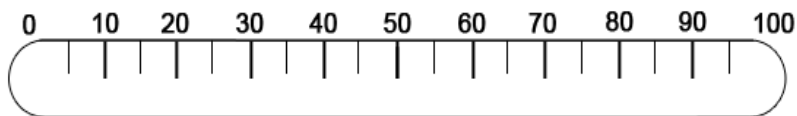
10 XP per point of Intelligence or Personality restored to the giant by reversing the gnomes' extraction procedure and restoring all stolen wisdom to their proper teeth.

Appendix A: The Pain Meter

Shak'aravaz is in excruciating pain. At the time of the PCs' arrival, his pain is a 60 on the Pain Scale. Throughout the course of the adventure, the judge should track his pain using the illustrated meter or whatever mechanism they prefer. As the PCs successfully reduce his pain level, some of the dangers they face will be reduced. Should his pain increase, so too will his agitation, frustration, and fury, which could ultimately result in the giant going berserk. Judges can make the pain meter visible to the players, so that they can assess their progress, or, for groups that prefer to avoid any kind of meta-mechanic, the judge can simply provide clues to the mindset of the patient by noting his breathing rate (slows as pain is reduced, increases or gasps as pain is inflicted), sighs for relief, moans for pain, etc. Further effects of pain reductions and increases are as follows:

Note that while the gnomes in #32 are active, the giant's pain level cannot be decreased below 40 on the Pain Meter, no matter how many treatments or doses from the Novacrook are administered

elsewhere. Judges can signal this to players by saying something to the effect of, “Despite the treatment you’ve administered, Shak’aravaz continues to moan. You can see what you presume to be his hand rubbing the outside of his lower-right jaw.” Regardless, judges should track all pain reduction achieved, so that if/when the PCs relieve the pain at #32, the judge will have an accurate view of the pain level and be able to reward PCs accordingly.



Pain Meter

Optional Rule: The Pain Timer: Shak’aravaz’s pain is worsening. For every 10 minutes of in-game time that passes, increase his pain by 1. It is important that players be made aware, either overtly or subtly, that if nothing is done, the giant will likely go berserk anywhere from one to five hours from their arrival.

0-10: “It’s a miracle! The pain is gone!” Shak’aravaz, after many sleepless nights, falls asleep. No Wandering Mouthsters. Upon awakening, he feels like a new giant. Monetary rewards doubled. Shak’aravaz will feel beholden to the PC’s who assuage his pain so effectively. Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2.

11-20: “A little sore, is all!” Shak’aravaz, after many sleepless nights, falls asleep. No Wandering Mouthsters. Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2.

21-30: “Still smarts a bit, but I can live with it.” Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2. 1d4 on Wandering Mouthster Table.

31-40: “Oi, it hurts, but at least it ain’t like a mouthful of wyverns anymore.” 1d4 on Wandering Mouthster Table.

41-50: “Maybe I shoulda gone to the shaman.” Monetary reward halved. 1d6 on Wandering Mouthster Table.

51-60: “I can’t eat. I can’t sleep. Oh, the pain...” Monetary reward halved. 1d6 on Wandering Mouthster Table.

61-70: “Are you even helping??? I’m in agony here!” Monetary reward halved. Breathing rate increases. Increase Halitosis save DC by 2. 1d8 on Wandering Mouthster Table.

71-80: “Make it stop! Make it stop or I’ll go mad!” No monetary reward. 1d8 on Wandering Mouthster Table.

81-90: “AiyeEEEEEEEE! You’re killing me, you bastards!” No monetary reward. 1d10 on Wandering Mouthster Table.

91+: Shak’aravaz goes berserk from the pain. Chomp every round. Swallow every round. No monetary reward. He lurches to his feet and goes on a rampage of the surrounding area.

Appendix B: Wandering Mouthsters

In Shak’aravaz’s mouth, there are no traditional wandering monsters; there are only the giant’s physical reflexes and reactions. For every 10 minutes spent in the giant’s mouth or whenever the PCs progress to a new tooth, have them roll a Luck check based upon average party luck. On a success, there is no reflex. On a failure, consult the Pain Meter and roll the appropriate die on the table below:

Result	Description
1	Groan: A painful, mournful, pitiable moan. No other effect.
2	Sigh: Immediate Halitosis save. PCs standing on tongue must also make DC 12 Fort save or be thrown back 10’ and knocked prone.
3	Gag Reflex: Immediate Halitosis save. All PCs in mouth must also make DC 12 Fort save or be flung out of the mouth, taking 1d6 damage upon landing on his chin, his chest, or the ground.

Result	Description
4	Tongue Probe: Roll 1d30+2. The giant's tongue probes that tooth and the one on either side of it. PCs standing on any of those teeth take 2d6 crushing damage (DC 10 Ref save to halve) and are coated in saliva (1 point of temporary Agility damage).
5	Swallow Reflex: All PCs on the giant's tongue or on the molars (teeth #17-19 and #30-32) must make a DC 12 Fortitude save to hang on tight or a DC 14 Reflex save to dive between gum and teeth in order to avoid being swallowed.
6	Finger Probe: Roll 1d30+2. The giant reaches in a finger and probes that tooth and the one on either side. PCs standing on any of those teeth take 4d6 crushing damage (DC 10 Ref save to halve). Any armor they are wearing is destroyed. Any fragile objects on their person are shattered or destroyed.
7	Rage Scream: A deafening, anguished roar that causes 3d6 damage, stuns victims for 1d4 rounds, and deafens all sentient beings in the mouth for 1d4 hours (DC 15 Will save to halve damage and negate effects).
8+	Chomp: The giant chomps down angrily, desperately. PCs standing on a tooth make a Luck check. On a success, they've benefitted from the giant's malocclusion and found a gap in his bite (no damage; PC's who know about this issue may die-down on the check). On a failure, PC takes 10d10 damage (DC 15 Ref save for half). Any armor they are wearing is destroyed. Any fragile objects on their person are shattered or destroyed.

Appendix C: Bestiary

Acidic Plaque (5 gallon units): Init (always last); Atk acid spray +4 melee (1d4); AC 10; HD 1d8 per 5 gallon unit; MV 0'; Act 1d20 per 5 gallon unit; SP half damage from bludgeoning and slicing weapons; SV Fort +2, Ref -10, Will -6; AL N.

Aggressive Gingivitis (5 gallon units): Init -2; Atk pseudopod +6 (1d6 plus disease); AC 12; HD 1d10 per 5 gallon unit; MV 20'; Act 1d20 per 5 gallon unit; SP half damage from bludgeoning and piercing weapons; SV Fort +8, Ref +2, Will -2; AL N.

On a successful hit, the victim must make a DC 12 Fort save or contract a bacterial infection. Roll 1d4 to determine which attribute is affected (1 = Strength, 2 = Agility, 3 = Stamina, 4 = Personality) and 1d4 damage to that attribute immediately and per day until cured.

Tooth Worm: Init -2; Atk bite +6 melee (1d8 plus nerve drain); AC 15; HD 5d8; MV 10'; Act 1d20; SP nerve drain (DC 14 Fort save or go numb: 1d6 points of Agility damage; 50% spell failure); SV Fort +4, Ref-2, Will -4; AL N.

Appendix D: Gnomish Wisdom Draught

If a PC consumes a Wisdom Draught, have them roll 1d6 on both of the following tables:

Mechanical Effect:

1. +1 Intelligence
2. +1 Personality
3. +1 Luck
4. -1 Luck
5. -1 Personality
6. -1 Intelligence

Additional Effect:

1. "Bigger Is Better" - PC believes that the bigger something is, the better it is. They revere those who are bigger than they. They despise all who are smaller.
2. "Double Shot" - Mechanical effect doubled.
3. "Triple Shot" - Mechanical effect tripled.
4. "PCGH" - PC grows 1d100% permanently.
5. "Big Tongue" - PC speaks giant fluently and may die up x2 on any Personality check when dealing with giant kind.
6. "Giant Dreams" - PC absorbs the memories of Shak'aravaz. What did this behemoth know? What secrets? What perspectives? Up to you!

Adventure Notes

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