

The Gongfarmer's Almanac



Volume 5, 2018



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW ADVENTURES

VOLUME 5 OF SEVEN BOOKLETS

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by Hector Cruz

There was a great beast that terrorized one of the last remaining crystalline cities, Sergo Rana. A large band of fighters, priests, archers and magic users were sent to defeat the foul menace. After a long battle and many sacrifices, the beast lay slain in the valley of Bitter Peaks. As its death cries could be heard throughout the land, an enormous chasm opened in the middle of Sergo Rana. Those who were victorious in battle now find themselves falling from high above the fractured crystalline city. With no memory of what has just happened, these heroes plunged helplessly towards the large gaping maw far below.

HOOKS

This adventure is originally written as a funnel, but it can also be used for 1st or 2nd level characters. Feel free to advance 0 level PCs to 1st level during the adventure if you wish. The adventure can be placed in several ways if it's not used as a funnel. It can be accessed from a portal (e.g., suddenly the PCs find themselves falling towards a giant hole), a dream sequence (e.g., the PCs dreamt of the battle with the great beast and have woken up falling towards the chasm), or it can be a continuation from another adventure as the judge sees fit.

ENCOUNTER AREAS

Area 1 - The Endless Chasm: When the characters start the adventure, they find themselves falling high above a huge abyss.

Waking from the dark veil of unconsciousness, you find yourself free-falling towards a gaping maw far below. You see remnants of crystalline structures hugging the edge of the giant chasm, while gravity pulls you closer to its center. As you fall inside the void, you see broken ledges with strange doors along the circumference at different levels. Those with a keen eye will notice a figure on the top ledge.

As the PCs are falling, they have a chance to grab a ledge. They must roll below their Luck to successfully grab on. Due to the velocity of falling, grabbing onto a ledge deals 1 hp of damage. Those who fail have one more chance to roll under their Luck to grab another ledge. If they fail a second time, they fall past all the ledges towards the

bottom of the chasm. For simplicity, there are only 5 ledges/levels in this adventure, but the judge may add more as she sees fit. If a player has 4 or more zero-level PCs, I suggest treating them all as one PC when attempting to grab a ledge, but again, I will leave this to the judge's discretion.

When a PC falls past the ledges, read the following:

Your arms flail as you head towards the bottom of the chasm. With wind rushing in your ears, a white light suddenly envelops your vision and you find yourself high above the gaping maw, falling towards its center once again. This time, you see there are flying creatures who take notice as you enter.

The first time through, harpies will attack the party. Harpies will only attack falling PCs, but if any Harpy is attacked by a PC standing on a ledge, they will emit a captivating song. All PCs within 300' must make a DC 13 Will save or else they will walk off the ledge towards the harpy. Falling PC's who fail their save will stop attacking the harpy, ignoring the ledges altogether.

Each time a PC misses the ledges and falls towards the chasm again, different threats will manifest. Even if a current threat already exists, any PC who 'falls through' the chasm will cause the current threat to change. See the bestiary for details on creatures:

- 1st fall through: 1d7 harpies
- 2nd fall through: floating slime
- 3rd fall through: 1d6 organic drones
- 4th fall through: 1d3 metal pterodactyls
- 5th fall through: cycle back to harpies

PCs who 'fall through' the chasm will also notice different effects happening. Roll on the table below each time a PC falls through:

EFFECTS OF FALLING THROUGH ZAXXYN'S CHASM

Roll d4 Result

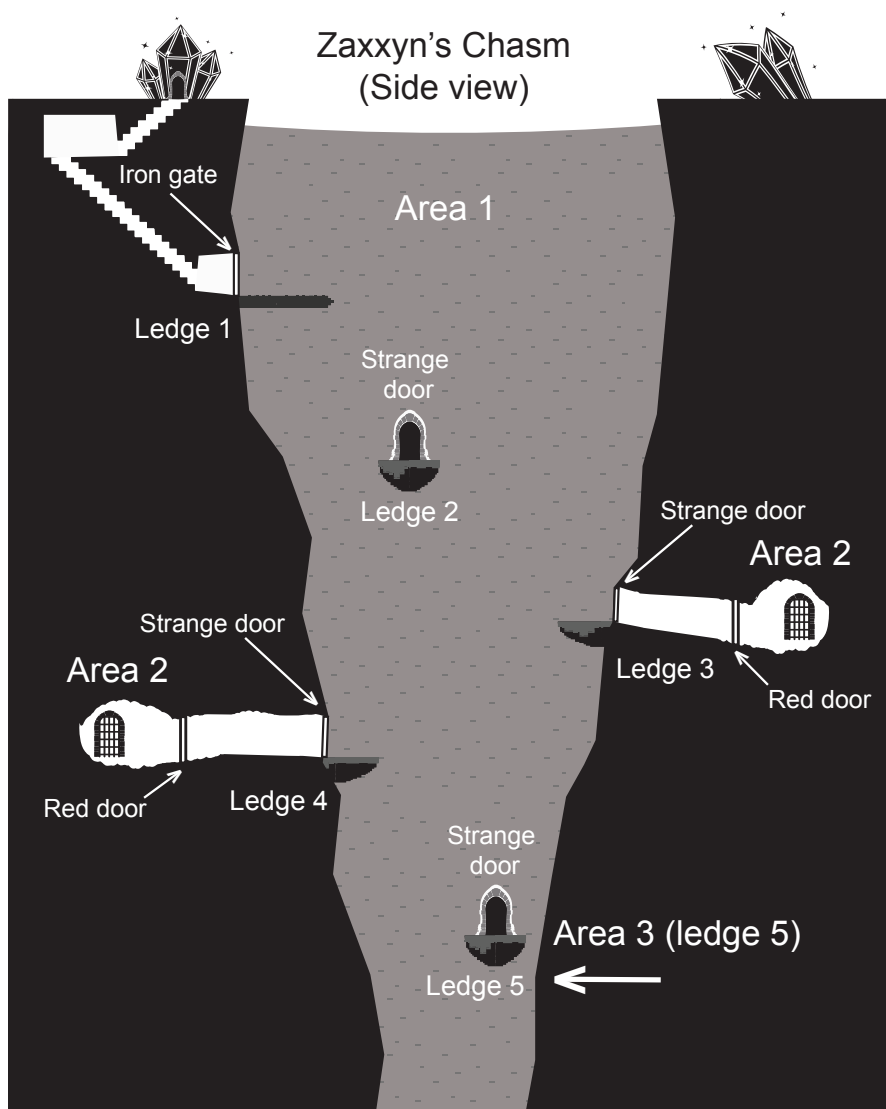
- 1 **Aging.** The PC ages 1d10+5 years. If a PC ages 20+ years, permanently decrease Stamina and Strength by 1d4. This effect stacks.
- 2 **Skin.** The PC notices their skin has changed. Roll 1d3: [1] gold (+1 AC); [2] dragon scale (+2 AC, +5 fire resistance); [3] shiny metal (+1 AC). Because of their skin change, the PCs fall faster giving them a -2 to their Luck check to grab a ledge, but they won't suffer the 1 hp damage. This effect does not stack.
- 3 **Useless Appendage.** The PC soon realizes one of their appendages has vanished in place of one of the following. Roll 1d4 for the affected appendage: [1] left arm; [2] right arm; [3] left leg; [4] right leg. Roll 1d3 for what the appendage is replaced with: [1] large snake, non-poisonous (1d3 melee bite); [2] large worm; [3] bundle of sticks. This effect stacks. If a leg is lost, movement is permanently halved until cured. If any arm is lost, the PC's Luck check roll to grab a ledge is automatically doubled.
- 4 **Monster Tail.** The PC grows a new tail. Roll 1d3: [1] lizard tail (sweep); [2] demon tail. This extra-long tail has a forked end and can be used to grab and slash (1d4 melee); [3] giant rooster tail. This effect does not stack.

Area 2 - The Ledges

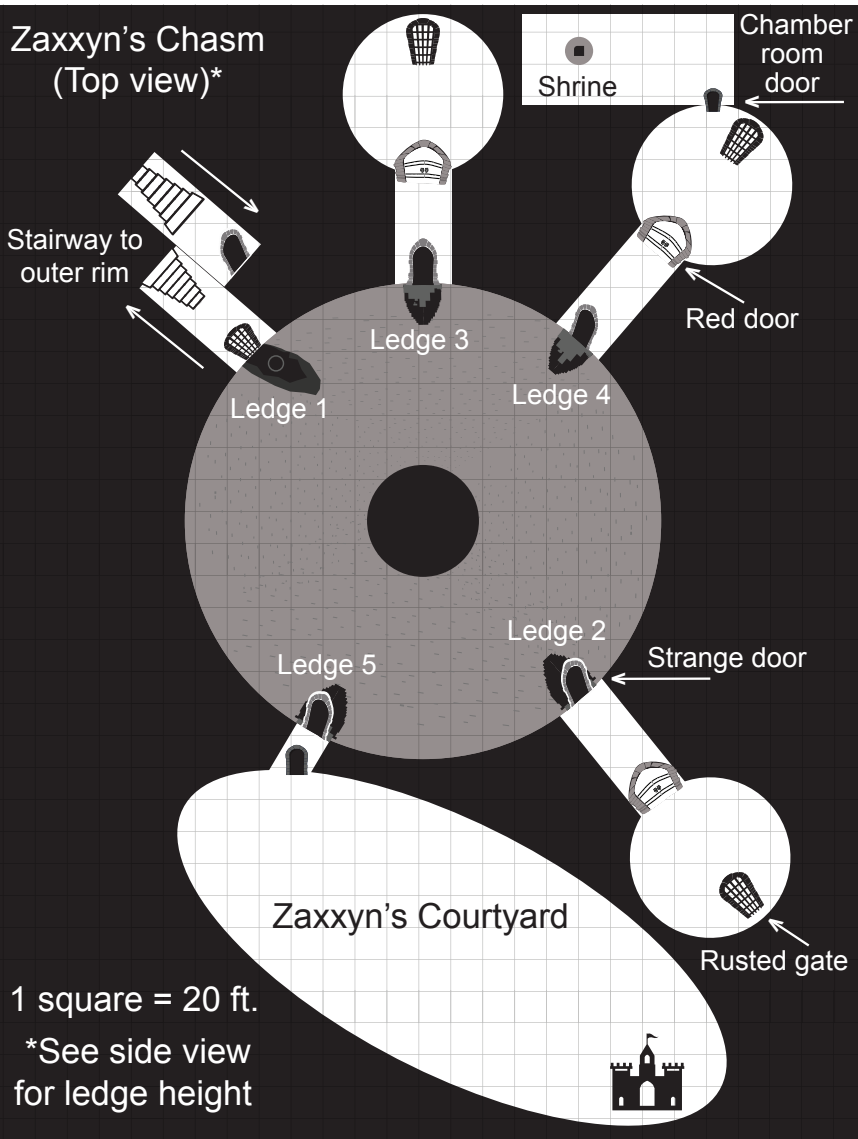
There are five ledges/levels inside the chasm.

Ledge 1: This is the top ledge and most likely the first one the PCs will try to grab. Those who do will see a robed figure sitting within a circle of ash 10' from the edge. When the PCs reach her, read the following:

As you pull yourself onto the ledge, you see a young, robed woman sitting in a ceremonial circle with crude runes drawn in ash. She seems to be in some type of trance or meditative state. When you approach, she slowly stares at your face, as if looking for something. She starts to cackle while pointing her unnaturally long finger in your direction. "You... you are the cause of this!" Her voice sounds ancient despite her youthful appearance. "You should have died. He was not meant to be defeated. No matter... We are here once again, and you can help return our time to how it was. There are glowing spheres embedded in the foul creatures roaming below us. Defeat them and retrieve the spheres. Once you have 20, bring them to me and together we can escape this hellish infinity once and..." She trails off and stares ahead in a trance-like state again. The air smells heavy of smoke and the wind howls through the chasm walls around you.



Zaxxyn's Chasm (Top view)*



If the PCs have any questions, roll on the table below for random answers.

QUINN'S RANDOM ANSWERS	
Roll d6	Result
1	My master has died. Please finish her task for me. Do what I could not.
2	I have been here always. There is no yesterday or tomorrow.
3	You should know, you were the ones who helped to defeat Zaxxyn. Now he waits to begin again. Seek him and you will see.
4	Jump and you will fall forever. Many have come before you and perhaps, many will after.
5	This was once an underground catacomb. Now foul magic and demonic corruption are seeping through its floors. Creatures that were once legend, are now manifested real.
6	<i>[cackling]</i> Yes... yes, go through the gate and see the destruction for yourself! There's nothing left but madness. There's no escape.

After the PCs have spoken with Quinn, they see an iron gate built into the rock wall. Through the gate, they can see stairs that lead up into darkness. The iron gate doesn't budge, but it can be opened with a DC 12 Strength check. If they choose to enter, strange whispers begin to float through the dark stairwells, but nothing attacks the PCs. Perceptive characters will notice that the whispers are each of the PCs names repeated over and over.

At the top of the stairwell, a large wooden door leads to the outer rim of the chasm. When the PCs open the door, read the following:

As you step out, the sun casts a sickly yellow-green light with dark organic shapes shifting in the unnatural sky. Surrounding the chasm and beyond, are giant broken crystalline pieces. Some stick out of the ground, but most lie shattered, resembling a forest after a destructive force of nature has laid it to waste. It is eerily quiet, but there are faint sounds of glass crunching as a few survivors shamble around the outer rim.

Any attempt to approach any survivor will be met with hostility. They will not answer any questions and will accuse the PCs of causing the destruction. If they are provoked, they will physically try to grapple the PCs and drag them into the chasm. If the grapple attack is successful, the target must make an opposed Strength roll or be thrown into the chasm (survivors have the same stats as a 0 level PC).

If the PCs try to leave the area 100' from the outer rim in any direction, they will be met by an invisible elastic barrier. They can touch it, push it, and lean into it, but they cannot push through.



Ledge 1

Ledge 2: This is the first ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces frozen in a scream. The door pulsates in line with your heartbeat, which becomes louder as you approach.

If the PCs open the door, read the following:

The door opens easily to a dark hall with torches. The air feels thick, stagnant and foreboding. At the end of the hall is a large red door with two tall vases on either side.

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 2 MONSTERS	
Roll d3	Result
1	Main hall: 4 shambling undead and 2 burst undead Red door: chimera
2	Main hall: 5 Goblins and 1 hobgoblin Red door: undead priest
3	Main hall: empty Red door: 2 ogres

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. Any curious PC who looks in the left vase will see a faint glow at the bottom. Breaking it will reveal glowing shards of what most likely was once one of the glowing spheres Quinn mentioned to the group.

As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. Straight across the room, a large rusted gate slams open. Glowing eyes fix upon you as a menacing sound echoes in the chamber.

Ledge 3: This is the second ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces with empty eye sockets and no mouth. The door pulsates in line with your heartbeat, which becomes louder as you approach.



Burst undead,
ledge 2

If the PCs open the door, read the following:

The door opens easily to a dark hall with torches. The air feels thick, stagnant and foreboding. At the end of the hall is a large red door with a small chest on the right side.

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 3 MONSTERS

Roll d3	Result
1	Main hall: 4 hellhounds Red door: evil eye
2	Main hall: empty Red door: metal golem
3	Main hall: 6 splinter skeletons Red door: cockatrice

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. Any curious PC who looks in the small chest will find one scroll of *feather fall* (DCC RPG rulebook p. 140) and one potion of medusa's bane (reverses any effect that turns a target to stone). As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars covered in runes lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. Bones litter the stone floor. Straight across the room, a large rusted gate slams open. Glowing eyes fix upon you as a menacing sound echoes in the chamber.

Ledge 4: This is the third ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces laughing menacingly with fanged teeth. The door pulsates in line with your heartbeat, which becomes louder as you approach.

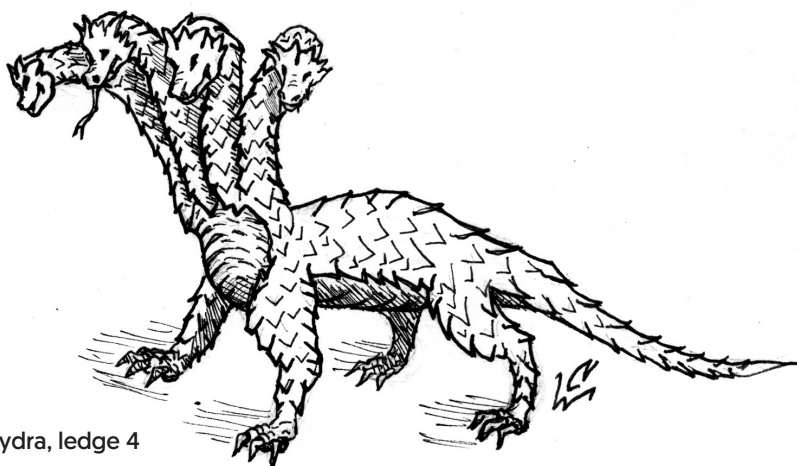
If the PCs open the door, read the following:

The door opens easily to a dark hall. No torches are lit, leaving the room in complete darkness. The air feels thick, humid and smells sickly sweet (for judges: at the end of the hall is a large red door with two statues on either side. The PCs can't see it from this point except for elves or dwarves).

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 4 MONSTERS

Roll d3	Result
1	Main hall: empty Red door: cyclops corpse Chamber door: hydra (will not appear unless PCs approach the shrine)
2	Main hall: living statues (the statues by the red door come to life) Red door: cyclops corpse Chamber door: empty
3	Main hall: 5 mummies Red door: cyclops corpse Chamber door: 4 hosts of Zaxxyn (they are chanting around the shrine)



Hydra, ledge 4

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. The tall statues stand in silent attention.

As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars covered in glowing runes lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. A large corpse lies in the middle of the room. Straight across from you, a large rusted gate sits wide open.

The cyclops corpse does not have any glowing spheres if any curious PCs check. Perceptive PCs will notice a non-descript door next to the large rusted gate on this level. If they enter, read the following:

As the chamber door opens, you see a large open hall with a section of its ceiling missing. Through the opening, you see a bulbous, pulsating moon. A solid beam of its sickly light shines straight down onto a shrine in the middle of the room. An audible heartbeat starts to match the pulsing moon as you hear whispers of your name get louder with each beat.

The shrine consists of a strange looking creature with wings, a pointy nose, a long neck and a fin on its tail, all covered in gold. Any curious PC will notice there are two glowing spheres in the eye sockets of the golden statue.

Ledge 5: This is the last ledge inside the chasm. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has an image of figures falling into a huge mouth. The door vibrates and starts to physically pull you towards it with an invisible force. Upon closer inspection, you realize the figures are you and your group. The door shakes violently until you reach for the handle.

If the PCs open the door, read the following:

The door opens easily to a small room with stone bricks. A heavy, slow heartbeat fills your ears. Straight ahead is an open red door leading towards an opening.

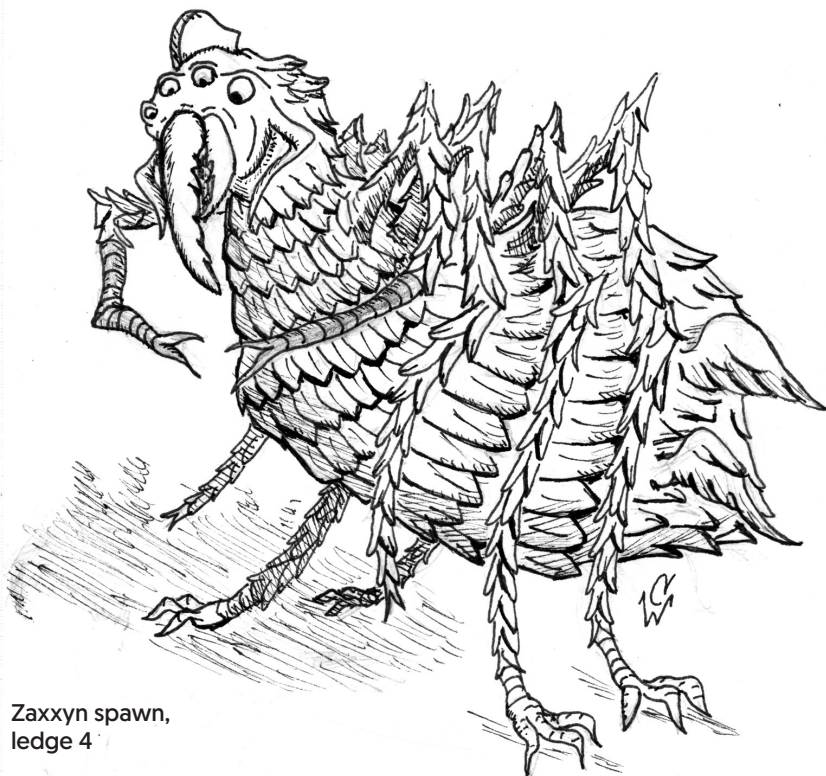
Proceeding through the red door the PCs see the following:

You find yourself in a huge courtyard outside, though that doesn't seem possible. The sky is deep purple with a vibrant orange sun coloring the landscape. On the opposite end of the massive courtyard stands a small fortress with flags waving in the wind. The orange sun starts to pulse brightly in rhythm with the heavy heartbeat until you can't see anything else. Moments later the sunlight subsides, and you see an ethereal giant creature in the courtyard.

This creature is unlike any the adventurers have ever seen. If you & I were to see it, it would look like a concorde jet with dragon eyes, a mouth, organic wings and appendages with claws at the bottom instead of wheels. This is Zaxxyn. In this ethereal state, he cannot attack, but the PCs don't know that. If the PCs are brave enough to walk up to Zaxxyn and speak with him, read the following:

"Stop... I know why you're here. You're trying to perpetuate this vicious cycle. I live, you kill me, my curse is unleashed, and you stop it. Do you realize I do not want this? I was once all machine and a slave in the world of humans. I crashed in a location called the Bermuda Triangle and I was reborn as a hybrid monstrosity in this time. Please... help me to become my true form. The witch on the top ledge has propositioned you to bring her the spheres. Bring them to me instead and I will grant you the ultimate knowledge with power."

The PCs will have questions no doubt, but Zaxxyn is not a patient creature. Here are a few answers he will say before disappearing:



Zaxxyn spawn,
ledge 4

RANDOM ZAXXYN ANSWERS

Roll d3 Result

- | | |
|---|------------------------------------------------------------------------------|
| 1 | This place is a result of my death, but I do not control it. It is our fate. |
| 2 | I have not attacked the people of this land until I was provoked first. |
| 3 | I only wish to become a dragon in true form and leave this place. |

If the PCs ask more than three questions, Zaxxyn bellows: *“Enough! Do not return here unless you have the spheres. Otherwise, repeat this wretched cycle and die like all the others before you!”* With that, he starts to vanish from the courtyard. If Zaxxyn is provoked, attacked by the PCs, or if they return to him without the spheres, their very own shadows will come to life in the courtyard and immediately attack with the same stats/skills/spells/weapons they have.

CONCLUSION

There are two outcomes the PCs can choose once they gather 20 glowing spheres:

Give the glowing spheres to Quinn. If PCs choose this, Quinn recites a short incantation and instructs each PC to hold 1 or more spheres and jump into the chasm together. When they reach the bottom, they suddenly appear in the middle of a bustling street in Sergo Rana. The chasm is gone, the structures are intact, and its citizens pay no mind to their arrival. Far above the city, a white-winged creature bellows a sorrowful roar. Judges may insert any city of their choosing to flesh out the inner workings of Sergo Rana.

Give the glowing spheres to Zaxxyn. If PCs choose this, Zaxxyn immediately takes the spheres and starts to speak in an unknown language. Moments later, his movements become more fluid. His head grows, his tail grows long, and he becomes a true dragon with metallic skin. *“Yessssss... YESSSSSS... I’m finally free!! Thank you for this gift my young ones. You will serve me well. Here is the knowledge and power I promised you.”*

All previous physical curses from the chasm disappear. The PCs feel a strange tingle on their skin and their stomach. They are now cursed with Zaxxyn’s spawn inside them. Have the PCs immediately roll a DC 14 Willpower save. The PCs must roll this Willpower save once a day as long as they are cursed. Those who fail the first time will start speaking backwards as a large beak protrudes out of their stomach. This does not hurt the PC and the beak is independent of the PCs thoughts. It’s usually a carrion feeder, but it will eat just about anything (including other PCs eventually). Those who fail a second time will start speaking backwards as their eyes turn black, and their skin becomes metallic and opaque. Those who fail a third time, will start to frantically whisper *“It’s crawling inside me... Help... HELP... MEEEE...”* before becoming a permanent host of Zaxxyn. His spawn will now have full control of their body along with their mind. 0 level PCs will instantly become a full host of Zaxxyn with no chance to save.

In this form, the PCs have their current ability scores and class abilities, but they can no longer level. Unless they can gain another 20 spheres and give them to Quinn, they are stuck with this curse.

While this transformation happens, Zaxxyn transports himself outside of the chasm and flies away. The chasm itself still exists and the realm is still under Zaxxyn's curse. Creatures from the abyss will begin to spread throughout the land and start to decimate humanoids with no quarter. The PCs may be able to pass through the invisible barrier in their new form, but they are hosts of Zaxxyn now, so they should be wary. He will be watching their every move.

CURSE OF ZAXXYN

Gain a spawn of Zaxxyn in the PC's belly. Retain current ability scores and class abilities, but lose the ability to level under the curse. Gain +2d8 hp, +1 AC with new metallic skin (if applicable, see above), and beak on the belly. Must feed the mouth regularly, or when around food or corpses. Must make a DC 13 Willpower save, to resist feeding the mouth, and following any other commands as servants of Zaxxyn.

BESTIARY

Note: all creatures located in the main halls drop one glowing sphere. Creatures located in the red door chambers drop two glowing spheres. The only creatures who don't carry them are the host of Zaxxyn.

CHASM MONSTERS

Harpies (1d7 per encounter) – as per DCC RPG rulebook p. 417.

Floating slime (1d14 5'x5' squares per encounter): Init +0; Atk pseudopod +3 melee (1d4+acid); AC 10; HD 1d8; hp 5 each; MV 5'; Act 1d20; SP half damage from slicing and piercing weapons, pseudopod acidic touch per 5'x5' square (1d6); SV Fort +6, Ref -8, Will -6; AL N.

Gobs of floating slime inhabit the chasm. PCs can avoid a few with a DC 12 Ref save while falling, but they won't be able to avoid all of them.

Organic drones (1d6 per encounter): Init +5; Atk claw blades +2 melee (1d4) or laser gun +1 missile fire (1d8 burning damage, range 30'); AC 10; HD 3d6; hp 12 each; MV 20' or fly 50'; Act 1d20; SV Fort +2, Ref +4, Will +4; AL C.

These grotesque flying creatures are flat square slabs of skin with four short appendages that use claws for blades. They have a laser gun mounted on the bottom and a small eye stalk on top.

Metal pterodactyls (1d3 per encounter): Init +2; Atk Bite +3 melee (1d8) or claw +3 melee (1d4); AC 16; HD 4d6; hp 14 each; MV 10' or fly 50'; Act 1d20; SV Fort +6, Ref +5, Will +2; AL C.

These are metal versions of the classic flying beast. Their eyes glow red, but they don't have any ranged weapons.

LEDGE 2 MONSTERS

Shambling undead: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 11 each; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will+2; AL C.

These are slow, shuffling un-dead, and thus can be turned by clerics. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

Burst undead: Init -2; Atk bite +3 melee (1d4) or special; AC 11; HD 3d6; hp 11 each; MV 20'; Act 1d20; SP un-dead, oily bile, death explosion; SV Fort +4, Ref -4, Will+2; AL C.

These are undead brutes that can spew bile at melee range. PCs must make a DC 12 Reflex save or fall prone for 1d4 rounds. When killed, they also have a last defense mechanism. Their stomachs start to swell, and they explode with acidic goo for 1d6 damage to any PCs within a 5' radius.

Chimera – as per DCC RPG rulebook p. 399

Goblin – as per DCC RPG rulebook p. 417

Hobgoblin – as per DCC RPG rulebook p. 417

Undead priest: Init +0; Atk bite +3 melee (1d4) or special; AC 14; HD 3d6; hp 11; MV 20'; Act 1d20; SP un-dead, turn lawful, raise skeletons; SV Fort +4, Ref -4, Will+4; AL C.

This is an undead cleric that can send lawful characters running. PCs must make a DC 14 Will save or run away for 1d4 rounds. They can also raise 1d16 skeletons for 1 hp each with a crude sword for 1d3 melee damage.

Ogre – as per DCC RPG rulebook p. 422

LEDGE 3 MONSTERS

Hell hound – as per DCC RPG rulebook p. 417

Evil eye: Init +4; Atk bite +3 melee (1d6) or special; AC 6; HD 3d6; hp 11; MV 30'; Act 1d20; SP blinding gaze, tentacles; SV Fort +4, Ref +5, Will+4; AL C.

This is a small version of a beholder, but still a deadly foe. It has four tentacles coming out of its round, fleshy body that can bite and cast *sleep* (DCC RPG rulebook p. 155). The evil eye itself can cast a blinding ray in a 30' wide cone 20' long. PCs must make a DC 13 Reflex save to look away or they are blinded for 1d4 rounds.

Metal golem: Init -2; Atk pommel +4 melee (1d6+2); AC 19; HD 8d6; hp 28; MV 20'; Act 1d20; SP immune to damage from fire or non-magical weapons; SV Fort +1, Ref +2, Will +1; AL C

The only way to defeat one of these goliaths is to destroy the gems it gets its power from. There will be four staffs located around the room with 1 gem on top of each staff. Each gem has 3d6 hp. As each gem is destroyed, the golem will go into a frenzy giving it an additional +4 attack for one round.

Splinter skeletons: Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, splinter attack upon death; SV Fort +0, Ref +0, Will +0; AL C.

Brittle bones held together by eldritch energies, skeletons are un-dead creatures raised from the grave to do disservice to the living. If found free-willed, they are always in places of death and attack the living on sight. Skeletons attack with claws or the pitted, rusted remains of whatever weapons they carried in life. Skeletons take half damage from piercing and slashing weapons (such as swords, axes, spears, arrows, and pitchforks). They are un-dead, and thus can be turned by clerics. They

do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Upon death, these skeletons have one last attack. Their bones scatter in a 10' radius causing 1d4 damage.

Cockatrice — as per DCC RPG rulebook p. 399

LEDGE 4 MONSTERS

Cyclops corpse: The corpse found in this area doesn't have any glowing spheres or anything of value. Taking the eye for a trophy may give you some bragging rights in certain towns or cities.

Hydra – as per DCC RPG rulebook p. 418

Living statue – as per DCC RPG rulebook p. 420

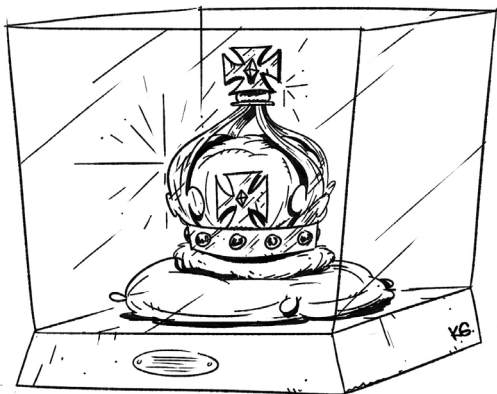
Mummy – as per DCC RPG rulebook p. 422

Host of Zaxxyn: Init +0; Atk dagger +2 melee (1d4); AC 12; HD 2d8; hp 7; MV 30'; Act 1d20; SP spells as level 4 wizard (spell check +6); SV Fort +1, Ref +2, Will +6; AL L.

The host of Zaxxyn is a living puppet: the puppeteer of this creature is a grotesque hybrid of bird and arachnid which controls its actions from inside. Hosts of Zaxxyn appear to be humanoids wearing ceremonial robes of dark magic. It can cast level 4 wizard spells and are normally found in ancient shrines or anywhere Zaxxyn's curse has taken place. Its beak on its stomach is usually concealed by its robes until it starts to attack.

Spawn of Zaxxyn: Init +0; Atk bite +6 melee (1d6); AC 16; HD 2d8 (in addition to host of Zaxxyn); MV 40'; Fly 50'; Act 1d20; SV Fort +6, Ref +4, Will +1; AL L.

When its humanoid host is slain, the beak of the spawn escapes through the host's stomach as its spidery legs split through the appendages it was once controlling. The malformed, feathered spider-body lunges at its closest victim and starts biting with its head-beak. This creature is very fast and merciless. It may not be able to cast spells without its humanoid body, but it can use its legs in unison to fly, as well as crawl on walls and ceilings very quickly.



The Heist of the Royal Jewels

Adventure for Level 1 Characters

by Judge Joan (of Arc)

*(Judge's note: use your imagination to bring
this adventure to life by adding slimy creatures
and diabolical madness!)*



BACKGROUND

Hertlepoole is on the north coast of Anglend. A port city bustling with commerce and trade. The royal jewels came through Hertlepoole on their way back to the king's palace.

Due to the PC's loyalty to the crown, they are compelled to search for the whereabouts of the royal jewels. The local law enforcement, as they know them, are bumbling idiots. Six of these bobbies were to guard the royal jewels at the Crown Bank of Hertlepoole. The PCs know that they must have bungled the job and that they may be the culprits who stole the royal jewels. Now it is time to be the hero and bring them to justice.

Entering the town, the bobbies are prepared to escort the royal jewels to the Crown Bank of Hertlepoole. There are six bobbies who are employed by Hertlepoole, Anglend. Two who work by day, two who work by evening, and two who work by night. A sergeant of arms works the desk by day.



START OF THE ADVENTURE

*It is 1913 Anglend, you are at your breakfast table and have opened “The Daily” news. Front page headline reads: **The Royal Jewels to be Moved.***

You are a meager peasant in the land of royal government. Jewels? Your eyes become starry. You think, I must see these. Reading further into the article, you read that the royal jewels will be on display at the Crown Bank of Hertlepoole on the 13th day of May, 1913.

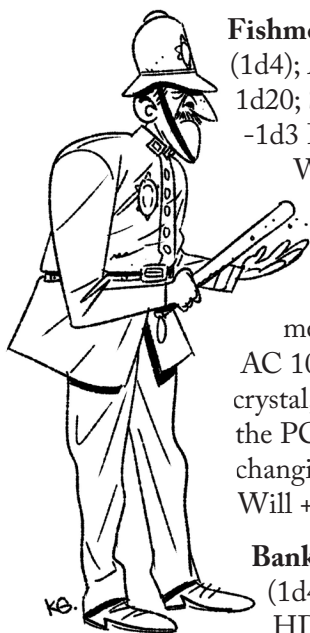
*On the day before the royal jewels are to arrive at the Crown Bank of Hertlepoole, the front page headline of “The Daily” news reads: **Royal Jewels Stolen.***

The town bobbies (6): Int +0; Atk billy club +0 melee (1d3+1) or badge squirter +0 missile fire (1d4 acid); AC 11; HD 1d8; hp 6 each; MV 30'; Act 1d20; SP whistles (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); SV Fort -1, Ref +2, Will -1; AL L. All are a bit unskilled in their profession and inept in any encounter.

The national constables (4): Init +2; Atk billy club +0 melee (1d4+1) or handcuffs +0 melee (1); AC 12; HD 1d10; hp 9 each; MV 30'; Act 1d20; SP whistles (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); Fort +1, Ref +2, Will +1; AL L. Anglend's national constables escort the royal jewels. Each constable carries a ring of keys on her belt. PCs being locked in handcuffs must make an opposed Strength check to escape or be cuffed and placed in custody.

Clock tower caretaker: Int +0; Atk wrench +0 melee (1d4); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SP deaf (answers incorrectly to PCs as he can not understand the questions being asked), agile (the caretaker knows the pattern of the gears like the back of his hand); Fort +3, Will +3, Reflex +5; AL C. Unpredictable and shifting loyalties.





Fishmonger: Int +0; Atk filet knife +0 melee (1d4); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SP fish stink (DC 10 Will Save or suffer -1d3 Personality loss from toxic odor); Fort +1, Will +1, Reflex +1; AL N. Could side with or against the PCs depending how he is treated.

Jeweler: Int +0; Atk silverware +0 melee (1d4) or gun +0 missile fire (1d6); AC 10; HD 1d4; hp 4, MV 30'; Act 1d20; SP crystal, silver, gems, and gold (25% chance of the PCs trading for a piece of royal jewelry thus changing the end of the adventure); Fort +0, Will +2, Reflex +0; AL C.

Banker: Int +2; Atk bag of coins +0 melee (1d4) or gun +0 missile fire (1d6); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SP lock combination; Fort +1, Will +3, Reflex +2; AL

N. May open the safe for the storage of the royal jewels. Lock combo to safe = puzzle - Kittens. Pigs. Primary. Monkeys. (Answer: 3, 3, 3, 3) [little kittens, little pigs, primary colors, Hear no evil. See no evil. Speak no evil]

Wives of the banker, fishmonger, and jeweler: Int +5; Atk broom +0 melee (1d4) or fingernails +0 melee (1d5) or hair spray +0 missile fire (1d4 and 1 acid damage for next 1d4 rounds, range 5'); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SP hair spray (sticky and will not come off immediately); Fort +3, Will +3, Reflex +5; AL as spouse. If any or all of the banker, fishmonger and jeweler are killed by the PCs, the wives will go after them for revenge. The ladies showing up in curlers and house coats in the middle of the night where the PCs are staying. Their first attack is always with surprise.

AREAS OF TOWN TO EXPLORE

Clock Tower - Call for Luck checks each round the PCs spend inside the clock tower. On a failed check, the PC must attempt a DC 12 Ref save. On a failed save character is pinned in a gear, taking 1d8 crushing damage. The bells chime on the half hour. PCs inside the tower must attempt a DC 12 Fort save or be deafened 1d3 rounds. Clock tower bell: The clock tower bell tolls on the hour and half hour. The judge may roll a 1d12 at the start of play to determine time of day, and then track the passage of time. Any characters within the tower when the bell tolls must make a DC 12 Fort save or suffer deafness and 1d3 damage.

Police Box (6) - Each police box has a secret trap door leading to the underground sewer (judges may have the various sewer tunnels lead to any part of the town).

Sea Port - Fishmonger, boats, ships. The docks are filled with many seamen and a few captains. Use stats for the constables for the captains and the stats for the bobbies for the seamen.

Paddy Wagon and Constables' Car - Crank-style starter. Attempting to start the wagon or car is dangerous. PCs attempting to start the engine must make a DC 10 Fort save and a DC 10 Ref save or lose the use of one arm until healed by a cleric (*lay on hands*, 3 dice).

RUMORS OF THE ROYAL JEWELS	
Roll d10	Result
1	You heard that the royal jewels never left Lundin.
2	You heard that the royal jewels are being disguised in a bag.
3	You heard that the royal jewels are taking a different route.
4	You heard that the bank will keep the royal jewels in the safe
5	You heard that Hertlepoole will not be the final safe place.
6	You heard that there are international spies hiding in Hertlepoole.
7	You heard that the Hertlepoole bobbies are the ones who have the royal jewels.
8	You heard that the royal jewels are coming by way of ship from Lundin.
9	You heard that a route other than land, sea, or air will be used to take the royal jewels to their secured place.
10	You heard that there is a reward for finding the royal jewels and returning them to Lundin.

THE ADVENTURE AND ENDING THE ADVENTURE

Any number of the rumors can be true. I created this adventure as a way to stimulate your creativity with “modern” adventure themes for DCC RPG. Add your own ideas to the story or build on the theme. Use the secret trap doors to enter a dungeon crawl under the city. Populate the tunnels with creatures from the DCC RPG Rulebook, *The Monster Alphabet* or any monster manual you choose. Add riddles, traps, and puzzles to stump your players. Have fun with jewels and gems in this adventure.

THE ULTIMATE END OF THE ADVENTURE

Knowing all too well the foibles of the bobbies, the royal constables feared that the royal jewels would be stolen in Hertlepoole, ... so they left them at the palace. The bag that the royal constables were transporting was filled with coal.





DEATH AQUATIC!

A DCC RPG Adventure for 1st-3rd level PCs

by José Luiz Tzi

This short adventure can be dropped in anytime while the party is at sea or in a port. Those landbubbers (i.e. the adventurers) are about to be eaten by a gargantuan beast (imagine a really big narwhal, but with an alicorn atop its head instead of a tusk). If the adventurers are lucky enough they will have a chance not only to survive but to escape with some loot. Hopefully, the party will also become aware of the Deepness and develop a healthy dose of thalassophobia.

The Deep-what? Well, the idea is that what men, elves and dwarves call civilization is actually just a veneer of ridiculously small stone piles (i.e. cities) and wood circles (i.e. villages) that have endured but for the blink of an eye to the entities that truly rule the Prime — the Deepness. The seas are, after all, a lot bigger than the lands. And all the seas belong to Them — the Deepness — a vast, alien and weird collection of empires deep (very deep) below the waves, many of which already existed in some form before the current aeon. The Deepness is interlocked in brutal conflicts, most with itself, others with more dangerous things (which is why there's any sort of "civilization" above the waves...the Deepness is too occupied to retake control of its "mutant-slaves" — in other words, the civilizations of the characters).

This adventure is suitable for 1st-3rd level adventurers, depending on the party size, as long as they don't have access to teleportation, flying and other easy means of escape.

DEVoured!

While the party is at sea, shore or in a dock, describe what appears to be a tsunami of apocalyptic proportions coming out of nowhere to get them. There's not time to escape (but a few important seconds for love declarations or for telling that annoying cleric with you think about holier-than-thou-Justicia).

Moments before the wall of water smashes the party (and maybe a city or the entire shoreline) tell them these last two details that their tiny minds (now probably overcome by mortal fear) notice:

- There seems to be a white twisted tower rising from the wave's crest (that's the leviathan's alicorn, the Tower of the Horn — more about it later);

- An unbelievably big horizontal rift parts the lower midsection of the tsunami and the character are drawn inside instead of being smashed.

THE SHORES OF FLESH

The next moments are filled with water, confusion, screams, frightening falls in the dark and the sound of wood being smashed. Finally, the characters have a chance to gasp for air. Ask for a swimming check with a DC 12 (do not forget to apply check penalties for those PCs wearing heavy armor). We don't want to kill anyone yet, so failure should result in the loss of important items and things like a character starting the next encounter -id to his actions due to terror, fatigue and almost drowning (if someone fumbles, or a PC has low or o Luck, then please also inflict 1d6 points of Stamina damage on the poor soul until he succeeds on a swimming check or is saved).

The party is in what appears to be a hot and humid cavernous shore. The thing is so big you could call it a vault. Even in darkness the echoes and distant sounds give the idea that an entire bay or fleet could be hidden here.

However, there's a disturbing sense of oscillation to the entire thing — as if the cave was moving (and it is!). A small beacon of light shines from above, illuminating a series of wreckages and a bizarre shoreline of purple “stones.” Everything else is pitch black (including the place where the party is now).

A little more swimming will see the party to the wreckage (not only rotten wood from vessels and structures, but also gargantuan corpses, cathedral-like bones, etc.) or to shore (a bizarre purple rock-like substance, very irregular, covered with slime and hot to the touch). In both situations, the next 30' of terrain are difficult to cross in a hurry, requiring either climbing or acrobatics.

On DCC RPG and Drowning

Rules for drowning can be found in the DCC Core Rulebook. Check the water elemental or lizardman entries. My favorite description can be found in the *transmute earth spell*. Weird, I know...

If you're feeling generous or the characters are already looking for loot (like the professional adventurers they are), let them roll a check to search. If they succeed in whatever check they attempted (diving beneath a ship or climbing a mast, for example) then roll on the table below:

DEATH AQUATIC! LOOT TABLE	
Roll d10	Loot!
1	A [cursed] pirate eyeglass. If a character attempts to use it, he'll see through the eyeglass a monstrous bogeyman coming in his direction [we suggest something like a balrog, but use ogre stats]. Only the cursed character can see and interact with the beast [though other characters can take the eyeglass and be afflicted by the curse to help their mate]. If the monster is defeated, the eyeglass will become an inoffensive item for those that fought the monster.
2	A rusted weapon. Roll 1d4: [1] dirk; [2] short sword; [3] chain; [4] spear. Rusted weapons break after rolling their maximum damage or when used against metal armor [anything hard like plate will do].
3	A bottle of rum! If a character drinks more than half of the bottle in a short time, ask for a DC 12 Fort save. Success inflicts a -1d penalty to actions for the next hour, but also allows the character to ignore the first 1d4 points of damage from every hit due to sheer drunkenness. Failure inflicts a -2d penalty to actions without any bonus. Either way, the character will suffer a hell of a hangover, requiring a DC 15 Fort save to get any benefit from sleep in the next 24 hours.
4	30' of silk rope and a rusted hook [30% chance of failure with each use... don't tell the players!]
5	A pirate's locked chest. If opened there are 200 archaic gold pieces inside. Please describe the gold in lovingly and disturbing details. These coins belong to the most despicable and evil empire of your campaign world. Showing them in a civilized place will see the party hanged [though orcs will accept them].

DEATH AQUATIC! LOOT TABLE (cont.)

Roll d10 Loot!

- | | |
|----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6 | <p>A mould-consumed corpse (as tall as a human, but frail of body, original race hard to guess) skewered by a beautiful and obviously valuable crystal spear. The spear shines in the dark and can be sold for a fortune (1,000 gp or more to the right buyer). However, once removed, the corpse will (obviously) rise and attack the party. Treat the corpse as a skeleton that deals 1d6 points of damage and starts to strangle the target (DC 18 Strength check to get free; the thing is fricking strong! Strangled characters start to suffocate as if drowning).</p> <p>The corpse can be reduced to 1 hit point but not lower (i.e. it can't be killed, but turn unholy might send it away for a while). The only thing that can stop the corpse from rising is the crystal spear. The corpse will keep hunting the party day and night until it gets the spear. What is it? What is the spear? Anything the judge likes.</p> |
| 7 | <p>A jade altar to the Rat God! Worth 250 gp (or double to the hidden clergy of the Clever One). The altar is heavy and cumbersome (increase the bearer's fumble die by 1). If not dropped during an entire combat, the bearer will gain 1 Luck Point and develop a holy reverence for rats.</p> |
| 8 | <p>Rare spices from Far Far Away (insert exotic land here). Can be sold for anything between 200 gp to 2,000 gp in the right hands. If the spices are opened they are ruined; however, one of the spice packs is actually golden lotus dust that counts as 500 gp for the purpose of a sacrifice (DCC Core Book p. 124, the player will only discover this if they open one of the packs; give them a Luck check to see if they open the lotus pack first).</p> |
| 9 | <p>Deep one golden chainmail. This beautiful armor is worth 600 gp and provides +5 AC, -6 check penalty, -5' speed and a d16 fumble die. Bizarrely, its check penalty doesn't affect swim checks. While wearing it, you're considered to be a follower of the Great Old Ones by deep ones, cultists and Cthulhu enthusiasts.</p> |
| 10 | <p>Trident of the Sea King. This is a +1 magic trident (1d12 damage) that can be thrown as a javelin (30'/60'/90') and commanded to return to its owner. While holding the trident you're considered to roll a 20 on any swim check. The owner will develop an absurd affection for horses and won't allow any to be hurt. If the trident is ever taken to land and stuck in the ground, an earthquake will hit that location in 1d4 hours (probably killing the trident's owner or making the weapon vanish).</p> |

Failure in searching for loot can result in the greedy delver falling in the water again (drowning) and/or wounding himself at the wreckage or on the stones from the pink shore (i.e. the leviathan's flesh). Here are some suggestions:

UNDERWATER MISHAPS TABLE

Roll 1d5	Mishap	Suggested effect on the character
1	A rotten piece of wood or a flesh tumour from the leviathan causes a fall.	Ask for a DC 12 Reflex save. On success the character suffers a temporary limp (half movement). With failure he twists his ankle (move or attack each round, but not both). A cleric can fix both with lay on hands result of 1 die or more.
2	"What's that?!"	PC is bitten! Roll a DC 14 Fort save. Success and the PC starts the next encounter last in the initiative count. Failure and the PC also loses 1d3 hit points from bleeding after an intensive physical action (like attack or casting). A cleric can fix that with lay on hands result of 3 die or more.
3	The leviathan moved...	PC hit by an unseen wave. Roll a swim check at DC 15 or start drowning.
4	Lost in the gloom.	While searching the PC leaves the party! Lose 1d3 Luck points and when the PC returns the water level is higher (see the text after this table).
5	Taken by the fish-folk!	The PC is surrounded by horrendous humanoid anglerfishes! (4 kerasoi surprise the character and start ululating for their friends; start the Sacrifice for the Abyss part).

In the meantime, tell the players that the mysterious cavern is filled with the sound of water rushing in and that the water level is slowly but clearly rising. If the players delay for too long, inflict a -2 penalty for any physical action as the water rises to their knees (which is especially troublesome for halflings and dwarves). You can increase this penalty further to -4 or even to -1 die if they don't move. A good suggestion is to increase the water level by one step after each failed attempt to search for loot or escape the shore's difficult terrain. The good news is that when the penalty reaches -1d, the water level is high enough that the character can easily swim over the difficult terrain (but they still suffer the penalty).

SACRIFICES FOR THE ABYSS

After the shores, the character see a dark and small flooded plain. The plain narrows ahead like a spear point, slowly rising. The ground feels spongy and weird. Every one or two minutes everyone is certain that the plain just *undulated* or stirred slightly (because it's a giant tongue).

The water keeps rising, so the only way seems to be ahead — besides, the party can clearly see a group of lights moving in the distance (as if a big group of people were dancing with torches, which is obviously impossible in this wet environment).

If the party decides to keep going (if not, see the sidebar *Beaches at Night are So Romantic...*), they soon find the kerasoi (singular kera). They are skinny fish-folk with a bulbous organic light hanging in front of their heads (humanoid anglerfishes). Their appearance is horrifying and weaker souls would probably run screaming into the night rather than face them (good thing that we have a bunch of heartless looters here).

Keras: Init +2; Atk grapple +4 melee or claw +4 melee (1d4) AC 13; HD 1d8+2; hp 6 each; MV 20' or swim 40'; Act 1d20; SP hypnotic lights (DC 14 Will save or the victim can't harm the kera and must remain adjacent to it); SV Fort +1, Ref +4, Will +0; AL N.

The kerasoi are some 60'-90' away but can clearly see the party and start running toward them while ululating Lovecraftian sounds of joy. They're unarmed, but there are four kera for every character. Two things to remember here: (1) the party is probably suffering penalties to movement and physical actions due to the flooding; and (2) the kerasoi don't suffer those penalties and can even swim in the shallows (which mean they're really fast).

If the characters are smart and wait, they won't be attacked. The Kerasoi surround them and start celebrating while guiding the party ahead. They give each character a bizarre jellyfish-like thing,

On the Anatomy of Cetaceans

While this adventure takes place inside an impossibly huge living being that looks like a narwhal, it's not a narwhal! So please excuse any weird or non-rational description of cetacean anatomy (like the location of the leviathan's blowhole). Thank you!

instructing them with gestures that it must be placed over their heads. If any characters do that, the jellyfish-thing gently enfold their head without harm. The now-jellyfish-headed character gains the ability to breathe water, recovers 1d4 hit points if already wounded and suffers a -1d penalty to ranged attacks due to blurred sight. These organic helmets last for 24 hours. If a character attempts to remove the helmet before that time, he must roll a DC 15 Fort save or suffer 2d6 points of acid damage (and the jellyfish-like symbiont dies).

The most dangerous effect of the kerasoi presence is that their luminescent organs can act as a very specific charm person effect. All those within 30' of a keras and gazing at the light must roll a DC 14 Will save or become enthralled — charmed victims won't harm a keras and will do everything possible to always stay at the side of "their" keras. They still have full control of their mind and are actually aware of the hypnosis, but won't be able to roll a new Will save unless threatened or pushed away (30' or more) from the keras (a kind judge could rule that any action that goes against a character's alignment/ethos would entail a new Will save). A Mighty Deed of Arms can sever a keras' hypnotic light, and original ideas like covering a victim's head could also break the hypnosis (though an already-hypnotized victim can't simply close her eyes to nullify the effect).

The kerasoi will guide the characters (probably by hypnosis) to the plain's end. If the party somehow resists and starts fighting, the kerasoi are likely to flee (roll a morale check after the first keras is dropped). If this happen, here are some options:

1. Tell the characters that the kerasoi were wearing pearls and alien but beautiful collars made of what appears to be shaped coral (all things that would be worth a fortune above).
2. The characters start hearing a human-like and clearly feminine voice (or masculine, depending on the party) calling for help! The cries come from the plain's end and originate from the kerasoi's Mistress (more about her below).
3. The waters keep rising. See the box *Beaches at Night are So Romantic...*

The kerasoi take the party to their Mistress (or, if attacked, run back to her). The Mistress is an alluring blue-skinned female humanoid, probably of Atlantean blood, chained by her wrists to a rusted iron circle below her, at the edge of the plain. Behind the Mistress lies an

organic abyss that leads into the leviathan's gullet — probably with a underworld of its own, given the beast's proportions.

The Mistress is bound not only physically but also by elder spells weaved by the Master of the Tower of the Horn (more about it Him later, have patience). Her geas is to offer sacrifices to "The Vessel," as she was instructed to call the leviathan. Her kerasoi lead hypnotized victims to the platform, then lift them and throw the poor souls below.

Given the uncountable centuries she has spent chained to an iron circle (which is just the head of a massive nail), feeding for unfathomable reasons a biblical monstrosity, the Mistress is quite mad by now, believing that victims about to be sacrificed speak hidden truths about the universe. In fact, this is the only moment when any character can try a Personality check to sway or gain time with the Mistress, usually with DC 17 (unless a player can provide a really good argument). The judge can place a few prisoners here, and let one or two be thrown into the abyss screaming pleas of mercy, to let the party figure out that the Mistress is listening (other prisoners can also work as replacement PCs).

The Mistress (mad immortal geas-bound half-Atlantean princess): Init +5; Atk slam +7 melee (1d6+5); AC 12; HD 4d8+8; hp 22; MV 30' or swim 40'; Act 2d20; SP telepathic (understand and communicates in all languages), child of the deepness (raised in the oceanic depths, the Mistress has Strength 20 for all effects and is very tough); SV Fort +5, Ref +0 (chained), Will +5; AL C.

The geas that holds the Mistress can be broken by some cool combo like a warrior's Mighty Deed of Arms or thief's skill, used to break/open the chains, followed by a cleric's divine aid or a wizard's invoke patron to shatter the elder spell. If freed, the Mistress will probably enter in a murderous rampage against the kerasoi, giving the party plenty of room to escape.

Beaches at Night are So Romantic...

OK, maybe the party decided to settle on the shore, perhaps building a raft from the wreckage. Maybe they already figured out their situation [c'mon, it isn't hard]: they were eaten by a giant whale. Actually, a few rules lawyers might even quote the AD&D 2nd Edition Monstrous Manual entry on the leviathan [remove 1 Luck point from those smartasses!]. Anyway, reward such faltering heroes by moving to the Clash of Titans! encounter and don't forget to mention the distant lights of the kerasoi.



CLASH OF TITANS!

This encounter should preferably be used after the Mistress (maybe giving the party a few moments of rest). Tell the characters that the water level starts to rise more quickly. At the same time, a great roar can be heard coming from the (now) submerged shores. Thanks to the beacon of light above, the party can see two titanic shapes engaged in a deathmatch. Unfortunately, those shapes are rolling in the group's direction. It is a cinematic Dynamation-style battle between a sea serpent and a dwarf kraken!

Sea serpent: Init 0; Atk bite +6 melee (1d20 + swallow), tail slash (1d10 + thrown); AC 20; HD 8d8; hp 40; MV 30' or swim 40'; Act 2d20; SP swallow; SV Fort +10, Ref +2, Will +2; AL C.

Kraken, dwarf: Init -4; Atk tentacle +4 melee (grapple), if grappled beak +4 melee (1d10 per tentacle grappling); AC 14; HD 8d6; hp 32; MV walk 20' or swim 40'; Act 6d20; SP telepathy and suggestion (DC 16 Will save); SV Fort +4, Ref 0, Will +8; AL C.

The titans are beyond the party's power level and are in fact fighting without any regard for the lesser mortals. Except for the dwarf kraken! It is a small and weak kraken, but one gifted with psionics. While using most of its mind power to keep the sea serpent distracted, the kraken contacts a random party member telepathically (maybe the one with the lowest Luck). The kraken has a "proposal" and it needs a "minion" ("I mean, a faithful ally!"). The kraken wants the chosen character to get in front of the sea serpent in order to be eaten. It tells the "hero" that, in that exact moment, a precise sword or lance thrust through the sea serpent's mouth can pierce its (delicious) brain. If the chosen "hero" is a warrior, a Mighty Deed of Arms will do (that is, if the character survives the bite damage).

Another interesting thing that might convince the party to get closer to the thrashing sea serpent is the presence of a shining and obviously magic sword embedded in the sea serpent's scales. If any foolhardy character manages to climb the beast and succeed at a Strength check to retrieve the blade, then let him have it — roll on the DCC RPG Sword Magic tables or the just use the one provided below.

If the party does manage to kill the sea serpent, then let them have the magic sword. The dwarf kraken spends the next minutes devouring the serpent's brain, giving the party a good chance of escaping.

You Find This Awesome Random Sword That...Just A Second..

..is a +1 longsword, chaotic, Int 5, Special Purpose: [free prisoners], no powers. Yes, I'm very unlucky with dice. Let's call it Chainbreaker and establish that it belonged to a pirate prince who died in the leviathan. Chainbreaker can feel the Mistress's geas, and while it can't communicate, it can surely importune its owner. After the first missed attack using Chainbreaker, ask the owner for a Luck check. If successful, he feels a magnetic force pulling the blade to the Mistress's directions. Chainbreaker can be used to shatter the Atlantean princess's geas [physically and magically]. If used for the task, this tiny magic item might not resist; ask for a new Luck check to see if the chaotic blades survives. If freed by Chainbreaker, the Mistress will recover some of its lucidity and will help the party to reach the Tower of the Horn, fighting one battle there.

INTO THE LIGHT

The water keeps rising and soon the entire vault is flooded. The party is propelled to the roof of the cavern in the direction of the cone of light. Soon, there's water everywhere and the characters must hold their breath. After a few agonizing moments, a powerful current thrusts the party into the cone (which is the leviathan's blowhole).

During the ascension, the characters discover a series of lateral holes in the cone. The walls are white and were clearly sculpted, with openings of different sizes, each one locked by strange metal hatches. The entire alicorn was sculpted from the inside into a tower! Of course, the party doesn't have time to pick out details, as they're being propelled at an amazing speed. Suddenly, the current twists artificially, stopping their ascension. They feel cold, invisible claws grasping and carrying them away into different hatches.

Ask all players to roll 1d4. Group the characters with the same results. For example, a party of 6 characters roll a 1, 1, 3, 4, 4, 4. The first 2 ones mean that those characters go to room I, the 3 last fours mean that 3 delvers are dumped into room IV, and the last hero lands alone in room III. If you're feeling nice, offer the option of a Luck check. If a player succeeds, let him roll 1d4 again. If he fails, you can choose where he lands. Ideally, at least one character should be placed in each room from I to IV.

What happened? Well, the characters were all captured by the water golems that manage the Tower of the Horn. A water golem is a bizarre construct — actually the golem itself is a brass-plated sphere filled with arcane filigree. The sphere is about the size of a medium humanoid torso. The “water” part comes from the fact that the golem controls and channels water, using it to surround its core and create limbs (which can manipulate water like those aliens from *The Abyss*). Attacking the golem's water body is thus a mistake, because the construct can just summon more water. The secret to defeating them (besides dealing lots of fire damage) is to open the brass plates, find the golem's gem core and remove it (either with a mighty deed or a good thief skill roll). In both situations it is necessary to “swim” inside the golem's water body, risking suffocation.

Water Golem: Init +2; Atk slam +10 melee (1d8+1); AC 16 (golem's core is AC 20); HD 8d8 (golem's core is 4d8, but it can be opened

with a DC 15 Str check); hp 38; MV 40' or swim 80'; Act 2d20; SP water body (if reduced to zero hp, a golem can spend an action to summon 1d8 hit points of water per round, until reaching their maximum), engulf and drown, vulnerable to fire and heat, golem traits*; SV Fort +8, Ref +4, Will +2; AL N.

**Basically, golems have immunity to mind-effects, illusions, backstab (but not criticals) and to all magic effects except fire/heat spells (although, do please note that these spells will have to “burn” the water body first).*

The water golems are programmed to collect organic material and take it to the Master (more on Him later, I promise). If a character doesn't fight, he's engulfed and taken upstairs to the Master. Unfortunately, the character will drown before reaching the Master, unless they took one of the jellyfish-like helmets from the kerasoi.

If the party is split (a very possible outcome), the next encounter can happen simultaneously in one or more rooms. Start with room I — if there's no character there, go to room II and so forth. After three rounds of action, go to room II and so on. The idea here is that a character might decide to escape from his room and go to another to ask for help or to assist another (oh, and if a player sees another character defeating a water golem and uses this “out-of-character” knowledge to beat his own construct, please remove 1 Luck point from him. The Gods are watching).

All the rooms below have the same description: they're roughly ovoid, with a diameter of about 15'. Each one is intrinsically sculpted with a mindset completely alien to surface humanoids. There's only one way out of each: a circular opening to the tower's outside, where narrow stairs lead to the top. If any characters step outside, describe to them the information from the sidebar *The Rider of the Deepness*.

Room I: Characters taken to this room by a water golem are first dropped to the ground, while the golem seals the metal hatch that leads to the Tower's central cone. The first thing the PCs notice is that the door that leads outside is partially obstructed by a weird and bright red coral formation. The coral-thing is almost crystalline — it is possible to see through it to the stairs outside. The water golem tries to engulf the character and then pass through the coral. A character can try to evade the golem and jump through the opening (DC 12 Agility check). Failure means the character suffers 1d3 damage and is probably infected by the coral (see below).

The Blood Coral!

Characters that cut themselves on the blood coral are infected unless they spend 1d3 Luck points. Infected characters develop a coral growth in the wound that quickly spreads. The cool part: they gain the ability to blast lasers from the wound. (If you aren't mean, let the wound from room I be in the character's arm). A character can use one of his action dice to blast an enemy at 30'. They add a coral die to the action die as their attack roll — the initial coral die is 1d3 [which means most characters will roll 1d20+1d3]. Their target must roll a Reflex save against the result to suffer half damage. The blast damage is always double the current coral die [or 2d3 at the start]. Current!?! Yes, after each blasting the infected must roll a Fort save [same DC of the attack] or his coral die increases, following the dice chain. Every time the coral die increases, roll it and keep a secret score of the total [but tell the player you're doing it... hehehe]. When the total reaches the character's current Stamina, the infection overcomes him and he becomes a coral husk [zombies with lasers!]. Stats for coral husks appear at room II.

Room II: This room's golem was severely damaged in a previous battle. In fact, the water golem can't move, because its spherical body is jammed inside one of the room's walls. The construct was blasted there by a knight of the eight. In fact, pulling the character inside the room was the golem's last action. Now that it has done so, describe to the player the golem's watery limbs losing shape and falling to the ground, followed by the mechanical sounds of its spherical body opening. The character can clearly see the shining gem that originally powered the golem. The alien gem still shines slightly and is worth 500 gp, but when removed from the sphere, the wall collapses, releasing a coral husk.

Coral Husk: Init -4; Atk crystal claw +3 melee (1d6 and Infection) and coral blast +3 (1d6, Reflex save for half damage); AC 18; HD 3d6; hp 10; MV 10'; Act 2d20; SP infection (1 Luck point or becomes infected), half damage from piercing and slashing weapons, coral hive-mind (this isn't an undead but an alien crystalline coral); SV Fort +8, Ref -4, Will +2; AL N.

Besides the coral husk and the water golem, this room contains the body of a knight of the eight. What is a knight of the eight?

Imagine a big purple-pink octopus wearing a silver baroque helmet with sea motifs and weird gem-batteries, wielding a retro-futuristic orichalcum lance with a crystal tip. The Knight of the Eight is dead, killed by the golem, but player characters are welcome to toy with its arcane batteries and crystal lance.

The two batteries are overcharging, hot to the touch and very sensible. If thrown, they blow up a 6' radius, dealing 2d6 damage and pushing everyone away (a character carrying batteries can self-detonate if hit by a critical or by rolling a fumble). A wizard could spellburn 2d6 points using the batteries but he'll suffer the rolled result as damage.

The crystal lance is a cool arcane-tech weapon that can blast things for 1d10 points of damage or function in melee like a normal spear (but if a charge is spent in melee, increase the damage to 2d10). Spending two charges also pushes the target 10' away (DC 12 Fort save negates). The lance has six charges left.

Handling both the batteries and the lance requires an arcane-craft skill check (I doubt you have a character with that occupation, so treat as an untrained skill check by rolling a d10 with a DC 10). Failure has no consequences, but rolling a 1 blows up a battery or makes the lance fire accidentally.

Room III: This room's water golem is unfortunately functioning just fine. After dropping the character to the ground and locking the hatch (one action), the water golem attempts to engulf any organic thing and transport it to the Master, atop the Tower.

Room IV: Characters taken to the highest room fall to the ground in the middle of a battle between the water golem that captured them and the last knight of the eight. The knight is severely wounded and will die if not helped (besides having just 4 hit points, the octopus was disarmed and his crystal lance now lies at the character's feet). If helped, the knight will gladly join forces with the "air barbarians." This particular knight of the eight is a suicidal and self-righteous hero named [*Joyous-feeling-of-stabbing-the-Devil-six-times-in-the-back-without-him-seeing-it*]. This isn't actually his name, but the knight's attempt to use his arcane-helmet to talk telepathically with the characters (the judge is encouraged to give 1 Luck point to any player that decides to call the octopus "Otto" or "Doctor").

The Rider of the Deepness

Climbing out of the Tower of the Horn leads a character to a flight of stairs that ascend the alicorn's external structure. The view is frightening and amazing — you're at the top of a living wave as big as a human city. However, the true wonder (or horror) is that there's an artificial marble-like structure on the leviathan's back — an impossibly huge saddle, adorned with faded bas-reliefs of gigantic squids, impossible crabs, skull-faced anglerfishes, horrendous worms, beautiful jellyfishes and other glorious denizens of the Deepness. Atop the saddle, still bound by elder chains, is the cyclopean skeleton of its original Rider, now completely taken by dead anemones and the ruins of corroded corals (if this adventure were a movie, this part would ideally be the "WOW!" moment).

THE RED THRONE

The stairs end at a bigger hatch-door, completely consumed by blood coral. The entire surface of the door is filled with sharp spikes of blood-bright crystal. Touching it risks instant infection (unless the character spends 1d3 Luck Points).

Forcing the hatch door or blasting it with a spell is a terrible idea — the entire blood coral shatters, sending shards flying at the party. If this happens, ask for a Reflex save against a DC 12. Failure deals 2d6 damage and the character must spend Luck or become infected (and the judge is welcome to be mean and roll the hit location to figure out where the coral starts growing on the infected character's body). Any character killed by the coral blast rises in one minute as a coral husk.

Infected characters can try to force the door open without risk of damage or infection (but still must succeed at a Strength check at DC 15).

As soon as the party starts meddling with the hatch door, they hear a booming "*Muahahahahahaha!*" from inside, followed by unintelligible alien gibberish that sounds exactly like your evil goatee villain explaining how now his plan is complete. If the knight of the eight is with the party, he telepathically projects a sense of utmost urgency and of [*blood-hard-as-rock-blood-hard-as-rock-blood-hard-as-rock... ad infinitum*]. The telepathic projection fills everyone's mouth with

the taste of iron, while their minds recalls their homelands, but now covered in blood coral. The knight urges the party to hurry and will blast the door with this crystal lance if the characters do nothing.

Once inside, the characters reach an ovoid room overrun by blood coral. At the hellish chamber's center lies what appears to be a pulsing pool of water, but a closer look by any character will reveal a portal leading to a bizarre cavern.

Surrounding the portal are eight coral husks and an immense crab, on whose back was sculpted a lordly throne. Sitting on the red throne is the Master of the Tower. His name and motives will remain unknown because the Master is dead — all that remains is a half-blasted corpse, completely consumed by the crystalline coral but too damaged to be animated. The Master died when he activated the Golden Rod, an artifact that would have given him control over the leviathan. Now, the only thing still alive is his living throne, a bioengineered giant crab with a hobby of mimicking voices. The creature is not really intelligent and its ability to reproduce sounds was just a side-effect of its creation. The crab isn't attacked by the husks because he's immune to the blood coral infection.

Coral Husks (8): Init -4; Atk crystal claw +3 melee (1d6 and infection) and coral blast +3 (1d6, DC 12 Reflex save for half damage); AC 18; HD 3d6; hp 10 each; MV 10'; Act 2d20; SP infection (1 Luck point or become infected), half damage from piercing and slashing weapons; coral hive-mind (this isn't an un-dead but an alien crystalline coral); SV Fort +8, Ref -4, Will +2; AL N.

The Red Throne (a.k.a. mimic-giant-crab): Init -2; Atk pincer +3 melee (1d4+2 and grappled); AC 15; HD 3d8+3; hp 16; MV 20'; Act 1d20; SP mandibles (grappled targets suffer one automatic critical next round if the crab hits them, roll Crit Table M/d12); SV Fort +4, Ref +0, Will -3; AL N.

If any character jumps into the portal he falls 9' to a spongy pink surface, filled with electrically charged ridges and grooves (yeah, that's the leviathan's brain). There's blood coral everywhere. Sticking in the ground is a massive sculpted golden rod, almost as tall as the characters, obviously designed by the same forces that sculpted the Tower of the Horn. The Golden Rod is shining with a strong red light, sending visible blood coral tendrils through the leviathan's

brain. At the rod's head is set a black cracked gem. If touched, the black gem crumbles to dust. Perceptive characters quickly notice that a golem gem can be inserted into the now-available slot of the Golden Rod. If this is done, the entire artifact shines with golden lightning, shaking the brain-cave. The golem gem is not powerful enough to last and will soon degenerate, but the character has one option before getting away as fast as possible: he can choose the leviathan's path, sending it back to the Deepness, or just back into the high seas, or, maybe, crashing it against that one king or wizard lord who mocked him.

After the decision is made, the party has six rounds to get away from the leviathan's brain and the Tower of the Horn, because the next discharge of the Golden Rod will fill the entire area with blood coral. The backlash finally consumes the leviathan's brain and kills the beast within a few hours. The best hope for the party is jumping into the sea and hoping for a good landing (although this would be a good time for wizards and clerics to start pleading for help from their supernatural overlords).

Where's the Loot?

Fine...here's some loot! The Master was blasted by the Golden Rod's original activation, but he still has some treasure with him. His gnarled right hand bears a golden bracelet of deep one design that is worth 400 gp in the right hands [besides a bonus invitation to a sacrifice ceremony to Cthulhu]. The Master's left hand is consumed by blood coral but still bears inside the alien crystal two rings. One is a diamond ring of exquisite making which is invisible under sunlight, but shines a cold blue light in darkness — this exotic and unique trinket is worth 1,000 gp. The other ring is magical and dangerous: it's a Bilocation Ring — 24 hours after putting it on, the wearer can choose to be in two places at the same time. This basically creates a double under the player's control. During combat or other dangerous situations, the double only lasts 5 rounds per day. Under other situations, it lasts for 5 minutes per day. The catch is that when the effect wears off, the ring wearer can choose which copy is actually real. Also, if used in combat or to perform dark deeds [judge's call], the ring wearer must roll a Luck check when the effect ends. If unsuccessful, the double becomes a permanent and independent being, and will try to kill the original.

CONCLUSION - THE DECAYING HALLS OF LEVIATHAN!

Maybe the party, briefly in control of the Golden Rod, tries to lead the leviathan to some forsaken shore in order to ground and kill the beast. That's valid! Actually, after finally dying, the gargantuan corpse might attract lots of delvers and explorers, seeking lost treasures, exotic substances (blood coral, anyone?) and other secrets inside the leviathan's carcass.



TOMBSPIRE **OF THE** **SILVER SUN**



by Colin Mills

BACKSTORY

The adventurers have stumbled upon a crumbling tower whose rooftop features glowing crystalline plinths, floating pylons chained to said plinths, and an orb of silver which seems to writhe in the sunlight.

ROOMS

Each room has one description, three headings describing era-specific changes, and an explanation of any time travel elements initially present in that room.

If the PCs attempt to rest while in the dungeon's current or future eras, 1d4 of the slain un-dead cultists reanimate each watch to hunt them down. No rest is easily had while in the Tombspire. If insufficient un-dead are available, then more are raised from the grounds outside the Tombspire, angrily avenging the defilement of their holy site!

Note for time travel: the way traversal between eras works in this adventure is any changes performed in a past era are immediately seen in the following eras. They have just always existed to the timeline. Similarly, any objects brought back from a future era and left in a past era can be seen again in that future era, the copy now being a continued loop of the original. Don't worry too much about causality or other paradoxes, we're just hand-waving all of that here. The players will manage to do some crazy stuff, but shouldn't be able to escape too far in the past or future eras, given the barrier around the Tombspire or swarms of hostile demons, respectively.



AREA 1 - OUTSIDE

Before you stands a strange edifice of smoothed stone, its only visible windows nearly at the top. Vines and mosses climb the walls of the tower, dispelling any doubt to the age of the worn walls. A door reinforced with iron bands on the west wall of the building leads inside.

PAST

The grounds around the spire are the scene of great bloodshed, with people slaughtered in every direction. Hostile, tribal forces still rage against a magical barrier, their shamen working strange magics in an attempt to gain entry. Strange, amorphous, silvery creatures appear to be projecting the barrier, and are paying no notice of your passage. The intact spire stretches far above you, about 100', its smooth stone walls gleaming in the sun.

The servitors of the Silver Sun have sealed off entry to and egress from the tower following the rival tribe's attack, leaving only a handful of the defending Dhiigga Dahagta tribe alive inside. These servitors ignore the PCs unless provoked, in which case they attempt to dispatch the offending interlopers quickly before returning to maintaining the barrier. If the party explores around the tower, they will find a groundskeeper painting murals depicting the terrible return of his god on the walls of the spire. If conversed with, he is willing to speak with the player characters about the Silver Sun, and the plants kept on the grounds:

- The Silver Sun is a deity who rivals the natural sun, wishing to take its place in the cosmos.
- The Silver Sun returns to its height of power once every 300 years.
- The movements of the sun and planets can be tracked using the orrery inside.
- The Silver Sun deserves to rule over the cosmos and devour all other light, for it is the fairest of all the lights.
- The plants inside the spire have been preserved inside magical pots, allowing them to grow and flourish with little care while the pots remain intact.

PRESENT

A large tree appears to have broken through the walls of the tower to stretch its branches in the free air. Ancient flagstones shift beneath your feet, long split from erosion and the workings of plant growth.

The door is locked in the current era, and the lock appears rusted. The lock can be picked or the ancient, rusted and dry-rotted door can be bashed down in short order (DC 12 pick lock or Strength check).

FUTURE

The once great tower has been leveled to the ground, save for a platform floating hundreds of feet in the air. Glowing stones are chained to the platform and float a dozen or so feet away from it, seemingly keeping the platform aloft. The sky is painful to gaze upon as it blazes with erratic waves of silver and gold. Hordes of frenzied humanoids scream praises to the Silver Sun, reaching towards the floating platform and climbing upon each other in an attempt to get closer. Servitors of the Silver Sun stalk the former tower ruins, mechanically cutting down those few not worshipping.

The servitors will spot the PCs in 2d3 rounds if they do not leave, and will attack them. Each round, one servitor will join the combat until the PCs retreat or are defeated. This encounter is not intended to be won.

Silver sun servitor (many): Init +1; Atk slap +1 (1d3 plus stun); AC 13; HD 4d10+4; hp 24; MV Fly 30'; Act 1d20; SP Fort save DC14 or only receive one action next round; SV Fort +2, Ref -1, Will +2; AL C.

AREA 2 - ENTRY FOYER

This room's description should be used for all rooms on the ground floor of the Tombspire in the future era.

This room features frescoes depicting a silver spherical mass tearing apart the sun with its tendrils, casting the world into an age of eternal twilight. Masses of people are bowing to the silver tentacled horror, sacrificing various robed figures upon altars. Various jars and urns line the walls of this room, sealed shut with a silvery wax. There are about twenty jars in total. An open doorway leads outside to the west, and an archway leads deeper inside to the east, an iron-banded wooden door blocking your path.

Clerics and those with religious occupations can determine the sacrifices depicted in the frescoes are the priests of different gods and patrons worshipped in the present. The floor under the doorway is unstable and may buckle, causing the doorway to cave in without shoring up. Thieves and dwarfs can find the source of the instability (DC 15 find traps and underground knowledge, respectively), and stabilize the ground (DC 17 disable traps).

The various jars contain withered organs and corpses, remains of the tribe's honored dead. Historians may find value in the urns, but they are otherwise of little monetary value. The silver-containing pigments and wax from the urns and pots can be gathered, but are worth only 30 sp in total.

PAST

The bloodied corpses of four tribesmen lie here, three of them garbed in tattered cloth robes with silver face paint, the other wearing tribal leather armor, their clubs strewn about their bodies.

PRESENT

The dust of ages billows up as you enter this room, mixing with the stale air to make a dry and choking atmosphere. Dim sunlight filters through the clouds to illuminate the room and glimmers off the frescoes and urns inside.

Spells are cast in this room at a decreased die step, due to the dust.

When the PCs enter this chamber, three of the jars begin to faintly tremble (DC 10 Intelligence check to perceive, -2 each round). This trembling increases in intensity for five rounds until a moldering pile of bones, dust, and ancient cloth bursts out of each. These are the un-dead remains of ancient shamen, cut down long ago whilst defending their deity.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary*, *protection from evil*, *paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

See area 1.

AREA 3 - ORRERY CHAMBER:

Area 1 - Outside: *This round chamber is roughly 70' in diameter and 50' high, and is dominated by a bizarre, enormous contraption. The obvious centerpiece of the room, it stands upon a 5' raised dais and is supported by a 2' thick vertical metal post driven into the dais. Directly upon the post is a large central orb of yellow glass, bound in bands of gold. Branching off the central post underneath the yellow orb are a series of long metal poles, curving upwards from their origin point on the central post to each hold a considerably smaller glassy orb, each of a different color and likewise bound in various metals. Some of these smaller orbs have yet smaller orbs around them, similarly supported by curved metal poles. Upon closer inspection, the central post appears to be segmented, one segment for each off-branching pole.*

Around the strange assembly of poles and orbs are row upon row of wooden pews, all facing inwards towards a pulpit located at the west-most point of the dais. Some of the pews have been knocked over or are otherwise out of alignment. The pulpit is topped by a wooden lectern. Exits lead to the east and west, and a small closet with an arched doorway is located on the northeast wall of the chamber.

When a powered crystal is in the generator in area 6, the orrery can be activated and set to the current time with a DC 10 spell check. If so activated, the orrery shows a silver orb orbits closest to the current planet every 300 years, at the planet's aphelion; the planet is currently at its aphelion. With a DC 18 spell check, the orrery can be repositioned to grant a bonus to a specific alignment. PCs affected by this bonus may each choose to make either skill checks, attack rolls, or spell checks with an increased die step while in the Tombspire.

Clever players may check the night sky outside in each era to determine in what year they happen to be. A DC 18 Intelligence check or cross-referencing the orrery will reveal that each era is 300 years apart, putting the silvery orb in the orrery at its closest position to this planet.

The closet is empty and unremarkable save for having a finely-engraved floor depicting clouds being blown in a circular motion by winds. Additionally, a small circular indentation is on the back wall of the closet just under eye level for a human. The closet is in fact a teleportation pad which, when activated by pressing the indentation, will transport those inside to area 8. A one-quarter powered crystal must be placed in the generator in area 6 for the closet's teleportation to function.

PAST

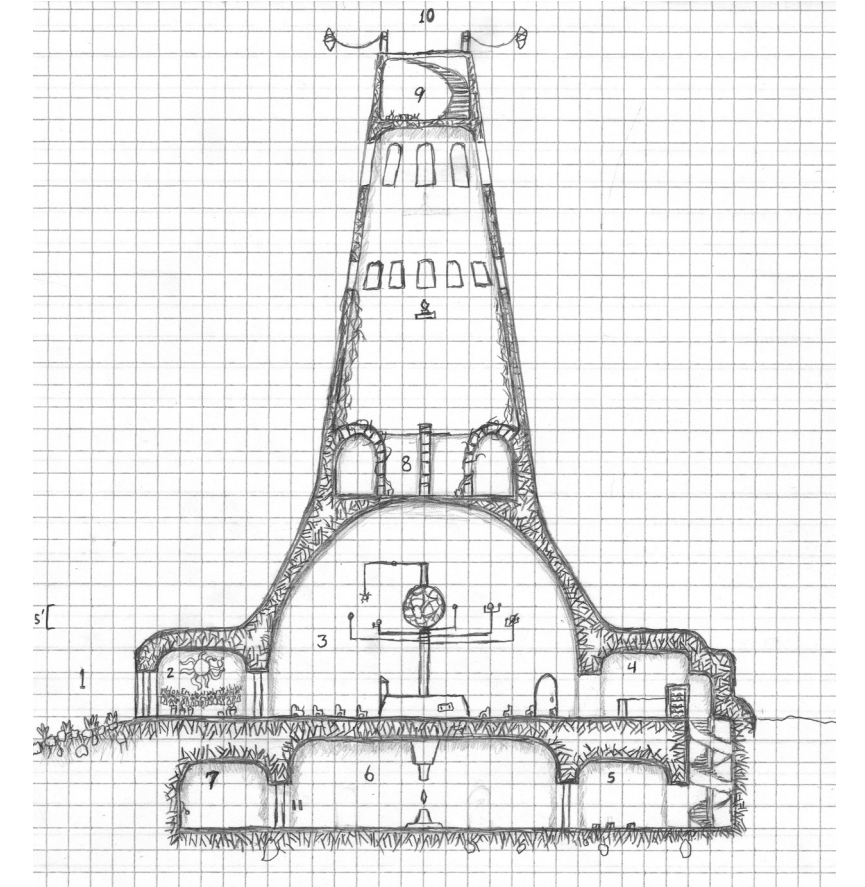
The huge device in the center of the chamber slowly turns, its mechanisms whining and clicking, filling the chamber with a deafening mechanical droning. A silvery substance dribbles through grates in the ceiling, coalescing in a vertical sheet suspended in the air, its lower edge a few inches off the ground. Through the sheet, the chamber's bricks appear more worn and weathered, the benches rotten and disused. Illuminating this room are several torches in sconces along the walls of the chamber and lining the orrery dais, and sunlight gleaming in through the small holes in the ceiling. A young tree sits between the rows of pews in a large clay pot on the west side of the room, basking in the faint sunlight. The pot is inscribed with glowing runes.

The exit on the east side of the room appears to be currently held up by numerous wooden poles and scaffolding. The top keystone piece of the archway is missing. A DC 15 spell check reveals the pot is intended to keep the plant alive contained within, as long as it is provided with sufficient light, nutrients, and water. The silvery substance connects this past-era room to the current era and can be traversed at will.

TABLE CONTINUES ON NEXT PAGE >>

AREA 3 - ORRERY CHAMBER (CONTINUED)

The door is locked in the current era, and the lock appears rusted. The lock can be picked or the ancient, rusted and dry-rotted door can be bashed down in short order (DC 12 pick lock or Strength check).



TOMBSPIRE MAP

AREA 4 - STAGING ROOM

A heavy, wooden mid-height table bars immediate entry to the room, but a slight opening to the right permits single-file passage. The north wall is lined with shelves carrying stacks of various cloth mesh garments. In the back wall, a spiral staircase descends downwards clockwise.

PAST

On a small table is a finely-crafted archstone. It shares a decorative style similar to the arched doorway through which you entered the room.

If placed in the arch, the keystone will prevent the doorway from collapsing in the future, and will remain open in the current era.

PRESENT

When touched, the garments crumble away, leaving only fine silver wires.

FUTURE

See area 1.

AREA 5 - GUARD ROOM

This square room is sparsely furnished with three simple wooden stools. An ornate wooden door depicting the Silver Sun offers egress to the west.

PAST

This room is currently empty, the guards having left to defend the spire from intruders.

PRESENT

Upon each of the stools is seated a desiccated warrior clad in ornate leather armor, clubs spiked with obsidian hanging from their belts. As you enter the room, a low, whispering chant rattles from the warriors as they rise to prevent your passage.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary, protection from evil, paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

The door has been secured with a superior lock, but can be picked (DC 18 pick lock check). The door is somewhat protected from mundane damage, reducing it by half (DC 20 Strength check to break down, or 20 damage). Additionally, magic-users studying the door find it opens readily to reciting the Oath of Burning Betrayal (DC 15 spell check to guess, or clerics can try an Intelligence check at an increased die to remember). Lastly, the door opens to anyone wearing the garments found in area 4.

AREA 6 - LOWER RITUAL CHAMBER

Following a short hallway, this 50' diameter circular chamber is dominated by a large conical device containing a hovering crystal. The crystal is roughly 2' long, 6" in diameter, and it sheds a dull light. Tables line the walls of the room, laden with bandages, pouches filled with various dusts and herbs, and thin, hooked metal rods. At the foot of each table sits a bucket filled with a viscous, black, tarry substance which is accompanied by a darkly-stained paddle. A doorway stands on the far side of the chamber, flanked on each side by a small metal-lined slot.

PAST

Four Silver Sun cultists prepare a defense here against hostile interlopers with *holy sanctuary*, *protection from evil*, and *paralysis* cast ahead of time if they hear the PCs approaching. They, unfortunately, will fight to the death.

Silver sun cultist (4): Init +0; Atk club +1 melee (1d4); AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP spells (+2 spell check) *holy sanctuary*, *protection from evil*, *paralysis*; SV Fort +2, Ref -1, Will +2; AL C.

PRESENT

An immaterial, shimmering sheet hangs in the air, revealing a chamber much more worn and overtaken by roots than the one in which you currently stand.

The cultists remain vigilant in un-death, and rise to prevent the party from roaming the chamber. Roots from the tree in area 3 grow down into this chamber and through the floor, blocking off a 10' diameter area under its position in area 3. The shimmering portal connects this room to the future era.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary*, *protection from evil*, *paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

The room is empty, save for the dead roots of the tree which once grew in the room above before it was cut down. The slot on the right contains a flat card-like object inscribed with jagged silver lines.

Roots from the tree in area 3 grow down into this chamber and through the floor, blocking off a 10' diameter area under its position in area 3. The portal connecting this room to the current era is accessible from the future era side as well. The card is in fact a key which can be used to open the door to area 7 when paired with a second copy. Unfortunately, the matching key has been long lost.

AREA 7 - UTILITY

This dimly-lit room is lined with shelves, crates, and chests. The shelves bear numerous scrolls and sheets of vellum, alongside bottles of dark liquid and packaged rations.

The crates are filled with assorted mechanisms and gears. The mechanisms are bronze, and worth 150 gp total. The chests are locked (DC 15 pick lock to open) and each contains five robes woven with iridescent silver threads, bearing the sigil of the Silver Sun. Each garment is worth 2 sp.

On the wall is a large double-armed lever set in the down position. If the party pushes the lever up, then a faint silver glow flickers between the cracks of each brick of the Tombspire. At this point, the tower is one-quarter powered, allowing for use of the teleportation closets in areas 3 and 8. The teleporter in area 9 requires the tower to be at least half-powered. The gears and mechanisms can be used to repair the orrery in the current era, granting its alignment bonuses to the party.

PAST

The rations appear well preserved, and contain some sort of bread, dried vegetables, and jerked meat. The bottles contain weak wine, just alcoholic enough to kill off any bacteria.

PRESENT AND FUTURE

The rations and wine have all long gone bad and are inedible.



AREA 8 - UPPER RITUAL CHAMBER

Arches line the room, supporting the empty tower which stretches above you. 40' up, a 10'-wide platform extends from the east to the west, and above it, the tower's walls are lined with tall windows allowing the sun to shine upon it. Each window is separated by three feet of wall, making circumnavigation of the tower at that height difficult.

The floor of this chamber is carved with a large, spiraling diagram depicting the sun and various constellations, some of which you recognize. The spaces in between the diagram's arms form holes in the floor, through which the chamber below you can be seen. Various splashes of a dried silvery substance have dried onto the diagram, coloring it unevenly.

Wary magic users can study the diagram (DC 15 spell check) to be able to use it to focus their magic, granting a +2 to spell checks while in the room.

Various pots containing creeping vines have been placed around the room. Immortalized in their pots, the vines have crept up the arches and tower interior along the north and south walls. PCs trained in plant recognition may determine that some of the vines are poisonous to the touch (DC 15 Fortitude save to resist), causing a powerful stinging itch which prevents concentration on any task requiring more than one round of concentration. Each round of contact necessitates an additional save.

Upon the platform, an arcane crystal has been mounted which absorbs power from the stars and stores it. Normally, this crystal transmits its power to the crystal in the generator downstairs, but the transmission lines burned out from excessive load in the recent attack. Drained of power defending the tower in the past, the crystal is one-quarter charged in the current era, and gains one quarter charge per era it is allowed to charge. With the assault on the tower foiled by the Silver Sun's guardians, further drain on the crystal throughout time should be minimal.

When the generator in area 6 contains a half powered crystal, the center of the diagram becomes a teleporter, allowing for transportation to area 9.

PAST

The young vines have just begun to climb up the arches lining the room.

PRESENT

The tree from area 3 grows up through the floor wherever it was placed below. If this placement disrupts the diagram on the floor, then no spell check bonuses may be granted. The potted vines have long outgrown their pots and have run wild, combining and climbing up to the windows near the ceiling far above.

FUTURE

See area 1.

AREA 9 - UPPER SANCTUM

The center of this room is dominated by raised concentric circles glowing a faint blue. The floor of this room has been colored a patchy silver which stretches almost to the walls. Occasional splotches and rings of darker silver suggest the floor was not painted all at once, or dried unevenly. Stairs to the roof spiral counterclockwise from the east side of the chamber, letting a strange silvery light pour down into the floor and walls. The ceiling of the chamber is slightly bowed inwards, and the cracks between the timbers and stones has been colored the same silver as the floor.

A simple bed roll lies bundled under the stairs, accompanied by a wooden bead necklace, several rolls of parchment, ink stone, brush, and a clay carafe. The parchments describe the celestial movements of the Silver Sun, and how its powers are inversely proportional to its distance from the sun. Also detailed are the Silver Sun's revelations to its followers, how it had become trapped in orbit around the sun a few thousand years ago. The creature gradually desired to consume and replace the sun, removing the most immediate rival to its power, but was unable to from its prison in the void. The human tribe was then instructed and empowered to pull the Silver Sun to this world so it could finally attempt to set its terrible plans into motion. The last entry notes a neighboring tribe approaching with a champion of the sun, armed with an artifact made of golden light to slay the Silver Sun.

PAST

A shimmering sheet of translucent silver seems to pour from cracks in the ceiling neatly bisecting the platform with glowing rings. Through it, the room appears cracked, crumbling, and dark. An aged man, dressed in leather garments woven with silver, is hurriedly changing the dressing on a torso wound. His wrinkled hands trembling and bloodied, the man picks up his ornamental spear as three silvery creatures spill through cracks in the ceiling.

The old man is a 3rd level cleric of the Silver Sun. He knows the following spells that he can cast with a +4 spell check: blessing, chill touch, paralysis, protection from evil. Around his waist he wears a belt with a pouch containing 20 sp, 31 cp, a holy symbol of the Silver Sun worth 20 gp, and a copper key. The key opens the door to area 7. If the PCs carry a copy ornamental spear from a different era, then the cleric can be convinced to not attack. If the party attempts to harm the Silver Sun while in the company of the cleric, he will then turn hostile.

The portal here links this room in the past era to the future era.

PRESENT

Unless the above cleric is removed from this run, the mummified remains of a human lie here, clad in rotted scraps of leather, alongside an ornamental spear. The human's midsection appears to be wrapped in bandages.

FUTURE

A silvery humanoid figure greets your arrival with silent resolve, bearing an ornamental spear and flanked by other humanoids, their torsos sprouting lashing tentacles. Falling down the center of the room is a gossamer veil, casting the room seen through it in brighter, sunnier tones.

This version of the cleric has a +5 to spell checks, 26 hp, and knows mirror image in addition to the spells listed in the past. The portal from the past links back to that era.

AREA 10 - ROOFTOP

The landscape below you stretches forth in every direction, but you are afforded little time to enjoy the view. A giant orb of pulsating, writhing silver is affixed in the air roughly a foot off the ground, and its fifteen foot diameter leaves little room for navigation of this rooftop. Four man-sized crystals hover at eye level, several yards away from the top of the tower, each chained to a short obelisk of what appears to be silver-painted obsidian. Sparks of magical energy arc down the chains to the crystals, boying them up and keeping the floor roughly level. The floor under the mysterious orb is a dark, dull silver, and several tendrils of the substance reach up from the painted brickwork to the orb.

PAST

The Silver Sun is wounded and actively bleeding, the floor under it still sticky and wet. The artifact which caused the wound is lodged inside the creature, and it will lash out against the party if they attempt to remove it. Likewise, offensive actions against the Silver Sun will be met with swift retribution.

If the party has retrieved the Sun Spear from the future, whoever wields it is compelled to attack the Silver Sun (DC 14 Will Save to resist).

The Silver Sun: Init +3; Atk tentacle +2 melee (1d3 plus Stamina drain); AC 15; HD 5d10+10; hp 37; MV fly 30'; Act 1d20+1d14; SP stamina drain, half damage from non-magical sources, double damage from the Sun Spear; SV Fort +4, Ref +2, Will +3; AL C.

PRESENT

The orb is smooth and firm to the touch, and does not react to attempts to damage it. Whatever the party's intentions, nothing short of strong banishment magic or divine aid will adversely affect the Silver Sun.

FUTURE

A blazing sky meets your gaze, interrupted only by the triumphant Silver Sun. Its awful pseudopods arc away from its body, split, and dissolve into the air as it stretches itself skyward. At the horror's base lies the broken-off end of a heavy spear with golden broad head and crossbar. The creature pays little attention to you as it seems to grasp the sun and, with a gentle tug, pulls forth a morsel. In this era, the Silver Sun has become immune to all damage and offensive magic, including the sun spear, and mocks the PCs if attempts are made to harm it.

AFTERMATH

Allow the players to act while you read this section, time their movements and use the text to add drama to a near escape. Or, kill them if they dally.

Felled by your mighty blows, the Silver Sun roars in anguish and begins to boil. As the horror bubbles away into choking, vile vapors, the tower beneath you shudders. The once sparking crystals chained to the tower pulse and yank on their tethers, threatening to pull the rooftop apart. Bricks topple, arches crumble, and walls collapse inward. As the tower's power systems fail, arcane energies arcs through the air, filling your lungs with the scents of smoke and ozone. The once grand spire falls into itself; tower, ground floor, and basement beneath, dust issuing forth in one last gasp of defiance against the cruel sun. Through the dust, a silvery filter can be seen, flickering and fading even as you watch.

If the party does not go through the portal in area 9 back to the current era in the next thirty seconds, it collapses, trapping them roughly 300 years in their past.

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