

THE PILLARS OF PANG

WITH DONATION

A DCC RPG adventure about pain and madness equally suitable for zero level funnel play, a band of first level adventurers, or any mix thereof.

The Pillars of Pang is the first in a series of releases from **Level Drain**, a collective of artists, writers, and creators who live with mental illness. This issue is dedicated to one of our friends and founding members, **Corey Brin**. This is a Pay What You Want product, with all proceeds donated to Corey to help him heal and grow and raise his son and continue to make beautiful art (Like the grasshopper below)

Unlike the hells, each of which is a unique creation for any who may travel there, the Psyche exist on their own. Each Psyche corresponds to an emotional state.

Pang is anguish and despair come alive.

To enter Pang, one must travel along a long dusty road surrounded on all sides by empty plains and grasslands, interrupted by the occasional abandoned homestead or gated utility station. The only "people" who still dwell here are strange, life size effigies fashioned from potatoes. These "people" are dressed in rags and placed in poses imitating those of everyday life.

The road to Pang is crawling with pangolins, strange creatures not unlike armadillos. These animals are, in fact, other pilgrims and explorers making their way to Pang. Henchmen and hirelings or any other companions to the party will transform into pangolins and wander off at the first opportunity, unless they have taken an oath or are closely bonded to the party.

D The Monolith

This cube resonates self-hatred. The corpse shows signs of self-inflicted wounds, and a glance over the ledge beyond the otherwise safe campsite reveals a pile of dead adventurers below. Such a hopeless scene...

C The Hatchery

Something horrible has pushed it's way through this strange egg, born of the collective anguish of each party member that enters Pang. This creature must be defeated before any chance of flight from Pang is possible. (See Back)

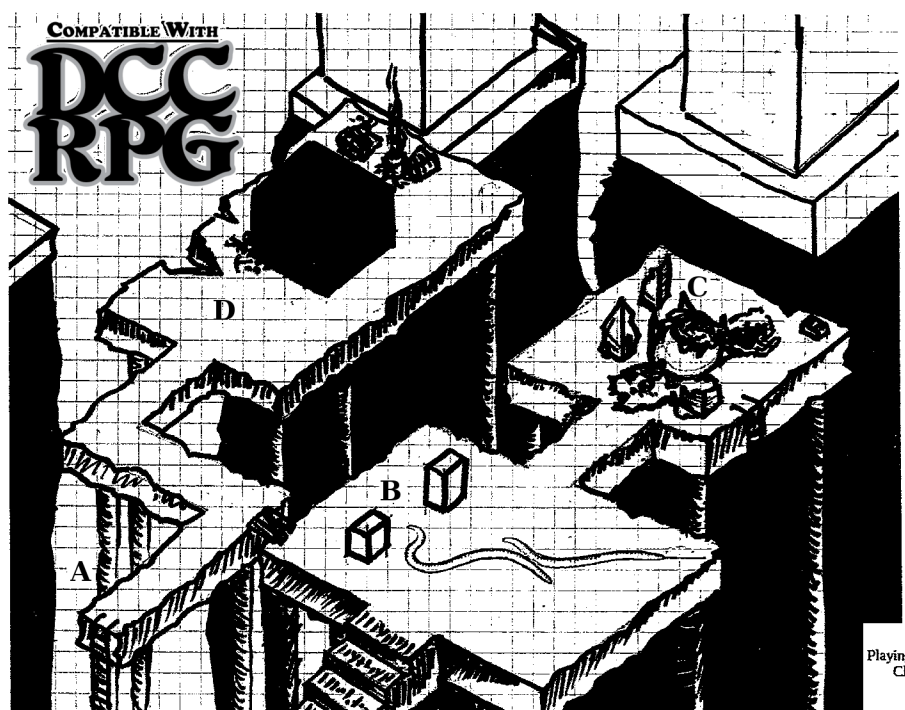


A All who manage to enter Pang will suddenly find themselves climbing this seemingly endless ladder. The climb is only about 30', but any who fail a DC 12 Will save will feel as though the climb is exponentially longer and suffer 1d3 points of temporary Stamina damage.

B These foul white worms may grow up to 30' in length. Although their origins are not commonly known, they are actually descendants of large parasites that had plagued the forgotten titans and giants that once ruled the psychic planes. They have no desire beyond self-preservation, and the occasional feeding upon soft tissue. They attack any who enter this area.

White Worms

Init +2; Atk bite +4 melee (1d8+1); AC 15; HP 27, 22; MV 20'; Act 2d20; SV Fort +6; Ref +4; Will +2; AL N



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THE CREATURE

The Creature

Init +2; Atk bite +6 melee (1d6) per head or laser eyes +4 missile (1d4+1) per head; SP: "Psychic Breath Weapon" (See right); AC 17; HP 1d14+2 per head; MV 30; Act 1d20 per head; SV Fort +3; Ref +6; Will +6; AL C

This awful creature has one head for each adventurer, which appear as: (roll a d7 for each head, specific to each party member)

1. The face of their adversary chiseled into a stone head
2. The head of a majestic mammal or bird unknown to them
3. The worn implement of their former trade
4. The favored doll or keepsake from their childhood
5. The false head of their deity, gilded and bejeweled
6. The head of one of their own, chosen at random, wearing a scowl
7. The manifestation of their worst fear or nightmare

Once every turn, the creature may elect a single head to attempt an attack with a "psychic breath weapon", as noted on the chart below. This attack replaces any other action the head may have attempted for this turn.

(Roll a d5 each time the "psychic breath weapon" activates)

1. Brain Stain: The owners of all minds within a 30' radius of the creature must pass a DC 18 WILL save or suffer the effects of a hallucinated toxic cloud causing 1d3 points of temporary INT damage. If the WILL save is failed (a natural 1 is rolled) the PC also loses knowledge of all languages, effective until their next long rest.

2. Brain Pain: The owners of all minds within a straight line of the creature are struck by a painful beam of visible psychic force. This beam cannot miss and has no range limit. Any target struck by the beam suffers 1d10 points of damage. Targets may attempt to pass a DC 15 INT check for half damage.

3. Brain Drain: The owner of a single mind within 100' of creature must pass a DC 17 WILL save or take 1d7+3 points of experience point damage. This may cause a level drop and also may bring the target to a negative experience score. The target may opt to permanently forget a previously known spell, thief skill, specific mighty deed or similar character ability in lieu of experience damage from this attack. This sacrificed ability may only be regained through questing.

4. Brain Gain: The owners of 1d6 minds within 50' of the creature feel their brain grow heavy in the confines of their skull. This perceived brain swelling causes each effected target to attempt a DC 15 WILL at the beginning of each of their subsequent turns. Until the save is passed, the target's actions will be limited to basic attacks, grappling, and unintelligible groaning, and their movement will be limited to 10'.

5. Brain Rain: The owners of all minds within 100' of the creature believe themselves to be caught in a sudden downpour for the next 1d3 turns. The psychic rainfall causes a -2 penalty to all rolls, and any who attempt to move must pass a DC 10 REF save or fall prone.

COMPATIBLE WITH
**DCC
RPG**

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