

Dungeon Crawl Classics Compatible Adventure for a Party of 6 to 10 Level 1 Characters

The Gong Farmer's Revenge

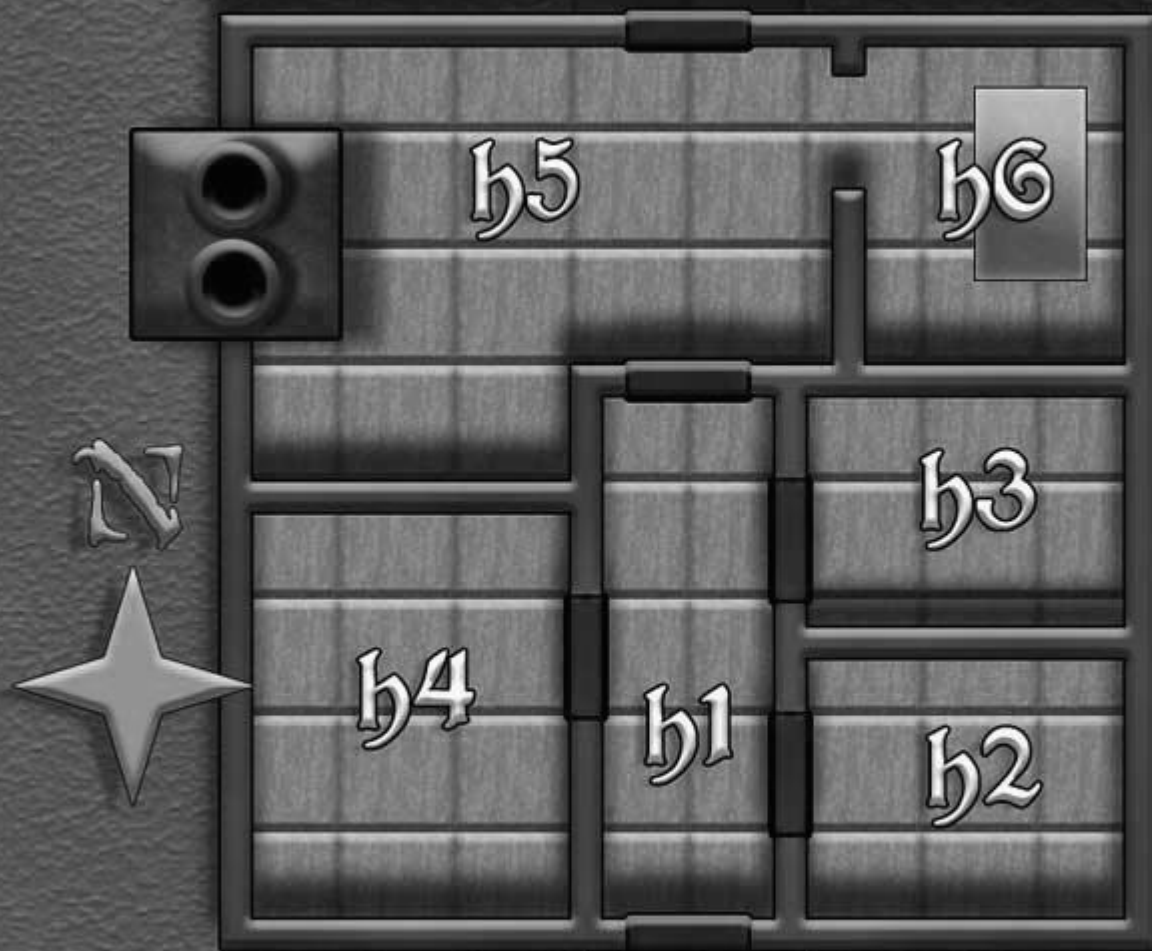


Written by Mark Tasaka, 2016 (www.oldshooladventures.org)



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The Gong Farmer's House



 = 5 feet

Mark Tasaka, 2016

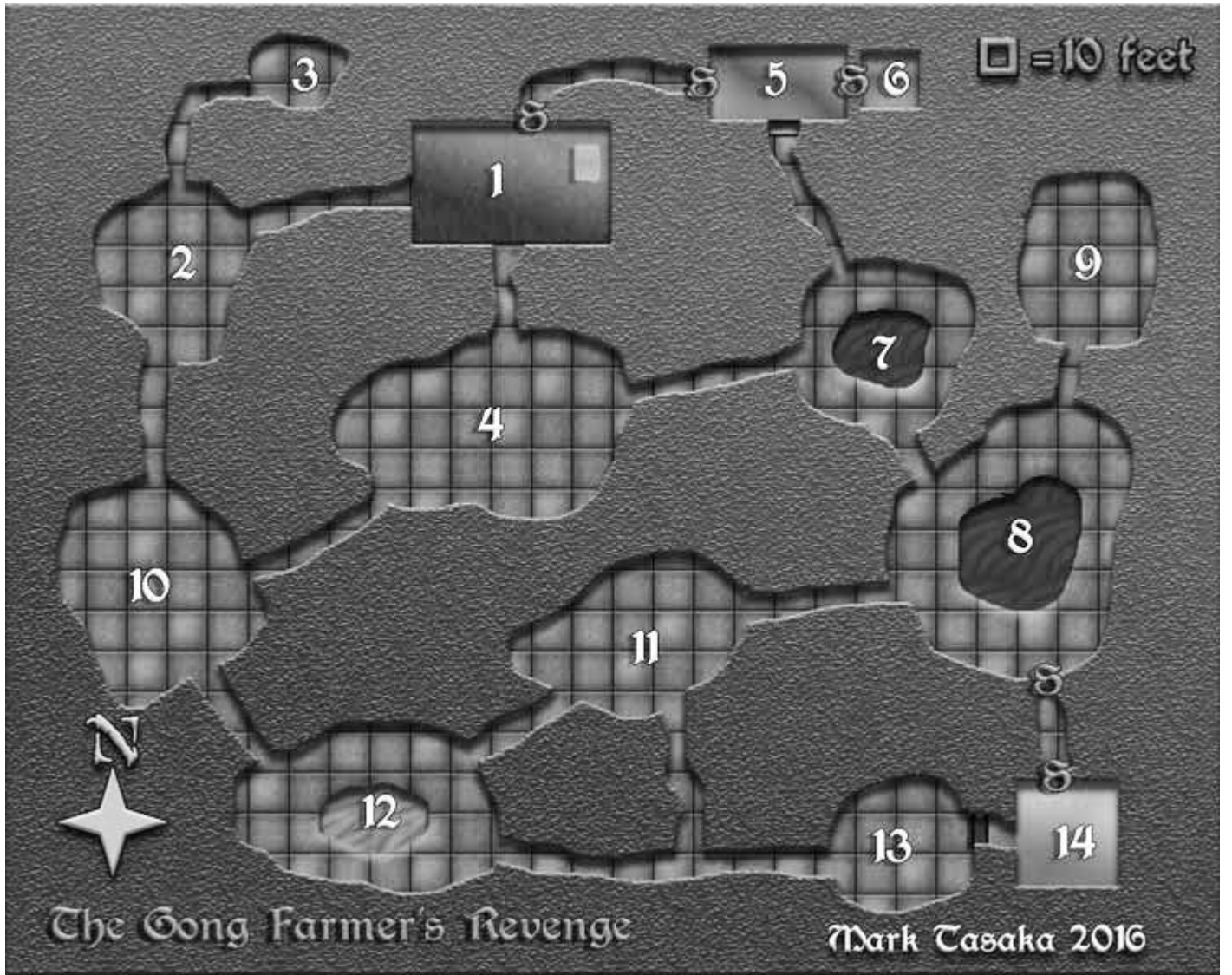


Table of Contents

Introduction	4
Journey to the Gong Farmer's Lair	7
The Gong Farmer's Lair	9
Greyvhars	9
Fung-guys	10
The Gong Farmer's House	10
Woodshed	13
Outhouse	13
Underground Lair	13
Conclusion	20
Appendix: Gregor Hornjur Statistics	22

The Gong Farmer's Revenge

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Tears ran down Ruen's cheeks as she entered the kitchen, where her father, Roth, was preparing their morning meal.

"Father," Ruen cried, "something has happened to Oscar."

Roth placed his hand against his daughter's cheek, and gently wiped away the tears from her eyes.

"There, there little one," Roth said in a gentle voice, "tell your father what happened."

"When I went to use the outhouse this morning, I did not hear Oscar. I thought nothings of it, as often Oscar is asleep when I arrive in the morning. However, after I finished my morning 'routine', I looked down to the bottom of the outhouse to see how Oscar was doing. Then, I saw it... Oscar's dead body," Ruen sobbed, as more tears ran down her face.

"There was this... note nearby," Ruen said as she handed her father the note.

Written on the note were the words: "Courtesy of the Gong Farmer."

That morning, others in the village of Greenleaf found similar notes in their outhouses and discovered the dead bodies of Oscar's offspring.

Introduction

The Gong Farmer's Revenge is a Dungeon Crawl Classics Compatible Adventure designed for a Party of 6 to 10 Level 1 Characters. "The Gong Farmer's Revenge" follows the events of "Kobolds Stole My Cat". While it is not necessary for the players to have played "Kobolds Stole My Cat", "The Gong Farmer's Revenge" will reacquaint the players with the village of Greenleaf and several of the NPCs from "Kobolds Stole My Cat".

It should be noted that throughout this Adventure there are blocks of text in *italics*. These parts are intended to be read out loud to the players.

Adventure Background

This adventure starts out in the village of Greenleaf, which is a small village made up of around a hundred residents. Greenleaf is part of a collection of similar sized villages. Most villagers are born, marry, grow old and die in their home village, and travel outside the villages are rare.

Skilled warriors and professional soldiers are rare in this part of the world. While militias of pitchfork wielding peasants have been raised in times of need, most villagers have never handled a sword or spear before.

One of the few professional soldiers in the area is **Gregor Hornjur**, the local Constable for the collection of villages. Gregor knows that he alone could not bring the Gong Farmer to justice; therefore he seeks the aid of the characters to accomplish this.

The characters will start this adventure out in the village of Greenleaf at the Happy Halfling Tavern, where Gregor will request their aid.

The Happy Halfling Tavern

The Happy Halfling Tavern was originally a barn that was converted into a tavern years ago. It is the only tavern in Greenleaf, and is owned by Roth, a fearsome looking bear of a man, with a kind and gentle personality. It is rumoured that Roth is part ogre, which accounts for his large size and physical appearance. Working alongside Roth is his daughter Ruen, who is the spitting image of her father.

There is an atmosphere of sadness among the patrons of the tavern, as the villagers are mourning the deaths of Oscar and her offspring. Ruen is deeply affected by the loss of her friend, and will break into tears if the characters ask her about Oscar.

Oscar

What exactly Oscar is nobody knows. Oscar was a strange creature that appeared at the bottom of the tavern's outhouse a couple of years ago. Oscar's arrival was a blessing for Roth, as he no longer needed to depend on the services of the local gong farmer, **Travyer Lugndor**, for servicing his outhouse.

'Oscar' is the name Ruen gave the creature, and over the years the two became close. Everyone assumed Oscar was a male, until one day Oscar gave birth to several 'babies', who migrated to the other outhouses in the village.

The villagers were happy with the arrival of Oscar's 'babies' as they no longer needed to rely on Travyer for servicing their outhouses. Travyer, however, found himself out of a job. Desperate to establish a new career, Travyer spent much of his time at the 'Happy Halfling Tavern' hoping to join a party of adventures who happened to stop by the tavern (taverns are, after all, the best places to find travelling parties of adventurers).

Travyer Lugndor

If the players have played "Kobolds Stole My Cat" and Travyer Lugndor had joined their party and survived this adventure, he will have some information about the Gong Farmer. Later on in this adventure, Travyer will have valuable insight concerning the Gong Farmer's lair.

If the characters have never encountered Travyer before, then it will be revealed that Travyer himself is the Gong Farmer, who poisoned Oscar and her offspring as retaliation for losing his ability to collect the night soil from Greenleaf.

Gregor Hornjur

Through his investigation, Gregor has determined that Oscar and her offspring were poisoned during the night by the Gong Farmer. Gregor has some basic knowledge of the Gong Farmer, and knows where his lair is. The Gong Farmer's lair is a two day journey by foot through hills and woodlands.

If the characters have encountered Gregor before in "Kobolds Stole My Cat", they may have developed a relationship with Gregor. How Gregor makes his request to the characters will depend on his past relationship with the characters.

Gregor lacks the means of rewarding the characters with wealth for their services. The most he could offer the characters are some favours down the road if they should happen to get in trouble with the law (Gregor is the sole law enforcement officer for the villages, and has much discretion when it comes to enforcing the law).

It will be up to the characters to decide whether they will join Gregor on this journey or not. If the characters decide to accompany Gregor, his statistics are found in the Appendix (Gregor is a Level 2 Warrior).

Journey to the Gong Farmer's Lair

The journey to the Gong Farmer's lair is a two day journey through hills and woodlands. It is a journey filled with danger. As a result of this, five possible encounters have been created, which could be used for the journey to the Gong Farmer's lair, or the return journey back to Greenleaf. As a Judge, it will be up to you to decide which encounters to use.

Encounter 1: The Dead Mule

You have come across a corpse of a mule, which has been dead for some time. The mule's hide has been ripped apart, revealing bare bones. Large claw and bite marks cover the bones and hide; a number of the mule's bones are broken in several places. The tattered remains of saddle bags are found nearby.

The mule and its owner were killed by a vicious beast several months ago. If the characters search the area, they will find the remains of the owner a short distance away.

If the character search through the saddle bags and the owner's possession they will find the following items:

- A rusted hatchet (as hand axe)
- Flint and Steel
- A waterproof sack
- 8 torches
- 50' of hemp rope
- An empty and worn wineskin
- A rusted hammer and 14 iron spikes
- A short bow
- A quiver containing 7 arrows
- A coin pouch containing 9 silver and 13 copper pieces (on the owner)

- A simple silver wedding ring with the words "To Horas Lurmoon, my beloved" engraved on the ring (on the owner)

Encounter 2: The Ravens

You hear the loud cawing of a group of ravens as they approach from the sky. The ravens land on the branches of a large tree nearby. Their cawing becomes louder and louder. It appears that the ravens are trying to get your attention.

The ravens are trying to get the characters' attention, as one of their number is caught in the web of a giant spider a short distance away. If the characters pay close attention to the ravens, they will notice that they ravens are trying to get the characters to follow them. If any of the characters attack or display hostile actions towards the ravens, the ravens will fly away.

If the characters choose to follow the ravens, they will lead them to a small group of trees where a raven is caught in a giant spider's web. Releasing the trapped raven will be an easy task for the characters. However, a short time after the trapped raven is set free, a giant spider will emerge from the branches of one of the trees and attack the characters.

When the giant spider attacks, the ravens will start to caw, and will try to distract the giant spider (the ravens will fly nearby the spider, attempting to draw its attention away from the characters). The giant spider is only interested in attacking the characters. However, the ravens' actions will still have an effect on the giant spider, reducing its attack rolls by -1d (resulting in 1d16 attack rolls).

Giant Spider: Init +4; Atk bite +3 melee (1d6 + poison*); AC 14; HP 15; HD 3d8; MV 30'; Act 1d16 (1d20); SV Fort +2, Ref +2, Will 0, AL N.

*If a character is bitten by the giant spider, they must make a DC 10 Fortitude Saving Throw. A failed saving throw will result in the character's death.

When the characters slay the giant spider, the ravens will gather on the tree branches nearby. One of the ravens will fly towards the characters carrying a slender golden ring in its beak. The raven will place the golden ring in front of the characters as a token of gratitude for rescuing their kin.

The ring is a slender golden ring of elven design. The ring itself is magical, and will grant the wearer a +1 bonus to their Reflex, Fortitude and Will Saving Throws.

Encounter 3: The Pygmies



A group of cannibal pygmies are hiding in the bushes nearby preparing to launch a surprise attack on the party. The pygmies assume the characters are a group of lost peasants, and are eager to capture their next meal.

The first round of combat will be a surprise round, where the pygmies will attack with their blowguns.

Pygmies (6): Init +1; Atk half-spear +0 melee (1d6); or blowgun +2 missile attack (1d3/1d5*); AC 11; HP 2 (x2), 3 (x2), 4, 5 (HD 1d4+1); MV 20'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.

*the blowgun darts are poisonous, and the characters must succeed a DC 15 Fortitude Saving Throw, or fall unconscious for the next 1d4 hours.

The only items of value that the pygmies have are their blowguns, half-spears and poisoned darts (there are 10 poison darts per pygmy).

If a character uses the pygmy's blowgun and rolls a fumble, the character has swallowed the poisoned dart by mistake. When this happens, the character takes 1d4 points of damage as the dart ruptures the lining of their stomach and intestines. As well, the character must succeed a D15 Fortitude Save or fall unconscious for the next 1d4 hours.

Encounter 4: The Cave

You have been travelling for most of the day. The sun will set in the next few hours, and rain clouds appear to be taking shape in the sky. It is a good time to start looking for some shelter for the night. Nearby, you spot the entrance to a cave.

The cave has a diameter of 20', and will be large enough to provide the characters with a place to sleep for the night. There is a secret passageway on the far wall of the cave, which requires a DC 15 Search Check to discover. Once discovered, the passageway is easy to access. The passageway is 50' long, and leads to a small chamber. When the characters enter the chamber read the following:

You have entered a small chamber. There are eight clay human-sized statues in the chamber, each depicting a warrior dressed in an ancient style of armour. The statues are very old; several parts of the statues are cracked. While the statues appear to represent humans a first glance, you realise the statues have a number of elven features; yet, these are not elves, nor are they men; rather, they blend both these races together as one.

On the ground are three chests covered in a thick layer of dust. Carved on the surfaces of each chest are symbols and ruins in an unfamiliar language.

If the characters have played “Kobolds Stole My Cat” and explored “Area 19: Clay Statues”, they will recognize these statues. The statues belong to an ancient civilization that once dwelt in these lands. This civilization has long since vanished from the pages of history.

The chests are unlocked, and inside each chest is a suit of ancient scale armour. The armour is of the same design as worn by each of the statues. Included with the armour is a helmet.

Encounter 5: The Statue

You have entered a small clearing; a short distance away you see a stone statue. The statue depicts a slender robed and hooded figure that stands between 6 to 7 feet in height. The vines of a beautiful purple flower covers much of the statue, with the greatest concentration of the vines forming around the statue’s base.

If the character search the statue, they will discover at the base of the statue, covered by layers of vines are the skeletal remains of 3 human-like creatures. If the characters remove the vines to investigate the skeletons, the skeletons will animate. When this occurs, read the following:

As you are removing the vines covering the skeletal remains, the remains begin to rise from the ground. Within a heartbeat, you see three skeletons standing in front of you. Their hollow eye sockets glow bright red; the skeletons raise rusted blades and attack.

Skeletons (3): See DCC rulebook pages 426 – 427. HP 5, 6 (x2); rusted short sword +0 melee (1d6).

Trait: Carriers of Grave Rot (d% 66-70, see DCC rulebook page 427 for more details).

The blades the skeletons carry are too rusted and damaged for the characters to use. There is nothing of value for the characters to find here.

The Gong Farmer’s Lair

After two days of travelling through hills and woodlands you arrive at a small clearing in the woods.

“There it is,” Gregor says as he points to a house inside the clearing, “We have arrived at the Gong Farmer’s Lair.”

You were expecting much more than the simple building that Gregor is pointing to. The building itself is a single storey house that is showing signs of age and neglect. The wood shingles on the roof are covered in moss; vines of weeds grow up the walls of the house and tattered old curtains cover the windows.

Nearby the house is a weatherworn woodshed and an old outhouse.

The Gong Farmer’s actual lair is located beneath the earth, in a series of caverns and tunnels. Inside these caverns, the Gong Farmer grows a race of semi-intelligent mushroom-men, known as Fung-guys, which he sells to a subterranean race of dwarf-like creatures known as Greyvhars.

Human and demi-human night soil are the key ingredients for creating Fung-guys; this is why the Gong Farmer murdered Oscar and her kin.

Greyvhars

Greyvhar: Init +0; Atk mace +1 melee (1d6) or short bow +0 missile attack (1d6); AC 14 (scale armour); HD 1d8+2; MV 20’; Act 1d20; SV Fort +2, Ref 0, Will 0, AL L.

Description: A fully grown Greyvhars stands around 4' tall and weighs between 140 to 160 lbs. Like dwarves, Greyvhars have stocky builds, and could see with infravision in total darkness (infravision up to 120'). Greyvhars have skin tones that range in colour from a light grey to a green-grey. Most Greyvhars have receding hairlines, and grow thin white beards that rarely grow past their chests. Greyvhars tend to have disproportionately large eyes, and pointed noises, with long strands of white hair growing from their nostrils.

The Greyvhars use fung-guys as slaves, expendable shock troopers and labourers. They trade in coin and gems; therefore, if a character searches the body of a slain Greyvhars they will find 2d8 silver and 2d6 gold coins. There is a 25 percent chance that the Greyvhars will have 1d3 gemstones (worth 25 gold pieces each) as well as the coins.

Greyvhars speak their own language, which is similar to the goblin tongue. A character who speaks goblin will be able to understand some words and expressions from the Greyvhars language. None of the Greyvhars found in this adventure are able to speak the Common tongue (the Gong Farmer has learnt the Greyvhars language). The Greyvhars found in this adventure are mercenaries in the Gong Farmer's service.

Fung-guy

Fung-guy: Init +0; Atk bite +0 melee (1d4); AC 11; HD 1d4; MV 20'; Act 1d20; SP Exploding Spores*; SV Fort -1, Ref 0, Will -1, AL N.

Description: A mature Fung-guy stands between 4' to 5' tall; fung-guys have long slender bodies, with large oversized mushroom top heads. They have long gangly arms and legs, and mouths filled with sharp teeth. When a fung-guy stands perfectly still it is indistinguishable from a large mushroom.

*Exploding Spores: when a fung-guy is reduced to 0 hit points, they explode into a cloud of spores. If any of the characters are within 5' of a fung-guy when it explodes, the character must make a DC 12 Fortitude Saving Throw. If the character fails their saving throw they will start to cough violently; their attack rolls will be reduced by -1d and their armour class will be reduced by -2 for the duration of combat. The effects of the spores are cumulative. For example, if two fung-guys explode within 5' of a character, and the character fails both of their saving throws, they will suffer a -2d penalty to their attack rolls and their armour class will be reduced by 4.

The spores have a short term effect; within a couple of minutes after combat is over, the characters effected by the spores will stop coughing and their attack rolls and armour class will return to normal.

Gong Farmer's House



The Gong Farmer's house is a simple wood building showing signs of age and neglect. However, the house itself is merely an entrance to the Gong Farmer's true lair - the tunnels and caverns beneath the earth.

Features: the interior of the house is plain; the walls are unpainted, and the floors are uncarpeted. The curtains covering the windows are moth eaten old sheets. The doors inside the house are unlocked.

If Travyer Lugdor is with the party, he will have some information to share with the party concerning the entrances to the underground lair (found in the pantry and the woodshed); he will also know that the front door of the house is trapped (Travyer will tell the party to enter the house through the backdoor).

While Travyer has visited the Gong Farmer's house in the past, he has never entered the underground lair. Therefore, Travyer has no knowledge of what the underground lair and caverns looks like; nor does he know exactly what the Gong Farmer does under the earth (Travyer does know about the existence of the underground lair).

h1: Front Door and Hallway

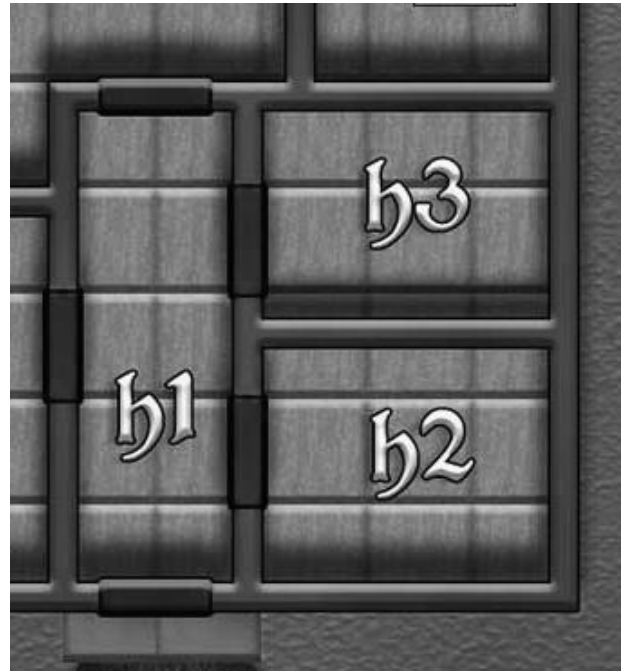


The front door is unlocked and trapped. When the front door is opened a series of arrows will fire in the

direction of the doorway. A total of 6 arrows will fire; for every arrow fired the target must make a DC 10 Reflex Saving Throw. For every failed saving throw the victim will take 1d6 points of damage.

Once the trap has been triggered it needs to be reset; therefore, the trap cannot fire again until the arrows are reloaded.

h2: Guest Bedroom



The room is empty with the exception of a simple wooden bed, covered by an old moth eaten sheet. A thin layer of dust covers the bed.

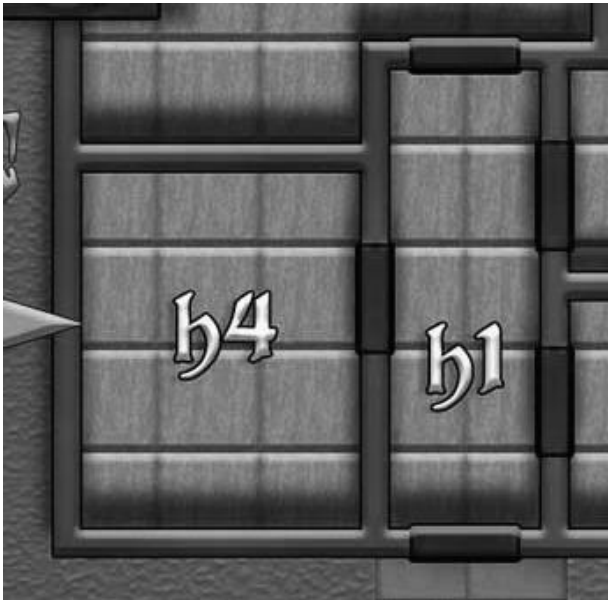
There is nothing of value in this room.

h3: Study

A simple wooden desk and chair are found in this room. A thin layer of dust and some mice droppings covers the surface of the desk.

There is nothing of value in this room.

h4: Master Bedroom



In one corner of the room is a bed, covered with an old moth eaten and stained blanket. At the foot of the bed are a pair of worn and soiled boots. A poorly constructed dresser drawer is found nearby, which, like the bed, is covered by a thin layer of dust.

Inside the dresser drawer are the following items:

- 7 candles, and a plain brass candle holder.
- A commoner's outfit (pants, shirt, etc.).
- Flint and Steel

If the characters search the bed, they will discover a small colony of mice living inside the mattress. The mice are harmless, and will flee as soon as they are discovered.

The boots are too old and damaged to have any value for the characters.

h5: Kitchen



You have entered the kitchen; there is a large brick fireplace and a small wooden table in this room. On the table are clay mixing bowls and cookware. There are fresh footprints and wheel barrel marks throughout the floor, with the highest concentration of these leading into the pantry.

If the characters try to enter the kitchen through the backdoor (from the outside), they will discover that the door is locked. If Travyer is with the party, he will turn over one of the rocks outside of the door. Under the rock is a key that will unlock the door (Travyer will keep the key with him saying that it may be of use later on). Without the key, a DC 15 Strength Check or a DC 8 Picklocks Check is required to open the door.

If the characters examine the kitchen table, they will discover the bowels were used to mix materials that were cooked over the fireplace. On the table they will find dead mice with their stomachs bloated; the mice had mistaken the mixture for food, and died as a result of eating it.

The Gong Farmer uses the kitchen to cook the components for his 'special fertiliser'. He then loads the cooked mixture onto a wheel barrel, and transports the mixture to the pantry (h6: Pantry); in the pantry, the Gong Farmer uses the pulley platform to transport the mixture to his lab (Area 1: Lab).

h6: Pantry

The pantry has a sturdy pulley platform that will allow the characters to travel to the underground lair. The pulley platform is easy to operate.

Against one of the walls of the pantry is a small shelf containing flint and steel, a lantern and 3 flasks of oil. The characters will need a light source to see underground (unless they have infravision).

Woodshed



Located to the Northeast of the house is the woodshed. Like the house, the woodshed is showing signs of age and neglect. The woodshed is a windowless 15' x 15' building.

The door to the woodshed is unlocked; along one of the inside walls is a pile of chopped wood. Against the opposite wall rests a large axe and a smaller hatchet used to chop the wood.

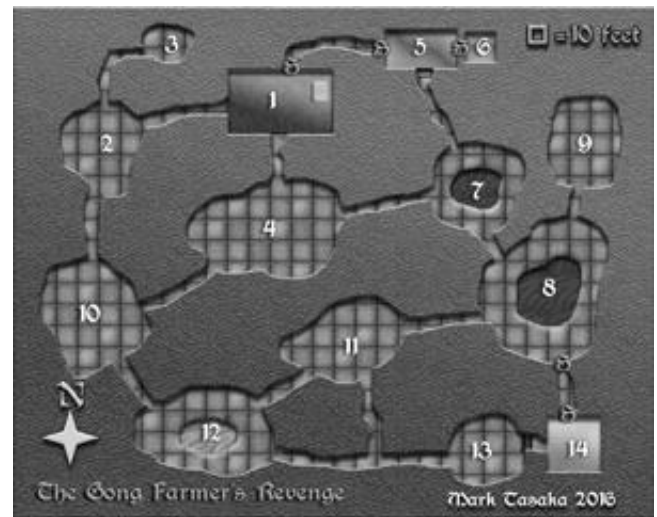
There is a trapdoor inside the woodshed leading to the underground storeroom (Area 5: Storeroom). The trap door is locked. If Travvyer is with the party, and has the kitchen door key (see h5: Kitchen), he will use this key to unlock the trap door. Otherwise, a 15 Strength Check or a DC 8 Picklocks Check is required to open the trapdoor.

Outhouse

Like the house, the outhouse is showing signs of age and neglect; lichen and moss covers large areas of the exterior walls.

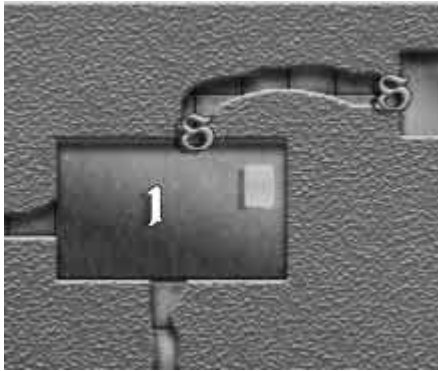
There is nothing special about the outhouse. The bottom of the outhouse leads to Area 3 (Bottom of the Outhouse). The characters could use a rope to climb down the outhouse to Area 3 if they desire.

Underground Lair



The characters will need a light source to see underground (the Fung-guys and the Greyvhars have infavision). The ground is made up of soft damp earth; it is marked by a series of footprints, some belong to booted figures (Greyvhars and the Gong Farmer), while others belong to lighter humanoids with small bare feet (Fung-guys).

1: Lab



You have entered a spacious room; there are three tables and a bookshelf located along the walls. Resting on the tables are books, vials filled with brightly coloured liquids, mixing bowls and strange tools. On one of the tables is a map of Greenleaf, with circles drawn around the locations of the outhouses.

In the centre of the room are three large barrels; the tops of the barrels are open, revealing muddy soil. In the corner of the room is an empty wheel barrel, with a shovel resting on top of it.

This is the Gong Farmer's lab. The vials of brightly coloured liquids contain some of the components used to create the fung-guys. As well, some of the vials contain the poison that killed Oscar and her kin.

The books contain notes writing by the Gong Farmer on his research and experiments. The Gong Farmer's notes are difficult to comprehend as his writing incorporates characters from an unknown language.

The three open barrels contain a special blend of soil; within the soil are the spores that will grow into fung-guys.

There is a secret door located on the north wall. If the characters are actively searching the wall, a DC 12 Search Check is required to spot the secret door (once discovered, the door is easy to open). The

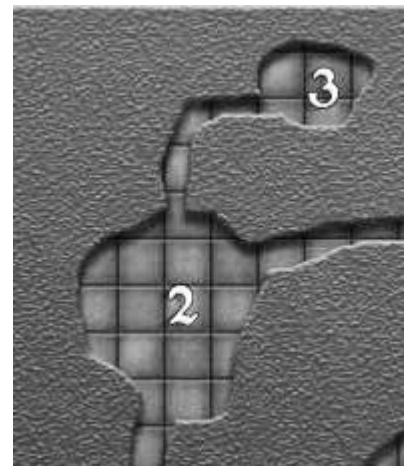
secret door leads to a passageway connecting to the storeroom (Area 5: Storeroom).

Gregor Hornjur will collect the map of Greenleaf located on one of the tables. This is important evidence for Gregor concerning the Gong Farmer's role in the deaths of Oscar and her kin.

The characters will also find the following items in the lab:

- Flint and steel
- 3 brass candle holders (with candles in each holder)
- A small box containing 58 candles.

2: Small Mushrooms



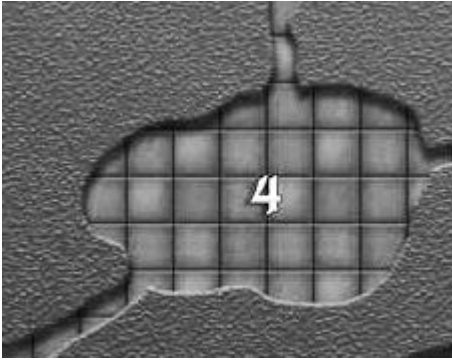
The floor of cavern is covered with tall slender mushrooms, standing a foot or so in height.

The mushrooms growing here are juvenile fung-guys; they are too early in their development to walk. Thus, at this stage they are similar to normal mushrooms, with their stems rooted inside the earth.

3: Bottom of the Outhouse

This area is located directly below the outhouse, and collects the waste from the outhouse.

4: Fung-guys



Massive mushrooms grow throughout the cavern. The mushrooms have long slender stems, and large oversized tops. Some of the mushrooms are close to 5 feet tall.

The mushrooms are fung-guys standing perfectly still. The fung-guys will wait until the characters have spent some time in the cavern before launching their attack.

Fung-guys (8): Init +0; Atk bite +0 melee (1d4); AC 11; HP 1 (x2), 2 (x3), 4 (x3); HD 1d4; MV 20'; Act 1d20; SP Exploding Spores*; SV Fort -1, Ref 0, Will -1, AL N.

*See Fung-guy monster description for information on the Exploding Spores Trait.

5: Storeroom



The walls of the room are lined with shelves; jugs of wine, bottles of pickled foods, bags of dried fruits and other such preserved goods fill the shelves. A dozen or so barrels of mead and ale occupy the centre of the room.

All of the food in this room is edible; however, the wine and mead are of poor quality. The characters could use the preserved food as rations. There is enough food here for several weeks' worth of rations.

Other features not mentioned in the description are a ladder connecting to the trapdoor on the ceiling (which leads to the Woodshed above) and a door. If the characters enter the storeroom through the door, they will discover that the door is locked (the door is unlocked from inside the storeroom). The key from the kitchen (h5: Kitchen) will unlock the door. Without the key, a DC 15 Strength check or a DC 8 Picklock check is required to open the door.

As well, there are two secret doors in this room; one is located on the east wall and the other is on the west wall. Both secret doors require the characters to be actively searching the walls and succeeding in a DC 12 Search Check. Once discovered, the secret doors are easy to open. The secret door on the east wall leads to the Treasure room (Area 6), while the door on the west wall leads to a passageway that leads to the Lab (Area 1).

6: Treasure Room

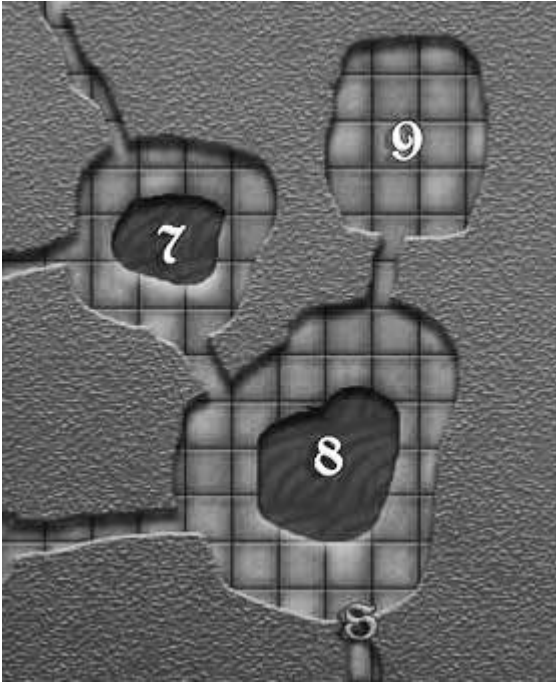
This room is empty except for a simple wooden chest.

This is the treasure room where the Gong Farmer keeps his wealth. Unfortunately for the characters, the Gong Farmer has used the majority of this gold to purchase the components for his experiments, stock up on food supplies, pay his mercenaries, and pay for the deliveries of the night soil. Inside the chest the characters will find the following:

- 13 gold pieces
- 28 silver pieces
- 46 copper pieces

- 3 jasper gemstones of good quality (worth 25 gold pieces each).
- 6 blood gemstones of poor quality (worth 5 gold pieces each).

7: Earthworms



In the centre of the cavern is a large pit, filled with mud. Resting on one of the cavern's walls are a pair of wheel barrels, several shovels and a dozen shovel sized wooden mixing spoons.

This is one of the processing areas for the night soil. The night soil within the pit is in the fermentation process. If the characters examine the night soil, they will discover large earthworms, close to 1' in length, in the night soil. The earthworms play an important role in the fermentation process by breaking down the night soil.

8: Fung-guys at Work

There is a large pit filled with a dark muddy substance at the centre of the cavern. Standing around the pit are eight mushroom-like humanoid

creatures stirring the contents of the pit with shovel-sized wooden spoons.

Suddenly one of the mushroom creatures spots you. It yells out a cry. The others turn towards you and attack.

The fung-guys are accompanied by 2 Drayvhar overseeing their work. The Drayvhar are hiding in the passageway leading to Area 9 (Barracks). The Drayvhar will join the battle; however, since the Drayvhar are susceptible to the fung-guys' spores, they will maintain their distance and attack with their short bows.

Fung-guys (8): Init +0; Atk bite +0 melee (1d4); AC 11; HP 1 (x4), 2, 4 (x3); HD 1d4; MV 20'; Act 1d20; SP Exploding Spores*; SV Fort -1, Ref 0, Will -1, AL N.

*See Fung-guy monster description for information on the Exploding Spores Trait.

Greyvhars (2): Init +0; Atk mace +1 melee (1d6) or short bow +0 missile attack (1d6); AC 14 (scale armour); HP 5, 8; HD 1d8+2; MV 20'; Act 1d20; SV Fort +2, Ref 0, Will 0, AL L.

Located on the south cavern wall is a secret door that connects to a passageway. The passageway leads to another secret door that accesses the Gong Farmer's Bedroom (Area 14). Both secret doors require a DC 12 Search Check to find. The first door leading to the passage is unlocked, but the second door leading to the Gong Farmer's Bedroom is locked. This door will require either a DC 16 Strength Check or a DC 9 Picklocks Check to open. The key from the kitchen (h5: Kitchen) will open the door.

9: Barracks

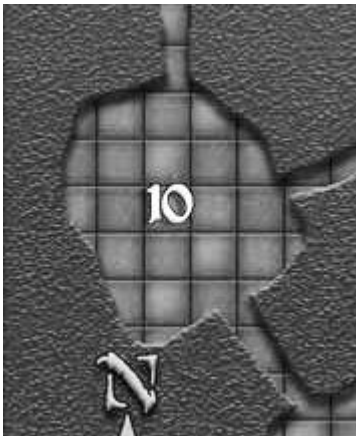
Against one of the cavern's walls are a dozen dwarf sized beds. The beds, while of a simple design, appear to be well constructed. In the middle of the

cavern are three small tables and a dozen small chairs. On the tables are mugs, plates and open jugs of wine.

These are the Greyvhars barracks. If the characters search the barracks they will find the following:

- 3 jugs of cheap wine
- 2 barrels of mead (average quality)
- 7 mining picks
- Flint and steel
- Enough dried and preserved food for 10 days' worth of rations.

10: Fung-guy Abomination



There are five massive mushrooms in the cavern. One of the mushroom is significantly taller than the rest, standing close to 7 feet tall.

When all of the characters are inside the cavern, the fung-guys will attack. The enormous fung-guy is a fung-guy abomination, a mutated variant of fung-guy.

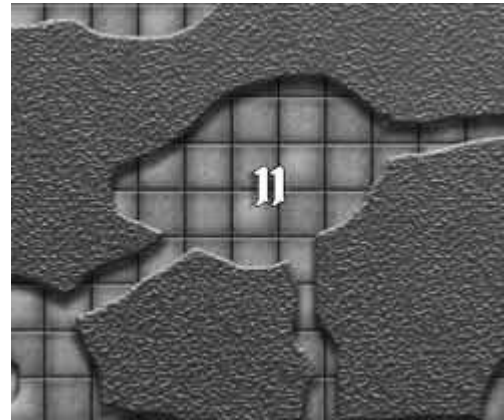
Fung-guys (4): Init +0; Atk bite +0 melee (1d4); AC 11; HP 2, 3, 4 (x2); HD 1d4; MV 20'; Act 1d20; SP Exploding Spores*; SV Fort -1, Ref 0, Will -1, AL N.

*See Fung-guy monster description for information on the Exploding Spores Trait.

Fung-guy Abomination: Init +0; Atk bite +1 melee (1d6); AC 13; HP 10; HD 2d8; MV 30'; Act 1d20; SP Exploding Spores**; SV Fort +1, Ref 0, Will 0, AL N.

**The fung-guy abomination has the same Exploding Spores trait as the fung-guy with the exception that the radius of its spores are 15'.

11: Barrels of Compost



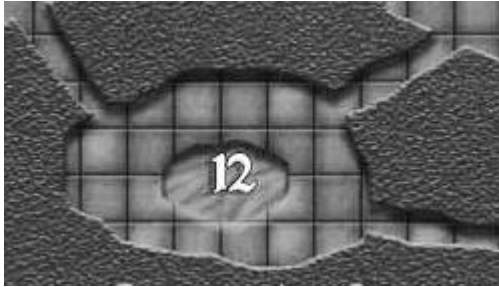
Along one of the cavern walls are 5 large barrels; there are holes drilled into the lids of each barrel. Nearby is a small workbench; drills, hammers, chisels and saws sit upon the workbench. On the opposite wall are several large open sacks of potatoes, turnips and yams.

If the characters open the barrels they will discover that they contain vegetable compost in various stages of decay. Living inside the compost are earthworms, some of which are nearly a foot in length. The Gong Farmer raises earthworms in these barrels, which are used in the night soil's fermentation process.

The tools on the table were used to build the barrels. The tools are of average quality. The characters would use the chisels and hammers as improvised weapons (the chisels count as daggers and hammers count as clubs).

The potatoes, turnips and yams serve a dual purpose; they are used as a source food for the Gong Farmer and his mercenaries and as materials for the compost.

12: Mutated Earthworms



There is a pit in the centre of the cavern, filled with a dark muddy substance. Along the edges of the pit are four mushroom-like creatures, tending to the pit; two of the creatures are pouring the contents of buckets into the pit, while the remaining two are using long spoon-like tools to mix the contents into the pit. Suddenly, the creatures notice you; they attack.

Inside the pit are a massive species of mutated earthworm; the product of the Gong Farmer's experiments. The mutated earthworms are 6' to 7' in length. If the characters are within 5' of the pit, the mutated earthworms will attack. The mutated earthworms will attempt to pull the characters into the pit; once the character has been pulled into the pit (see monster description below), the mutated earthworm will focus on its next victim.

Fung-guys (4): Init +0; Atk bite +0 melee (1d4); AC 11; HP 2 (x3), 4; HD 1d4; MV 20'; Act 1d20; SP Exploding Spores*; SV Fort -1, Ref 0, Will -1, AL N.

*See Fung-guy monster description for information on the Exploding Spores Trait.

Mutated Earthworms (6): Init +0; Atk grab and pull +0 melee**; AC 10; HP 3 (x3), 4, 5, 6

HD 1d6; MV 20'; Act 1d20; SV Fort +1, Ref 0, Will 0, AL N.

**The mutated earthworm's attack does not inflict any damage; rather, the earthworm latches onto its victim and attempts to pull the victim into the pit.

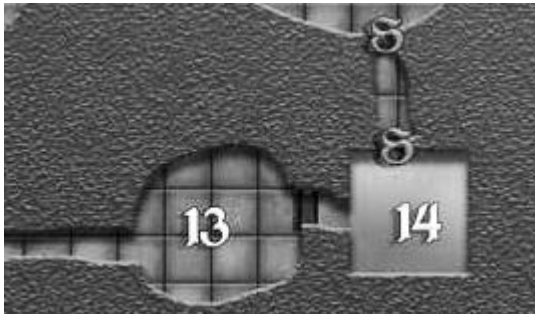
When the mutated earthworm makes a successful attack, the victim must make a DC 13 Reflex Save. A failed save will result in the victim being pulled into the pit (see below). Once the mutated earthworm latches onto the character, the character must make a DC 13 Reflex Save every round. The only way to break free from the mutated earthworm's grip is to kill the earthworm.

Pit: the muddy substance in this pit is much fouler than the substance found in the other pits in Areas 7 and 8; thus, once a character falls into the pit, they must make a DC 12 Fortitude Saving Throw. A failed saving throw will result in the character developing a severe rash and itch; this will result in the character's attack rolls and saving throws being reduced by -1d. The only way to reverse this penalty is for the character to have a thorough bath. The character's clothing and equipment will have to be cleaned to get rid of the foul smell.

If the character fails the DC 12 Fortitude Save by more than 5 points, the character has swallowed some of the muddy substance by mistake; the character will start to vomit, and will suffer 1d4 points worth of damage.

Even if the character has passed their Fortitude Save, they will still need to have a bath and clean their cloths and equipment to get rid of the foul stench.

13: Meeting Room



The light from candles and a lantern illuminates the cavern. There are six stout, ugly dwarf-like humanoids sitting around a table talking in a strange language. At the head of the table is a cloaked and hooded human, appearing to be the leader of the group.

The hooded figure looks up towards you and shouts, “Gar-mak-krun”

The dwarf-like humanoids draw their weapons and attack.

The hooded figure is the Gong Farmer. While the Greyvhars will attack the characters, the Gong Farmer will flee through the door leading to Area 14 (Bedchamber). The Gong Farmer will lock the door, and will flee through the secret passageway in the bedchamber.

The key from Area h5 (Kitchen) will unlock this door. If the characters do not have the key, a DC 16 Strength Check or a DC 9 Picklocks check is required open the door.

Greyvhars (6): Init +0; Atk mace +1 melee (1d6) or short bow +0 missile attack (1d6); AC 14 (scale armour); HP 6 (x2), 7 (x2), 8, 9; HD 1d8+2; MV 20'; Act 1d20; SV Fort +2, Ref 0, Will 0, AL L.

Gong Farmer: Init +1; Atk short sword +0 melee (1d6) or dagger +1 missile attack

(1d4); AC 11; HP 8; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will 0, AL N.

The Gong Farmer is equipped with the following items:

- A short sword
- 2 daggers
- Lantern
- 4 flasks of lanterns oil
- Backpack
- Flint and Steel
- 5 vials of poison
- 5 days' worth of rations
- Water skin
- A small waterproof sack containing his special blend of night soil
- A weather worn map of the local wilderness
- A leather coin pouch containing:
 - 38 gold pieces
 - 11 silver pieces
 - 3 amethyst gemstones of average quality (worth 25 gold pieces each).

If the Gong Farmer escapes to the surface, he will travel through the wilderness to one of the nearby villages (2 or 3 day journey). There he will find shelter and plans out his future actions.

After the battle is over, the characters will discover there are maps of some of the other villages on the table. They will also find a ledger containing a record of the sales of the Fung-guys to the Greyvhars. The ledger dates back for 3 years.

14: Bedchamber

You have entered a bedroom. There is a single wood framed bed in this room, covered by a wool blanket. At the foot of the bed is a plain wooden chest. There is also a desk and a chair in the room;

on the top of the desk is a lantern, sheets of paper and a worn leather bound book.

This is the Gong Farmer's bedroom. There is a secret door on the north wall, which connects to a passageway leading to Area 8. If the Gong Farmer manages to flee from Area 13, he will travel through this secret door to make his escape to the surface. The Gong Farmer will close the secret door behind him.

To find the secret door, the characters must be actively searching the walls, and succeed a DC 12 Search Check. Once discovered, the secret door could be opened with ease.

The wooden chest is unlocked, and contains the following items:

- A commoner's outfit (pants, shirt, etc.)
- 5 flasks of lantern oil
- A smoking pipe, and a pouch filled with pipe weed
- Flint and Steel
- 26 candles
- A small sack containing 3 bars of soap.

On top of the desk the characters will find a lantern, sheets of paper containing the Gong Farmer's notes, pens, vials of ink and the leather bound book. The book contains the Gong Farmers notes, dating back to the past 6 years. Through this book the characters will learn that the Gong Farmer had discovered the process of creating the Fung-guys 6 years ago. The books also contains a history of the Gong Farmer's dealings with the Greyvhars, and his notes on building his underground lair.

Inside the desk, the characters will find the following items:

- Blank sheets of writing paper
- A leather coin pouch containing 12 copper and 14 silver coins

Conclusion

What happens next in this adventure is for you and your players to decide. Will the Gong Farmer escape to the surface, or will the characters catch up to the Gong Farmer? If the characters do catch up to the Gong Farmer, will they kill the Gong Farmer or will they take him back to the villages for a trial? What will happen to the Gong Farmer's work once he is gone? Will someone else continue in his footsteps, building on his experiments?

There are a number of possible outcomes for this adventure. Listed below are ways in which this adventure could end. As a Judge, it will be up to you to decide if you want to use one of the below endings or if you would like to create your own ending for this adventure.

Ending 1: The Gong Farmer is killed

The characters have slain the Gong Farmer, bringing justice to Oscar and her offspring. Will another follow in the footsteps of the Gong Farmer, continuing his work and experiments? Or, will the Gong Farmer's research die with him? It is up to you to decide what happens after the Gong Farmer's death.

Ending 2: The Gong Farmer is brought to trial

The characters capture the Gong Farmer, and take him back to Greenleaf to answer for his crimes. At Greenleaf, a trial will be held. There the Gong Farmer will be allowed to defend his actions.

At the trial, the Gong Farmer will present a convincing argument for his actions. He will claim that Oscar and her offspring were a direct threat to not only his livelihood, but the livelihoods of the other Gong Farmers.

“Poisoning these creatures was a necessary evil that I had to commit,” the Gong Farmer will claim, “as the existence of these creatures will bring about the end to gong farmer profession, preventing this trade from being pass down to future generations.”

How convincing the Gong Farmer’s arguments are is for you, as the Judge, to decide. Will the Gong Farmer be set free, or will he face the hangman’s noose? The Gong Farmer’s fate is in your hands.

Outcome 3: The Gong Farmer Escapes


The Gong Farmer manages to escape. What will the Gong Farmer do after he escapes? Will Gong Farmer establishes another lair, where he will continue his work? Or, will the Gong Farmer leaves the villages, seeking a new area to call home? Or, perhaps the Gong Farmer will change careers, taking up a new

profession? The Gong Farmer’s fate is in your hands.

What Happens Next?

What happens next? Are the characters greeted as heros upon their return to Greenleaf? Will the characters stay in Greenleaf, or will they venture to another village? Will Gregor Hornjur seek future aid from the characters? The future is an unwritten book, and you and your players are the writers. With every adventure, another chapter in this book is written; every chapter leads to another chapter, and how these chapters are written is for you and your players to decide.

Appendix

NAME: Gregor Fornjur Locksmith		OCCUPATION: Locksmith		AC 16		ARMOUR: Chainmail and Shield		DRAWING OR SIGIL	
CLASS: Warrior		LEVEL: 2		TITLE: Champion		HIT POINTS: 18		CLASS ABILITIES: +d4 Deed Die 10-20 Threat Range Luck mod applied to Longswords	
STR 15 +1		SPEED 25'		INIT +2		ACTION DIE 1d20		WEAPON: Longsword TO HIT: +2 DAMAGE: d8+2	
AGI 10 0		CRIT DIE 1d14		CRIT TABLE III		FUMBLE DIE d12		WEAPON: Shortbow TO HIT DAMAGE: d6+1	
STA 9 0		LUCKY SIGN:  Born of the Battlefield: Damage Rolls		ALIGNMENT Lawful		LANGUAGES: Common		WEAPON: Dagger TO HIT: +1 DAMAGE: d4+2	
PER 12 0		REF +1		WEALTH: gp: 28 sp: 12 cp: 15		EQUIPMENT & GEAR: fine tools, constable's signet ring, letter of passage, backpack, flint and steel, lantern, oil flasks x3, rope 50', waterskin, rations 10 days quiver: 18 arrows		DUNGEON CRAWL CLASSICS CHARACTER POSTCARD	
INT 11 0		FORT +1		XP: 96		WILL 0			
LUCK 13 +1									

DCC is a Trademark of Goodman Games. DCC Character Postcard Designed by Mark Yasaka, 2015 (www.tasakadesign.com)

The Gong Farmer's Revenge

Tears ran down Ruen's cheeks as she entered the kitchen, where her father, Roth, was preparing their morning meal.

"Father," Ruen cried, "something has happened to Oscar."

Roth placed his hand against his daughter's cheek, and gently wiped away the tears from her eyes

"There, there little one," Roth said in a gentle voice, "tell your father what happened."

"When I went to use the outhouse this morning, I did not hear Oscar. I thought nothings of it, as often Oscar is asleep when I arrive in the morning. However, after I finished my morning 'routine', I looked down to the bottom of the outhouse to see how Oscar was doing. Then, I saw it... Oscar's dead body," Ruen sobbed, as more tears ran down her face.

"There was this... note nearby," Ruen said as she handed her father the note.

Written on the note were the words: "Courtesy of the Gong Farmer."

That morning, others in the village of Greenleaf found similar notes in their outhouses and discovered the dead bodies of Oscar's offspring.



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