

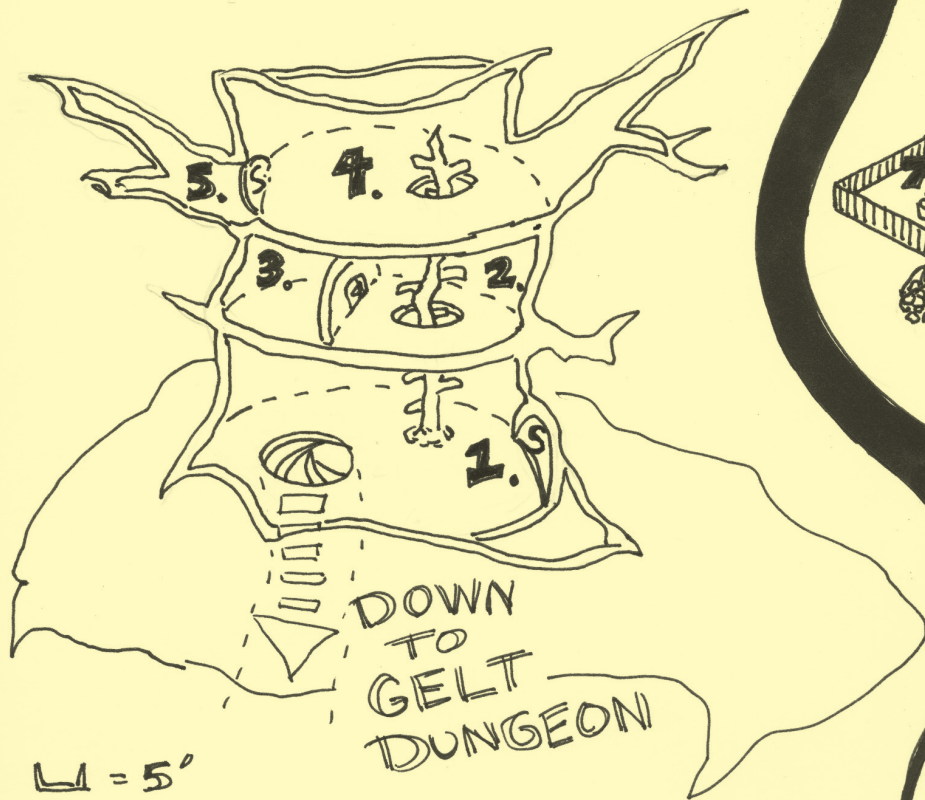


DEMON DRUMS

BY Tim Callahan



THE "HAUNTED" TREE (CUTAWAY)





DEMON DRUMS

A Crawljammer/DCC Adventure
for Characters of Levels 2-4
By Tim Callahan

Strange drumming is heard in the distance. Bizarre creatures battle each other to the death. And what treasures lay beneath the deadly swamp? Will the PCs live long enough to find out?

ADVENTURE BACKGROUND

In a previous Crawljammer adventure, a starmonger phaseship had become unstuck in time and space and trapped beneath the surface of Mars. That ship contained a gelt scholar as a passenger, but what actually happened (though the players had no way to know) was that the ship contained an entire brood-pod of gelts, and the rest of the "family" slid through the walls of reality when the phaseship malfunctioned and they have become caught in the metaphysical nets of an enchanted dungeon on Earth, beneath the Kutto Swamp, only able to communicate with strange local six-armed beastmen known as demon drummers, and the demon drummers can only communicate via their instruments, which cause bizarre effects on human (and animal) minds.

The PCs would not have needed to play the previous adventure to play this one. In fact, this one might be more appropriate as an adventure

that occurs prior to any significant crawljamming experiences through the solar system.

Judges should place Kutto Swamp somewhere nearby wherever the PCs are traveling on Earth, or it could easily be relocated to another planet. There is nothing particularly terrestrial about this adventure, though I've always found the alien weirdness works best when contrasted with the sometimes more typical fantasy weirdness of other Earth-bound adventures.

Either way, there's a rumor table. And when the PCs come into the general area of the Kutto Swamp, each player should roll 1d8 and the judge should report out on the various rumors they have all heard about this place. Because rumor tables make suspicious players, and suspicious players make crazy, conspiracy-influenced decisions that are awesome to behold.

KUTTO SWAMP RUMOR TABLE! *(Note to Judge: do NOT read the parenthetical, italicized part out of each entry out loud. That info is for you!)*

- 1 The horned men of Kutto have crafted metal beasts.
(True, but the metal beasts in this area have been deactivated long ago.)
- 2 Ancient artifacts lay beneath the swamp.
(True, although adventurers in taverns always say things like that.)
- 3 Treasures from the old world are guarded at the base of the great tree.
(False, because the base of the great tree is unguarded and lacks treasures.)
- 4 If the rats of Kutto see you, it's already too late.
(True, sort of. The rats are in the dungeons below the swamp, and if they see you, they shoot laser eye-beams at you!)
- 5 A dishonored Paladin named Sir Grange drowned in the Kutto Swamp.
(False, because Sir Grange still lives, though he is sad and crazy.)
- 6 A tentacle monster called "The Dweller Below" lives in the Kutto Swamp.
(False. The Dweller Below has disappeared.)
- 7 The great tree is haunted.
(False. The great tree is simply occupied by a demon drummer who can't communicate properly and a sad, deranged ex-paladin.)
- 8 The elk-men of the Kutto Swamp are not to be trusted.
(True. Though the elk-men are acting totally frenzied these days anyway because of the way their biochemistry has reacted to the demon drum effects.)

You may want some random encounters as the party explores the area around the swamp. If so, use this table, and roll for encounters every four hours, or each turn if they are making

noises or making contact with the swamp water in any way. A 1 on a d8 roll indicates an encounter, then roll a d6 to determine the type of encounter below.

RANDOM ENCOUNTERS IN KUTTO SWAMP

(Roll 1d6 if encounter occurs)

- 1 Scorpion Monkey (1):** Init +1; Atk grab +2 melee (1d4) and sting +4 (1d6+special); AC 13; HD 4d8; hp 23; MV 40'; Act 3d20; SP can climb at full movement speed, can only use sting attack once each round, victim of successful sting attack must make a Fort save vs. the attack roll or become paralyzed for 1d3 turns; SV Fort +0, Ref +3, Will -1; AL N.
- 2 Giant Crocodile (1d6):** Init +0 or special; Atk bite +5 melee (1d12); AC 15; HD 3d10; hp 18; MV 30' or swim 40'; Act 2d20; SP if crocodile is submerged in water, it gains +5 initiative vs. opponents on land; SV Fort +3, Ref +0, Will -2; AL N.
- 3** The ground shakes and all PCs must make a Reflex save vs. DC 15 or fall prone. No damage. (This is the effect of the gelt scholars trying to destroy their enchanted dungeon prison beneath the swamp.)
- 4 Giant Wasps (2):** Init +2; Atk stinger +3 melee (1d6+special); AC 17; HD 4d6; hp 19; MV fly 60'; Act 1d20; SP victim hit by stinger must succeed on a Fort save vs. the attack roll or take 1d8 additional damage; SV Fort +1, Ref +3, Will +0; AL N.
- 5 Goblin Foragers (1d6):** Init -1; Atk bite -1 melee (1d3); AC 12; HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60', attack at -1 penalty in bright light, will flee if seemingly overwhelmed; SV Fort -2, Ref +1, Will -2; AL L. *Treasure: each goblin forager wears small leather armor and carries pouches filled with random herbs. 40% chance that one herb from each goblin is a memory loss poison that acts like a giant centipede bite, 25% chance that one herb from each goblin is a root that can heal 1d6 hp.*
- 6 Mossbear (1):** Init +1; Atk grab +4 melee (1d4+special); AC 19; HD 7d6; hp 31; MV 20'; Act 2d20; SP if both grab attacks hit vs. a single target, that target must succeed on a Fort save vs. the highest attack roll or fall unconscious and die due to suffocation in 2d4 rounds; SV Fort +4, Ref -1, Will +0; AL N.

KUTTO SWAMP:

Area A: A series of poorly-designed, barely standing thatched-roof huts. A half-destroyed elk-man family residence, with only a few females remaining, enraged and attacking one another. **Elk-Women (2d4):** Init -1; Atk hand axe +2 melee (1d6); AC 13; HD 2d6; hp 8; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -1; AL C. *Treasure: Dried crocodile meat equal to 3 days of rations, 11 rusty hand axes and 4 rusty scimitars, cauldron of soup that deals 1d6 damage to anyone who drinks it, unless they succeed on a Will save vs DC 20 to avoid projectile vomiting.*



Area B: Completely-destroyed elk-man residence, with a few mostly-devoured elk-men and elk-women corpses mixed with the remnants of some smashed huts. Rusted and burned components to a bulky mechanical man sit atop a smoldering fire inside one of the huts. A partially-eaten giant crocodile corpse looks like it has been dragged to the edge of the trees to the east.

Area C: The murky water around this small island is only 2 to 3 feet deep, with thick mud at the bottom. PCs can build a skiff or cut down a tree or simply walk across through the muck. Walking through the muck will immediately trigger an encounter with 1d4 giant crocodiles. Climbing around the exterior of the "haunted" tree are 2 scorpion monkeys (see the **Random**

NOTE: any characters above ground, within 100' of the "haunted" tree can clearly hear the drumming (any farther than that sounds like "drumming in the distance" but it has no mechanical effect) and any sentient humanoid within that range would be strangely affected by the sound of the demon drums, as indicated below:

DRUMMING AFFLICTIONS TABLE – Roll 1d12

If listener fails a DC 20 Will saving throw, he or she...

- 1 Punches the closest human-sized figure at +2 in addition to any normal melee modifiers and deals 1d4 +Str modifier damage.
- 2 Wipes eyes compulsively with a piece of clothing.
- 3-4 Is compelled to march in a straight line toward the sound of the drumming, but may take other actions that don't impair this movement.
- 5-6 Perceives that time moves more slowly...and gains and additional +2 Agility modifier for 1 turn.
- 7 Feels no different, but his or her eyes turn completely yellow for 1 round before turning back to normal.
- 8 Becomes subliminally convinced that the drums are filled with dozens of precious gems.
- 9 Hungers and bites on anything in his or her possession that might possibly be edible.
- 10 Enters a sleepwalking trance and slowly shambles toward sound of drumming, taking no other action besides movement at half speed.
- 11 Tunes into the phlogiston flux and immediately casts one of the following randomly-determined spells with a d20 spell check roll plus character level plus Intelligence modifier: (1) *strength*, (2) *Nythuul's porcupine coat*, (3) *choking cloud*, (4) *wood wyrding*. The caster may determine any targets and additional effects, if applicable.
- 12 Climbs the tallest tree or hill within sight and starts (1) howling like a wolf, (2) hissing like a snake, (3) singing softly, (4) yelling loudly in an unrecognizable language.

The drumming sounds like it's coming from inside the tree. And the player characters do not have to reroll their saves each round – one save means they are permanently protected from the effects of that drum. They would have to save against different demon drums. Effects last until the victim can no longer hear the drumming.

Encounter Table for stats on the giant crocodiles and scorpion monkeys). *Treasure: 1d4 random gemstones worth 4d20 gp each can be dredged from the swamp if the party spends at least one turn trying. (If at least one giant crocodile is killed, an additional 2d24 gp and 1d30 sp can be found in its belly, along with three half-eaten humanoid skeletons and some elk antlers.)*

Area D: The swamp remains no deeper than 7 feet throughout, and any PC trying to swim around in it will automatically trigger an encounter with 1d4 giant crocodiles (see above).

THE "HAUNTED" TREE:

The tree may be entered a variety of ways. There are scorpion monkeys climbing around the outside of the tree, who may have already been attacked by the PCs (**Area C** of the "Kutto Swamp"), and any PC attempting to climb the tree must succeed on a DC 20 climb (or Agility) check. A climbing PC can enter through the top of the tree to **Area 4**, through the hollow branch in **Area 5**, and may peep through the hole into Area 3. The tree can also be smashed into at any level via a DC 20 Strength check. There is also a secret door entrance into **Area 1**.

Area 1: A gnarled branch with broken limbs looks to be a makeshift ladder going up through a hole in the ceiling above. A stone spiral staircase leads down. Carved along the walls of this room are strange markings. A PC who can read elvish would be able to translate the phrase as "They Come from Away" repeated over and over. What looks like the shredded snakeskin seems sprinkled on the floor.

Area 2: The branch ladder continues upward into the ceiling above. All PCs climbing up the ladder in this area must make a Luck check. Anyone who fails is immediately attacked by one of the snake-like pincer-faced woodworms dropping down from the ceiling above. **Woodworms:** Init +1; Atk pincer +2 melee (1d6) or spit +1 missile fire (special);

AC 13; HD 1d6; hp 1; MV 20'; Act 1d20; SP will spit at victims wearing heavy or medium armor and use pincer attack on lightly or unarmored victims or blind victims, spit attack causes blindness for 1d3 turns unless victim succeeds on a Fortitude save vs. the attack roll; SV Fort +1, Ref -1, Will -1; AL N. The woodworms will immediately crawl into the wood below and retreat if thrown to the floor or otherwise knocked off their victim. A locked wooden door connects this area to **Area 3**.

Area 3: Blind Sir Grange sits on a small wooden footstool, a dagger in his hand, carving shapes into the wall. He mumbles softly and incoherently. He wears robes that may once have been gray, but now are encrusted with mud and rust stains. The wall is so carved and gouged, nothing is identifiable beyond the letters "g" and "d" and what look like images of eyes. If a PC touches him or speaks to him in common or elvish, he repeats the same words again and again in both common and elvish: "The eyes watch and transform." "The drumming must stop." "They come from away." "The one from beyond awaits." Sir Grange wears half-plate beneath his robes, and he carries a silver longsword, but he will not join the party or fight back if they threaten him. His 7 hit points will not last him very long. *Treasure: Sir Grange's belt pouch contains a potion of resistance to fire, 27 gp, 35 sp, and one wooden whistle.*

THE GELT DUNGEON:

This dungeon was created ages ago by an ancient civilization that once prospered here, before the era of written language, so no records exist of what once was. This dungeon, which has inadvertently captured the dimension-shifting gELTS months before, is the only remaining structure of the ancient civilization. Years of decay and climate change has claimed the rest. The dungeon is lined with torches in wall-sconces that have been recently re-lit by the gELTS trapped in the dungeon. Unless something snuffs out the torches, there is ample light throughout. The sound of drumming can be heard faintly when the PCs descend the stairs, and the demon drums will take effect if the PCs open the door out of **Area 6**.

Four Ancient Eye Threshold traps still exist in this dungeon, indicated on the map by the eye symbols on the floor. These eyes are drawn onto the stones of the dungeon floor, so PCs would be able to see them stretching across each 10'x10' area. The Ancient Eye Threshold traps are the anchors that hold the gelt scholars and gelt killblades in this dimension. If all four Ancient Eye Thresholds are destroyed, the gELTS will vanish from this reality and find themselves

stuck between dimensions until some future day of realignment. (Though, as far as the PCs know, they just disappear.) **To destroy an Ancient Eye Threshold, 20 damage must be dealt to it, but the final point of damage must be magical in nature (either a spell or magic item or the equivalent).**

A character could deal 100 points of damage and the Ancient Eye Threshold would appear damaged, but would remain operational, until that final point of magical damage is dealt. The gELTS have not yet figured out that the Ancient Eye Thresholds are the only things keeping them trapped in this dungeon.

If a PC deals damage to an Ancient Eye Threshold or crosses over it (even without touching the ground), roll percentile dice on the **Ancient Eye Threshold Effect Table** below. Due to the decaying magic and damage to reality already inflicted by the gELTS, the "trap" effects of the Ancient Eye Thresholds are sometimes beneficial to the PCs, and therefore, when the effect triggers the PCs may choose whether or not to attempt a Fortitude save to prevent the effect, though they would not know the result of the effect until *after* deciding whether or not to attempt the save.

ANCIENT EYE THRESHOLD EFFECT TABLE – Roll % Dice

Roll on this table whenever any item or creature larger than 50 pounds passes over an area protected by an ancient eye threshold. Fortitude save vs. DC 15 to avoid the effect.

- | | |
|-------|---|
| 1 | Article of clothing worn by target becomes animated and attacks wearer as at +3 to hit and deals 1d4 damage per strike. AC 12 and hp 5 for the clothing. |
| 2 | Malfunction – floating stone block pulls away from the wall and hovers near the victim. He or she can mentally control it for 1d4 turns. It can hover up to 50' in any direction of the target and strike as a missile weapon (with no Agility modifiers) for 1d4 damage. |
| 3-5 | Mind blast shatters target's concentration and provides gruesome images of ancient alien warfare and terrifying travel through the cosmic aether with a demon leading a space-sled team of hellhounds. Target takes 1d10 damage. |
| 6-10 | Malfunction – beam of light immediately indicates clearest, least-dangerous path for 50'. |
| 11-20 | Malfunction – orange halo of light surrounds the target and removes any curse or disease present. |
| 21-24 | Tendon rupture – target loses 3 Agility points and moves at half speed until healed via magic or a month of rest. |

- 25-30** 1d4 small whirlwinds appear and bombard the target with whipping dust clouds. If engaged by other targets, the whirlwinds will work to incapacitate the strongest victim. Each whirlwind creature attacks at +1, deals 1d4 damage and causes temporary blindness for one round after each hit. AC 15 and hp 2 each.
- 31** Layer of icy substance coats victim's feet. Must to make an Agility check every round vs. DC 15 to stand, until the ice melts in 1d6 rounds.
- 32** Blood thickens temporarily. Target falls unconscious for 1d8 rounds and takes 1d6 damage.
- 33-50** Minor Malfunction – target is healed 1d4 damage, but loses hearing for 1d4 rounds.
- 51-55** Malfunction – target grows gills and the ability to breathe underwater for 1d6 turns, but also loses 1 Stamina point permanently and takes 1d4 damage from the physical changes.
- 56** Malfunction – largest melee weapon in target's possession becomes crystalline and glows orange. Weapon gains a magical +2 to hit and damage but has a 30% chance of breaking on each successful hit.
- 57** Malfunction – phantasmal fireball immediately appears to fill the room, damages no one, and then condenses into a small red gem lying on the ground which, when struck or thrown, explodes for 3d6 damage, affecting anyone within 10'.
- 58** Malfunction – any metallic armor or shield becomes magically electrified, not harming the target, but doing 1d8 damage to anyone touching the target for 1d6 turns.
- 59-65** Skin lesions appear, causing a permanent 2 point loss to Personality (and -1 Personality per week) until disease is cured or until Personality becomes 3.
- 66** Target immediately gains knowledge of all three of the following cleric spells for the rest of this day: *divine symbol*, *stinging stone*, *word of command*.
- 67-75** Hallucination of target's greatest fear causes a permanent loss of 1 Stamina point.
- 76-85** 1d6 medium-sized crystalline insects appear and swarm the target, attacking at +2 to hit with their claws, dealing 1d4 damage each. AC 12 and hp 4. Crystalline insects will ignore all other potential victims and continue to attack the original target until he or she falls unconscious.
- 86-90** Target is immediately teleported to another random room in the dungeon.
- 91-92** Saliva turns thick and green. This slow-acting poison will kill the target in 1d4 days unless cure disease or cure serious wounds is cast on target.
- 93** Malfunction – target is sheathed in a crystalline superstructure that seems to have no physical hindrances but improves AC by 2 for 1d6 turns.
- 94** Malfunction – target gains unearthly awareness that improves Intelligence permanently by 2 and grants one additional random spell for wizards and clerics (and other spell casters), and a permanent +1 bonus to hit points per level for any non-spell casting class.
- 95** Vines thrust out of the ringlets and immediately immobilize the target for 1d4 turns, unless 40 damage is dealt to the vines by other sources. Every 2 points of damage dealt to the vines deals 1 damage to the immobilized victim.
- 96-98** Vibrations from the ancient eyes cause a cave-in in the immediate area, blocking that 10' square and doing 1d10 damage to anyone within that 10'. It takes 1 turn to dig an opening through that area.
- 99** Malfunction – target gains the ESP spell for one turn at a d20 spell check. If the target already knows that spell, he or she can cast it at an additional +4 for one turn.
- 100** Malfunction – target, and all clothing and items in contact with target, grows larger, as if the *enlarge* spell were cast upon him or her at a spell check of 16+1d6.

Area 4: The branch ladder continues up through the floor of this area, revealing an open room, where the sky is visible above and the demon drummer – a six-armed beastman with bone drumsticks – sits, drumming. He is reacting to the imperfect gelt scholar magic that sent him up to this tree to drum. He will not attack the PCs unless his drum is damaged. Until then, he drums furiously with all six arms, potentially dealing 1d6 damage to any PC in melee range if that PC attempts to attack and fails a Luck check after the attempt. The drumming has no additional spell-like effects beyond what was determined on the table when the PCs first heard the sounds within 100' of the tree. **Demon Drummer:** Init +2; Atk punch +5 melee (1d8+3) or bite +2 melee (1d12); AC 16; HD 2d8; hp 13; MV 30'; Act 3d20; SP can climb at normal movement rate, will bite on every third attack attempt; SV Fort +3, Ref +2, Will +0; AL N.

Area 5: A secret door connects Area 4 to this hollowed-out branch, which the scorpion monkeys now use to hoard whatever they find interesting from the previous travelers who have explored this part of the swamp. *Treasure: 5 emeralds worth 100 gp each, 2 rubies worth 50 gp each, and one black pearl worth 500 gp. In addition: one empty silver flask, 5 lengths of silken rope cut in 20' segments, wood shavings mixed with metal shavings, and a fur cloak made out of giant weasel hair.*

Area 6: The stairway from the tree leads down to this bland room. Gray stone walls. An unlocked door leading out. The faint sound of drumming can be heard from behind the door. Unless PCs take precautions – some kind of silencing effect or plugging their ears (Luck check or even that doesn't work) – when they open the door out of this area, the sound of the demon drums in the distance overwhelms the party. Roll on the **Drumming Afflictions Table** for each character. Remember that PCs can make a Will save vs. DC 20 to prevent the effect. Since the drumming emanates from Area 13, it sounds like it is coming from both the left and right passages when the PCs exit Area 6 out into the dungeon.

Area 7: The pillars in this room feature carvings of eyes, though they are purely decorative. From the small caved-in side-passage in the west side of this room, a small horde of rats with glowing eyes appear, and they look hungry. These are glarion, and they will attack anything that moves in this area with their laser eyebeams. **Glarion (2d6):** Init +1; Atk laser eyes +4 missile fire (1d4); AC 12; HD 1d6; hp 3; MV 20'; Act 1d20; SV Fort -1, Ref +2, Will -1; AL C. *Treasure: Their nest in the back west passage (with a collapsed tunnel at the end) holds a stash of 127 copper pieces and 3 gp. It also holds some elk-men bones and antlers, two rusty hand-axes, and a dagger with a jeweled hilt. The dagger is a magical +1 dagger.*

Area 8: The wall on the south side of this empty room has collapsed due to gelt experimentation. Inside, one noseless alien creature in elaborate robes stands with a silver glowing sphere in his hands. He will not attack unless provoked. But he cannot communicate with the PC via any known language. **Gelt Scholar:** Init +1; Atk claw +2 (1d4 damage) or spellcasting (special); AC 12; HD 5d8; hp 25; MV 20'; Act 1d20; SP may use Spellsphere to simulate any level 2 wizard spell – rolled randomly – at a spellcheck of +5; SV Fort +3, Ref +1, Will +8; AL N. *Treasure: The gelt Spellsphere can be used by PCs as indicated on the **Gelt Spellsphere Abilities Table**.*

Area 9: This room features gold-embossed eyes arranged randomly around the walls. The floor in center of the room looks like a chalk drawing of an eye (nearly identical to the look of one of the Ancient Eye Thresholds, but in chalk). The chalk drawing will not wipe away, no matter what is used. This room was once an ancient chapel, and any cleric who casts a spell in this room or any other spellcaster casting invoke patron in this room gains a +4 to their spellcheck roll.

A secret door in the west wall leads to Area 10.

Area 10: This former library contains no books, though it does seem to have small cubbies built into the wall that appear empty. They are not. Instead, anyone reaching into these cubbies will

gain images of the past, present, or future – or a glimpse into a parallel dimension. The judge should use these glimpses to best suit his or her campaign, or, if this adventure is used as a one-shot, think of the last few movies you've seen or books you've read, and describe the PCs

doing the things in those stories, as glimpses of alternate realities. If the PCs reach into four or more cubbies, include at least one glimpse of what they will find in **Area 13**.

A secret door in the east wall leads to **Area 9**.



Area 11: This oval room was once a sleeping chamber, but now it appears completely empty except for two gelt scholars communing with each other via their Spellspheres. (This is the gelt equivalent of a sexual experience, so any interruption by the party will enrage the gelts who will attack immediately). **Gelt Scholars (2):** Init +1; Atk claw +2 (1d4 damage) or spellcasting (special); AC 12; HD 5d8; hp 35, 31; MV 20'; Act 1d20; SP may use Spellsphere to simulate any level 2 wizard spell – rolled randomly – at a spellcheck of +5; SV Fort +3, Ref +1, Will +8; AL N.

Area 12: This asymmetrical room was once a torture chamber, but now it appears completely empty except for two gelt killblades – the warrior caste of the gelt culture – who pace back and forth. Unlike the gelt scholars, these creatures are unable to even leave the room unless the Ancient Eye Threshold outside of Area 12 is destroyed. These gelt killblades are hungry, and though they can survive for months without food, it's painful, and it has been a few weeks since their scholar siblings (gender doesn't have any meaning for the gelts) have brought them a glarion carcass to devour. They will attack anything that enters their area, and attempt to eat it even before it dies. **Gelt Killblades (2):** Init +1; Atk claws +5 melee (1d10) or bite +1 melee (1d6+special); AC 18; HD 6d8; hp 43, 28; MV 30'; Act 2d20; SP their second attack each round is always a bite and is an automatic d12 crit on the Monster Crit Table; SV Fort +6, Ref +1, Will -1; AL C.

Area 13: In their attempt to figure out a means of escape, the gelt scholars have been performing various rituals in this room, which looks to have been an ancient throne room, decorated with primitive eye-themed murals on the walls, though the only thing that remains from the ancient royal era are two broken thrones upon which sit two demon drummers who bang their drums feverishly, as a glow surrounds them and connects them, like an umbilicus, to a floating creature who looks like a humanoid manticore with small bat wings wearing remnants of human clothing.

The demon drummers are actually mutated beastmen who have been summoned from farther north in the swamp by gelt magic, and their newfound drum abilities are the warped result of recent gelt experimentation in this dungeon. Just like at the top of the “haunted tree,” the demon drummers will continue to play – and the drumming effects will continue to afflict weaker PCs – until the drums are destroyed or the drummers are killed. If the drums are destroyed, they will attack the nearest target. **Demon Drummers (2):** Init +2; Atk punch +5 melee (1d8+3) or bite +2 melee (1d12); AC 16; HD 2d8; hp 13; MV 30'; Act 3d20; SP can climb at normal movement rate, will bite on every third attack attempt; SV Fort +3, Ref +2, Will +0; AL N.



The humanoid manticore was the most recent attempt by the gelts to earn their escape, and this creature has been summoned from another dimension as an avatar of freedom and justice. But the creature immediately attacked the gelt scholars and the demon drummers and has been imprisoned via a floating energy aura ever since. The energy is weakening, however, and the presence of the PCs in Area 13 will cause the demon drummer concentration to begin to falter. The Bat-Manticore will escape its bonds in 1d4 rounds, or as soon as one drum or drummer is

destroyed, and it will attempt to kill everything in the dungeon unless someone can provide him with a way home. Until the energy field around the Bat-Manticore is gone, it is impervious to damage, but may not move or attack. **Bat-Manticore:** Init +5; Atk claw +6 melee (1d8) or tail stinger +4 melee (1d4+special); AC 16; HD 6d8; hp 39; MV fly 40'; Act 3d20; SP tail stinger also causes victim to lose 1 temporary Stamina point on successful Fort save vs. DC 16, on failed save the victim loses 1d4 Stamina points permanently; SV Fort +4, Ref +4, Will +4; AL C. *Treasure:* the Bat-

Manticore wears a belt, and those belt pouches contain three pellets that each replicate three magical potion effects (1 potion of extraordinary healing, 1 potion of heroism, and 1 love potion), the broken thrones each have hidden secret compartments (DC 15 to locate and unlock). One compartment holds a skeleton key made out of glass and the other holds a glass eight-pointed star pendant. Both items glow when held by the same character, and the judge should determine how these items can be used to further the next crawljamming adventure!

GELT SPELLSPHERE ABILITIES TABLE

Gelt scholars in this adventure may cast a random level 2 wizard spell with their Spellshpheres, but PCs who use a Spellsphere can only use it once per day and the initial appearance and spell selection rolls "lock" the Spellsphere into those selections for the remainder of its life in this dimension.

d8 roll	When used, the Spellsphere temporarily becomes...	And allows the user to cast the following spell at a +X spellcheck where X equals Int modifier.
1	A crackling orb of electric energy	<i>Eldritch hound</i> (DCC Page 211)
2	A floating helmet that rests on the user's head	<i>Enlarge</i> (DCC Page 139)
3	A levitating mask of the user's face	<i>Shatter</i> (DCC Page 193)
4	A 3-D combination puzzle cube	<i>Emerikal's entropic maelstrom</i> (DCC Page 213)
5	A robotic hand	<i>Word of command</i> (DCC Page 268)
6	A pair of floating, glowing eyes	<i>Darkness</i> (DCC Page 258)
7	A hand-held golden mirror	<i>Magic missile</i> (DCC Page 144)
8	A spiked rod	<i>Ray of enfeeblement</i> (DCC Page 190)



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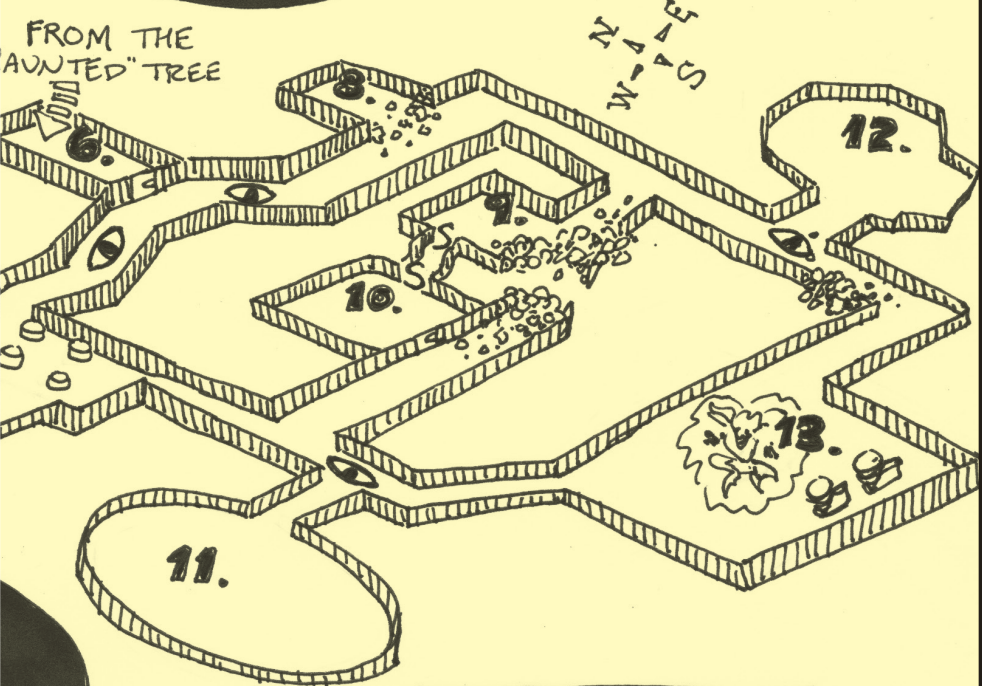
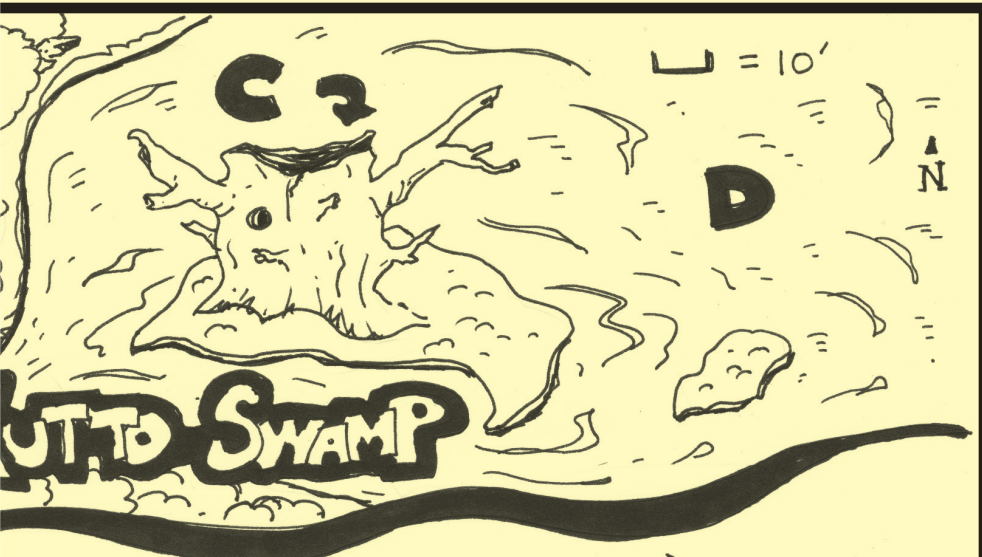
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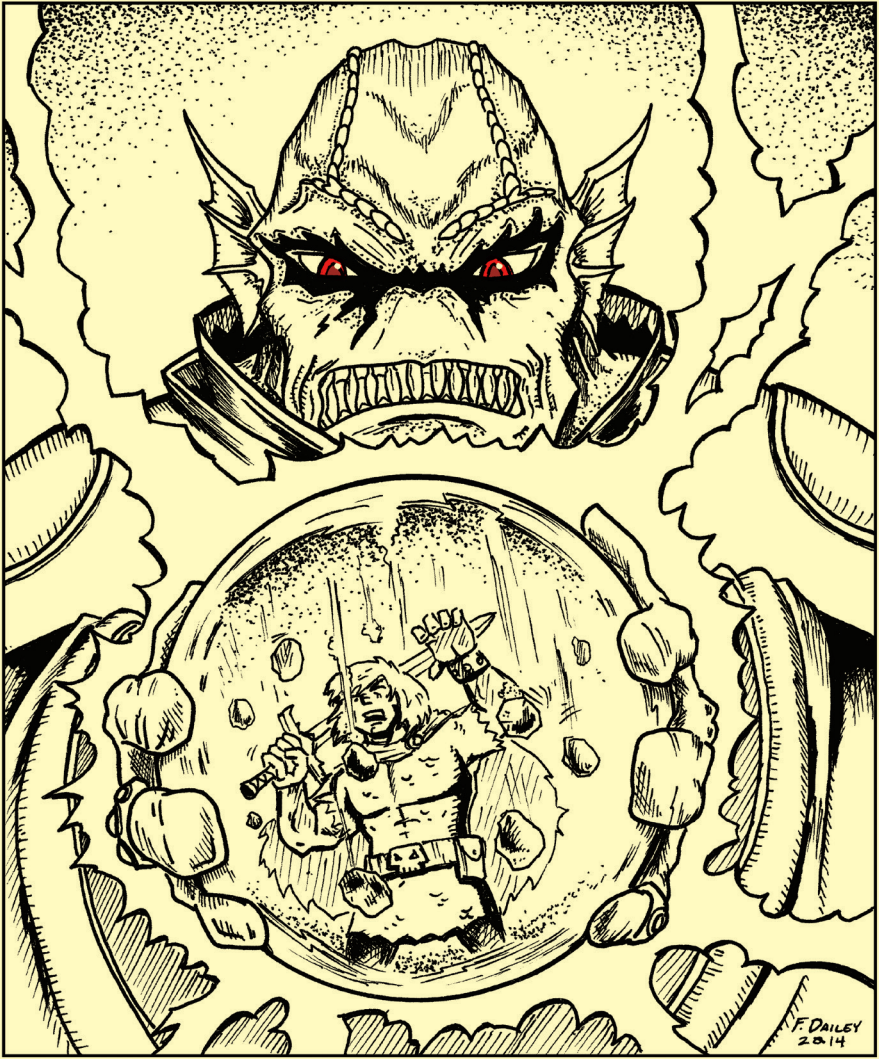
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 = ANCIENT EYE THRESHOLD

THE GELT DUNGEON

$\square = 10'$



CRAWLJAMMER

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