

THE FELL FOLK OF THE MOORS

A Level 0 Adventure
by Andrew Sternick



COMPATIBLE WITH
DCC
RPG



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INTRODUCTION



ell Folk of the Moors is designed for 16-24 level 0 characters. The adventure has wilderness travel, opportunities for the players to engage with factions who they may befriend or fight, and dungeon exploration. There is a wide variety of encounters, with opportunities to bypass some challenges by chance or thorough exploration. Rich rewards are available, but so is sudden death. Characters have opportunities to discover magical patrons. Successful parties may wish to use the rediscovered dwarven ruin of Gundgathol as a home base for further adventures. Dwarves who complete the adventure may choose to level as a new class presented in Appendix A, the dwarven artificer, for which a new spell is also included.

BACKGROUND



here are many myths concerning the ancient history of the dwarves. Each holdfast has its own unique tales of the remote history of its people. But there are threads common to all, echoes of events from distant aeons. And here and there, a bit of this remote past yet endures.

The dwarves were fashioned out of stone by the gods of Law, and the greatest part of the dwarven people chose to live underground. But some dwarves sought homes elsewhere, usually with less success than their earth-dwelling cousins. Some chose to live on the surface, and there encountered humanity.

The long story of the encounter between dwarves and humanity includes cooperation, suspicion, and even violence. But the wars between humans and dwarves were rarely long, and the rules of honor were usually upheld. The great arc of history bent toward cooperation and friendship between the two peoples. And at the heart of the encounter between the dwarves and humans is the art of metalworking.

Though many peoples work metal, smithing has ever been inseparable from dwarven culture. The smelting, refining, and forging of metal has been the domain of the dwarves since time immemorial. In the remote time when this craft was new the magic of the dwarven artificers was first developed. Some of the spells known today were first perfected not by elves or human wizards drawing power from otherworldly patrons, but rather the dwarven artificers at their forges.

THE ORIGIN OF THE DUERGAR



f the dwarves who lived on the surface, there existed a faction that wished to displace humanity rather than live alongside it. Members of this embittered cabal were convinced that their ancestors, alone among the dwarves, were the originators of metalworking. They themselves knew nothing of craft or industry, and their shameful inferiority putrefied over time into self-hatred. Too few to

fight openly, these dwarves nurtured their delusional grievance against their cousins who lived in the earth, even as they schemed against their human neighbors, and waged a ceaseless campaign against both. This resentful group came to be known as the Duergar.

The Duergar relied on subterfuge and evil acts to foment animosity between humanity and dwarves. They came to despise even the wondrous craft of their cousins, and sought to sabotage their great holdfasts. They developed their own form of magic, a warped mockery of the greatness of the magic of the artificers, perfected to abet their murderous impulses.

Over time the Duergar dwindled. Their malice rarely led them to good ends, and the few that survive are inbred and hideous. But here and there, their schemes have met with success. In some places, suspicion and bigotry mar relations between humans and dwarves on account of the deeds of the Duergar. Many a great dwarven kingdom has come to ruin due to their machinations, and priceless treasures lay buried beneath the rubble, forgotten under eons of dust. Some say the Duergar deliberately obscure dwarven ruins, resentful of the genius of their earth-dwelling cousins, and unable to bring themselves to destroy the legacy they do not understand and yet claim as their own.

ADVENTURE HOOK



he characters come from the town of Withgan. All the PCs have heard tales of a long-vanished dwarven kingdom someplace past the Ilorin wood. But the dwarves of Withgan are a more humble folk, living much like their human and halfling neighbors. In times past humans and dwarves were on good terms, but in recent decades they have come to regard each other with suspicion. From the Ilorin wood there are stories of renegade dwarves of robbing and murdering travelers, and some accuse their dwarven neighbors of tolerating or even harboring the bandits. There is talk of the two peoples making a clean break and living separately, each insisting the other should depart en masse. Tensions run high and civil conflict threatens the peace in Withgan.

The PCs represent the faithful few of Withgan and the surrounding countryside who have refused to succumb to hatred. They have heard rumors of fell dwarves attempting to waylay travelers in the Ilorin wood. They are determined to get to the bottom of the stories and prove that outsiders are to blame for the growing tensions.

As the two peoples begin to square off against each other, dissent has become hazardous. For their refusal to take sides, the PCs have been met with accusations of betrayal by their neighbors. The PCs have taken what they can with them, departing before dawn, heading into the Ilorin wood. They are ready to face whatever dangers they encounter, intent on discovering the source of the troubles that have plagued their once harmonious country.

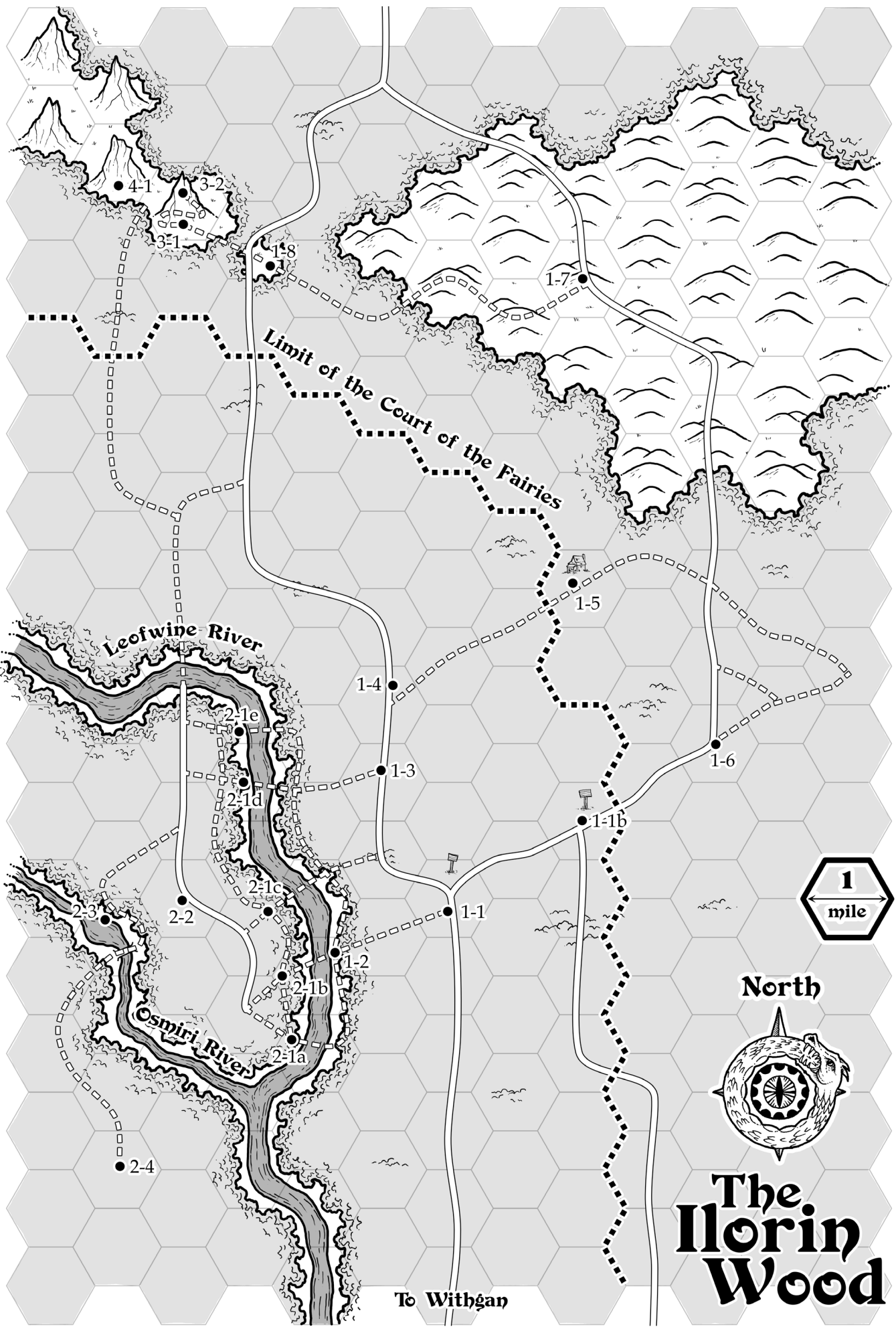
THE ILORIN WOOD

Ilorin wood lore & rumors Table 1-1: The PCs have grown up in the shadow of the Ilorin, a source of both sustenance and fear. Boles near the edge of the wood are coppiced for firewood or incised for resin, pigs are fattened on its acorns in autumn, and red deer, boars, and hares are found there in abundance. But the depths of the forest are a domain of fear, rarely traversed, and known mostly in rumor. Roll 1d12 on the rumor table for each player.

1d12 Rumor

- | | | | |
|---|--|----|--|
| 1 | The boar-men of the eastern forest are hideous and cruel. If they ask for parley, do not fall for their tricks | 7 | The fairies of the forest are invisible to all but those who have discovered their magical secret. |
| 2 | A wild cannibalistic forest-shaman created the boar men by some vivimantic sorcery hundreds of years ago. They are uncouth, but harmless. | 8 | There are mountains a few days' journey to the northwest. They are haunted, windswept, and barren. Wander there and you'll find mist and cold, but no shelter. |
| 3 | The boar-men of the eastern forest are welcoming hosts who have a cozy village a few days' journey to the northeast. They brew a simple but serviceable mead from wild grapes. | 9 | Long, long ago parts of the forest were settled country. Deep in the woods you can find a half-buried wall or an ancient, overgrown homestead. Some say what ruins remain are haunted. |
| 4 | The boar-men are ruled by an ogre who weaves terrible spells and keeps his people in a state of suspended terror. He is known to ensorcel those who wander too far into the forest. Those who fall under his spell are never seen again. | 10 | The mountains to the northwest are full of evil! My grandma told me a story about my great-great-granduncle Fervis, who got lost there on a frigid, moonless night and took shelter in a lonely cabin. When his eyes adjusted to the shadows, he saw a strange man leering at him from another room, who tried to lure him in to talk, but my uncle did not trust him. First the stranger, then uncle Fervis, fell asleep. Come first light, Fervis woke and there was no hut! He was sleeping on a cliff's edge. One step toward the stranger, and he would have fallen to his death! |
| 5 | There are fairies in the forest who offer helpful advice and magical boons to those they will. | 11 | The most dangerous animals in the woods are the ravening wolf-packs, but they can be driven off with fire. |
| 6 | If you run across a fairy, do not be deceived by appearances. They are as cruel as they are beautiful. They are malicious, spiteful, treacherous, envious, and ruthless. | 12 | The wild animals of the Ilorin wood are ruled by a great gray elk. It will not harm you unless you have a dog, in which case, watch out! |





Limit of the Court of the Fairies

Leafwine River

Osmiri River



North



The Ilorin Wood

To Withgan

ADVENTURING IN THE ILORIN WOOD

WANDERING ENCOUNTERS

Roll a d6 as needed, and once for each watch of the night spent camping in the Ilorin, with an encounter occurring on a 1. If so, roll 1d6, adding +2 in the hills or mountains.

1d6	Encounter
1	Solitary fairy
2	Court of the Fairies
3	Wolf pack
4	The Great Elk
5	Baby brown bear
6	Crambo the poisoner (nighttime only)
7	Rock slide
8	Mountain goats

1 — Solitary fairy: (see *Wandering Fairy Table 1–2*) Where Elfland is close to the mortal realm, fairies occasionally suffer to be seen by mortals. Seelie faeries are generally kind, or at least do not wish mortals any specific harm, whereas unseelie fairies delight in causing suffering. Wandering fairies are 50% seelie and 50% unseelie.

Ilorin Wood Fairy: Init +1; Atk Knife (1d4); AC 11; HD 2d4; MV 20; ACT 1d20; SP curse, invisibility, charm person; SV Fort +2; Ref +2; Will +2 AL N.

All Ilorin Wood Fairies can bestow curse 1x/day (see DCC RPG Rulebook pg. 438), become invisible at will, and cast Charm Person 1x/day but never misfire or suffer corruption.

2 — Court of the Fairies: This wandering festival of seelie, trooping fairies will be heard within one hex of the party, allowing investigation. The Court does not venture farther than four hexes from the Leofwine River. The PCs will find 3d12+20 fairies playing pipes and drums, dancing and feasting, with King Throbus and Queen Bosrume lord-ing over the proceedings. The fairies will invite the PCs to join them. Unlike many solitary fairies encountered in the Ilorin wood, the Court views mortals with goodwill (as they understand it) and delights in having visitors.

Once a PC joins, they may not leave until morning, but they will depart refreshed as if they had enjoyed a night of sleep, though they whiled the night away in the fairies' bacchanal. Attempts to exit the festival and return to the woods will quickly double back, revealing that the PCs are trapped in a tiny pocket dimension only a few dozen yards in diameter.

- The fairy Twisk will teach one PC, chosen randomly, to cast *Runic Alphabet, Mortal* with a d16 spell check,

increasing to d20 if they later level as a Wizard or Elf (see wandering encounter 1, seelie fairy, for opportunity to choose rather than determine randomly).

- They will impart gifts of wine, food, and d100 silver pieces. The silver will be revealed as glamour-ed stones one day after the party leaves the Court.
- A PC who has spent a night at court and subsequently reaches 1st level as a wizard or elf may Patron Bond with the King of Elfland, if they have access to the spell.
- The fairies are fascinated to hear of the PC's exploits in battle, if they have been through any encounters. A crowd of fairies will ply the PCs for details of their bravery and martial prowess, and will later in the night put on a play in which the PCs are depicted as brutal, greedy invaders and murderers. The fairies will find this hilarious. Any PCs who take offense will be cursed by King Throbus for insolence, suffering a -1 to attack rolls for 7 days.
- If any PC draws a weapon or initiates violence at the Court, both the fairies and the Court will vanish, and henceforth all fairies encountered by the party will be unseelie.
- When the PCs depart on friendly terms, the fairies will insist that the PC with the lowest luck remain behind. If the party refuses, the fairies will not press the issue, but after departing, all the PCs will be cursed, suffering -1 Luck permanently, for taking advantage of the generosity of the fairies without giving anything in return. If a PC stays behind, they will join the revelry for one year of subjective time, but a century to the outside world, after which their luck score increases to a minimum of 10.
- If the players need replacement characters, the court may have tired of several guests, and are willing to send a few back to the mortal world with the PCs. These new PCs recall a year of debauched revelry. Their luck score is 2d5+8. They are from Withgan, but they joined the fairy court (or were abducted) a century ago.

3 — Wolf pack: The wolves of the Ilorin are most active at night. If this result is rolled during daytime, the judge may choose to have the pack track the party, waiting until night to fall upon them while encamped. They fear fire. The use of flaming branches or torches in combat forces a -4 to the pack's morale check, and any wolf injured with fire will break off combat immediately. A wolf pack which fails a morale check but has at least 3 unhurt members will track the party and wait for a vulnerable moment to renew the assault.

WANDERING FAIRY TABLE 1-2

Roll 3d6 in order

Appearance (d6)	Manifestation (d6)	Action (d6)	Seelie fairy boon	Unseelie fairy bane
1 Cherubic but improbably skinny toddler who subsists on a diet of flower petals and honeycombs	Discovered rifling through a PC's belongings	Offers to lead PCs to the Court of the Fairies	Gives advance knowledge to the PCs of the fairy Twisk, allowing the players to choose who learns Runic Alphabet, rather than selecting randomly	At the Court of the Fairies, accuses one PC of a crime, so that they are cursed by the Queen
2 Tiny man in a pointy green hat	Hails PCs' approach from tree branch	Tells of the strange dwarves who live at the mountain, describes the way to area 3-1	Demands PC tell a story about strange people in return	Recommends a fine meal from a generous, elderly dwarven couple, and demands to be fed immediately in exchange
3 Beautiful, conceited nymph in a diaphanous frock	Pops out from behind a tree	Leads the party to fruit trees	Trees provide 2 days worth of rations	Trees provide 2 days worth of rations, but the fruit attracts animals. On a 1, 2 or 3, roll d3+2 on the wandering encounter table
4 Tiny muttering crone with one big, unblinking eye	Appears among PCs and casually joins conversation	Mentions cabin in area 1-6	Tells of a cache of weapons beneath it.	Says it is a safe place to spend the night.
5 Reed-thin old man with rosacea and bushy eyebrows, smoking a pipe	Wandering, minstrel-style, with a lute	Wants to share pipe of hallucinogenic fungus	DC 11 Will save to gain permanent +1 to corruption rolls	DC 11 Will save or suffer minor corruption
6 Passionate, empathetic teenage boy with impossible eye color	Fades in from invisibility	Is tired of the solitary life and wishes to join the PCs on their quest (as 0-level elf)	Alignment is neutral, has short sword and a ring worth 10 gp	Alignment chaotic, has a riding-wolf

Wolves (3d4): Init +1; Atk bite +0 melee (1d3); AC 10; HD 1d8; hp 5; MV 40'; ACT 1d20; SV Fort +1; Ref +1; Will +1; AL N.

4 — The Great Elk: The animals of the Ilorin are ruled over by a lawful prime elk (see DCC RPG Rulebook pg. 382). It appears uncommonly majestic, with broad, mainly-pointed antlers and an unmistakable glint of intelligence in its eyes. It is not hostile to "two-legs" and will not initiate combat, but it reviles animal husbandry as rank enslavement. A PC with a pet or farm animal in tow will earn the Great Elk's instant enmity. It will approach the party without hostility, but its presence permanently alienates animals from all forms of subservience and captivity. Any animals under the control of PCs will immediately lash out at their previous owner once (as a surprise attack) before taking its place at the Great Elk's side. If the Great Elk is imperiled it will summon 2d4

deer and 1d3 bears (see encounter 5), who will arrive in one round and fight to the death to defend it. Lawful PCs who participate in killing the Great Elk will suffer a -1 Luck penalty. Chaotic PCs will gain a +1 Luck bonus.

The Great Elk: Init +2; Atk antlers +2 melee (1d6+2); AC 16; HD 3d8+6; hp 21; MV 40'; ACT 1d20; SP summon deer; SV Fort +3; Ref +2; Will +4; AL L.

Deer: Init +0; Atk hoof +0 melee (1d4); AC 12; HD 1d8; hp 5; MV 40'; ACT 1d20; SV Fort +1; Ref +2; Will +0; AL N.

5 — Baby brown bear: The party stumbles across an adorable baby brown bear, who is trotting down a hill toward them playfully. Mommy bear is just behind the ridgeline, and will emerge in 1 round after the baby bear reaches the PCs. If the PCs part for the baby bear, there is a 5 in 6 chance both

CONCERNING THE FAIRIES OF THE ILORIN

The fairies know the fondest desire and greatest enemy of anyone with whom they speak. They are covetous of possessions and will make surprisingly generous bargains to obtain an item of clothing or jewelry, usually offering gems in exchange; unseele fairies will offer valueless or even dangerous items. Fairies are either extraordinarily beautiful, irresistibly cute, or hideously ugly. They are supremely vain and will use their appearance to the maximum benefit. Unseelie fairies are spiteful, treacherous, and ruthless, whereas seelie fairies hold these qualities in abeyance unless they feel they are called for. All fairies lack mercy and pity, and find the suffering of others irrelevant if not amusing.

bears will pass quietly. Otherwise, the bears will attack. PCs with appropriate occupations will immediately recognize the value of the pelts, and may also attempt a DC 10 Skill check to realize that should the bears attack, if the PCs do not resist, but instead make noise, the bears must succeed at a morale check every round or break off combat. If the PCs kill the baby bear, mommy bear will fight to the death. The bear pelts are worth 5 gp and 25 gp, respectively.

Mommy bear: Init +2; Atk claw/claw/bite melee 2d16+1/1d20+1 (1d3/1d3/1d4); AC 14; HD 2d12+2; hp 14; MV 35; ACT 2d16/1d20; SV Fort +2; Ref +3; Will +1; AL N.

Baby bear: Init +0; Atk claw/claw/bite melee 2d14/1d16 (1d2/1d2/1d3); AC 14; HD 1d12+1; hp 7; MV 30; ACT 2d14/1d16; SV Fort +2; Ref +3; Will +1; AL N.

6 — Crambo the poisoner: The duergar Crambo roams the wilds of the Ilorin wood. He gives travelers a wide berth during the day, but woe betide those who overnight in his domain.

Crambo carries an ornate, skull-shaped censer of ancient dwarven make worth 50gp. He uses it to weave spells upon the unwary, burning desiccated toxic mosses upwind with necromantic incantations. If this encounter is rolled during daylight hours, wait for the PCs to camp. Waking PCs must beat his move silently roll to hear him, in which case they may investigate just as he lights his censer.

After Crambo lights his censer, an invisible miasma with the calming smell of damp earth and fallen leaves will cling close to the ground and waft through the camp, under Crambo's control. The miasma affects the PCs on Crambo's initiative. Have each player with more than 1 character randomly choose a PC, who will inhale the miasma and experience powerful hallucinations. PCs unaffected by the fumes will not be aware anything is amiss.

Each affected PC must succeed at a DC 12 Fortitude save, or suffer 1d3 Intelligence damage. Affected sleeping PCs will experience blissful dreams. Sleeping PCs who succeed at the save with a modified 20 wake up on their own. Sleeping PCs who have suffered intelligence damage from the miasma at any point must succeed at a DC 12 Will save to be woken up by others.





A PCs whose Intelligence is reduced to 0 dies. Intelligence lost to the poison recovers at the rate of 1 per turn. A PC whose Intelligence is reduced below 3 must succeed at a DC 10 Fortitude save, or one point of the Intelligence damage is permanent.

The miasma will become visible to PCs who have succeeded at their Fortitude save and woken up. PCs with infravision, or who are able to trace the miasma upwind, must succeed at a DC 10 survival check to spot the duergar's hiding place behind a fallen tree, 90' away. Note that PCs' occupation may call for a d10, rather than d20, for the survival check; only appropriate occupations such as hunter, trapper, or elven forester will allow a d20.

Crambo fights with both short sword and censer, filling the battlefield with a cloud of hallucinogenic neurotoxin, to which he is immune. Once Crambo is engaged in melee, the miasma will no longer reach the camp.

Crambo: Init +1; Atk short sword +1 melee (1d6) or sling +1 ranged (1d4) and censer; HD 2d8; hp 11; AC 13 (leather armor); MV 25; ACT 2d20; SP neurotoxin (all opponents DC 12 Fortitude save or lose next action); Move silently +5; SV Fort +2, Will +1, Ref +1; AL C.

7 — Rock slide: The duergar have set a trap on the path over the mountain. A section of the trail is littered with round colored stones, far too long to jump over, and beyond is a ruined pack. To all appearances this was dropped from a height and broke open, spillings its precious contents. At first glance the stones appear valuable, but they are merely

polished quartz. If the characters wish, it will require several rounds to gather stones and study them, and a DC 10 Skill check to realize they are worthless (note that PCs without a relevant occupation roll a d10 to appraise). While the PCs are busy with the stones, a hidden duergar several switchbacks above pushes pre-piled rocks down upon the PCs' heads. Choose up 2d3 PCs randomly who must succeed at a DC 10 Reflex save or suffer 1d3 damage. If a player specifies that they are watching for danger from above, allow them to roll a d24 on the Reflex save. A PC who fails their saving throw with a natural 1 slips on the polished quartz stones and tumbles down the mountain, landing on the switchback below and suffering 1d4-1 damage.

8 — Mountain goats: Mountain goats live throughout the mountain range of which Gundgathol is part. But the particular goats on this mountain have a long connection to the duergar, who have used them since time immemorial to protect their hidden dwelling. The goats are ensorcelled by the small statues found in the treasure hoard in area 3-1. If a PC already possesses the statues, the goats will crowd that PC affectionately. Otherwise, they will charge the PCs, attempting to drive them over the cliff.

Ensorcelled mountain goats (7): Init +1; Atk headbutt +0 (1d3); AC 10; HD 1d8; hp 4; MV 40'; ACT 1d20; SP headbutt (Attack at -2, DC 8 Reflex save or fall for 1d4-1 damage); SV Fort +1; Ref +0; Will +0; AL N.

PLAYER START

Area 1-1 — Good Hunting: *You have reached the deepest part of the forest used by your people. The air is cool, and the canopy is broken here and there to admit golden afternoon sunlight. A stone's throw up the north trail stands a wooden sign which reads "DANGER - go no further!" The edges of the sign are densely adorned with intricate, beautiful carvings and runes. To your left, the lowering sun reveals a herd of deer moving away from you, to the west.*

If any PCs approach the sign to examine or read the runes, they will be overcome by the fey enchantment in them, and must succeed at a DC 11 Will save or fall into a magical sleep until the next wandering encounter check (and any ensuing encounter) is over. There is an identical sign at 1-1b. A Wizard or Elf can use either sign to learn the spell Sleep, with the requisite study.

PCs with an appropriate occupation will recognize the deer herd as a hunting opportunity. On a successful DC 10 hunting skill check, a PC will take down a deer after a downhill chase ending near the Leofwine river at area 1-2. This is an ideal campsite, with a grassy hill overlooking the river. Be sure to describe the change in the forest as the party approaches the Leofwine (see below, Crossing the Leofwine).

Area 1-2 — Tolwol's border: *Reaching the edge of the Leofwine River, you see a muscular, stoutly built dwarf in dun raiment standing on the opposite bank. He glares at you with wrathful countenance, forearms bulging and hands curled into oversized fists. "You are trespassers in my domain, and any animals you have taken were my subjects. I myself live on a diet of mushrooms, tree nuts, and whortleberries." His rage quickly cools. "Though I am sovereign here, my home is modest. If you wish, a few of you may visit my homestead and receive provisions for the rest of your group." He extends his arm and in a ceremonious gesture and waves toward a number of your companions, enjoining them to cross to his side of the river.*

Tolwol is the duergar who ranges farthest from the mountain, tracking and killing those he finds in the wood. He has no intention of assisting the PCs, but rather seeks to draw a few away and massacre them. His angry performance, words, and gestures are a magical ritual. Four PCs, chosen at random, must make a DC 12 Will save or regard Tolwol as a trustworthy new ally, and will begin crossing the river. PCs who make their saving throw will see him as he is.

It will take 4-6 rounds for the charmed (or willing) PCs to make it across the river, depending on their speed. If the players try to prevent the charmed PCs from crossing, Tolwol may advance or use his sling to quickly murder a character before fleeing into the dense forest to the northwest. He is strong, quick, and familiar with the terrain. Have the lead PC chasing Tolwol make an opposed Stamina check to catch him, with the duergar rolling a d24+1 due to his ability bonus and great familiarity with the landscape.

Tolwol will not return if he flees the party, though if the Judge wishes he may become a long-term nemesis, undermining the party at every opportunity.

Tolwol: Init +1; Atk dagger +2 melee (1d4 +1) or sling +1 missile fire (1d4); HD 2d8; hp 13; AC 11; MV 25; ACT 1d20; SV Fort +2, Will +1, Ref +1; AL C.

Tolwol's dagger is an ancient dwarven masterpiece and is worth 50 gp to the right buyer. He wears leather armor which is suitable for a dwarf, and carries 3d6 cp and 2d6 sp.

Area 1-3: If the PCs did not stop at area 1-1, Tolwol will strike as the party passes through this area. He will hide, requiring a successful DC 20 Intelligence check for the lead character to see him, and will try to pick off the last character with his sling. He will then flee across the Leofwine, hoping to lead pursuers into one of the traps at 2-1.

Area 1-4: There is a sign at this intersection, pointing to the east, which says "Cotter's Farm." The sign is in uncanny good shape, being a malicious fairy "prank" intended to send the PCs into the clutches of the ghouls at area 1-5.

Area 1-5 — The Final Resting Place: *This tumbledown cabin appears to have once been a comfortable home. Decades of neglect have left it in a state of near collapse, with the roof full of small leaks and much of the interior partly exposed to the elements*

The cabin is built on a raised platform resting on boulders and earth. In fact, there are several points where rocks and loosely piled debris can be pushed aside to allow access to the area under the cabin.

Some of the cabin is still protected from the elements, and there is a fireplace and chimney that can be cleaned and rendered functional with a bit of labor. A large group could sleep comfortably on the cabin floor. There is nothing here of value.

Unfortunately for any PCs who decide to make this their resting place for the night, there is a group of ghouls who live underneath the cabin in a well-concealed pit, the cursed remnant of the last occupants of this now wild region. The ghouls have a dim memory of their former life. They resent intruders but still relish their living flesh.

If the PCs dig, they will expose the open space under the cabin. It is necessary for a PC to climb under the cabin to discover the pit, which at the top is only 5' across and ringed with debris for concealment. If a PC approaches the pit the ghouls will climb up and attempt to drag them in.

Once the PCs turn quiet for the night, the ghouls will assume they are asleep and will emerge from under the cabin from all four sides. A waking PC will have one chance to make a DC 8 Intelligence check to detect their approach. They may mistake the sound for a small animal burrowing under the house. Four ghouls will advance through doors and windows at all sides simultaneously, while three will remain inside the pit awaiting fresh meat.



Under the house, even before the rim of the pit, there are rusty but serviceable weapons belonging to past victims. 2 longswords, 2 short swords, 3 daggers, a sling, and a shield can be salvaged from the detritus. Inside the pit, if the PCs are willing to climb down and can defeat the ghouls, there are two suits of human and one dwarven sized chainmail buried under leaves and twigs.

Ghouls (7): Init +0; Atk bite +1 melee (1d3 plus paralysis) or claw +0 melee (1d3); AC 11; HD 1d6; hp 5; MV 30'; Act 1d20; SP undead traits, paralysis, infravision 60'; SV Fort +0, Ref +0, Will +0; AL C.

Area 1-6 — Boar-men and their pets: *As you move down the trail, six towering figures rise suddenly from the underbrush and surround the front of your column. Snorts and shaking branches in the underbrush indicate other potential threats just out of view. The biggest creature grunts out a greeting, somewhere between cloying and menace: "never see'd a group like yers in these woods - how 'bout a bite?" It extends a beclawed hand, its intentions unclear.*

The boar-men of the Ilorin fear and revere the duergar for their martial and magical prowess. They resent the Great Elk for stealing away many of their boars, and will offer to fete the PCs in their "cozy village" (area 1-8) if they bring them its head. The snorting and rustling in the brush is their herd of boars. They know they are too few to overpower the PCs and will avoid conflict. The boar-men wear filthy rags and carry clubs and sacks of 2d4 harmless garter snakes for snacking.

If the PCs ask the boar-men about the disappearances, they will insistently deny involvement and accuse the party of "anti-boarmanism," as the creatures term it.

If the PCs ask about dwarves in the woods, the boar-men will refuse to share any information out of fear, but will betray in their answers that they know of them.

If the PCs initiate combat the boar-men will flee, throwing snakes at the faces of their pursuers, who must succeed at either a DC 10 Reflex save to dodge, or a DC 10 Will save to ignore. In either case a failed save will result in the PC being delayed long enough to allow the boar-men to escape. Otherwise have the lead PC roll an opposed Stamina check to catch up to the fleeing boar-men. To successfully track the boar-men to their village is a DC 11 Intelligence check.

If a PC compliments the herd of boars, the boar-men will become misty and wax poetic (for boar-men) about the wonders of their sweet pets. They will offer a baby boar to a PC who will commit to "raising it right." Accepting this offer will loosen the boar-men's lips regarding the duergar, and may lead to an invitation to overnight in the village. The boar-men are in awe of the duergar's longevity and magic powers, but know them to be fearsome and murderous.

Boar-men (2d6): Init +0; Atk claw +1 melee (1d3) or club +0 melee (1d4); AC 11; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

Area 1-7 — Cozy village of the boar-men: The home of the boar-men is located in the shaded nothern lee of a

low ridge, where they inhabit crude lean-tos and a small, shallow cave, living in animalistic filth, and ruled over by the venerable "Grand Old Boar-Man". These strange humanoid hybrids exhibit extreme gender dimorphism, with the male boar-men considerably larger, more gregarious, and more aggressive than the sow-women. The sow-women will avoid both PCs and the festivities of the boar-men, focusing on discouraging any interest in the PCs on the part of the curious squeaker-kids.

There are fire pits and middens, and a cursory investigation will reveal a suspicious quantity of boar-man bones bearing signs of scorching and butchery. Nonetheless the boar-men are welcoming and strangely proud of their hovels, lovely sow-women, and adorable squeaker-kids. They will offer to host the PCs, and will celebrate willing visitors with games of chance, self-mutilation, and feats of strength. After a time,

ROLE-PLAYING THE BOAR-MEN

The boar-men are not intended to be played as "generic orcs". It makes little sense for such creatures to live so close to settled people without violence. Think "cloying but arrogant cannibal hippies". The boar-men are incapable of conceiving of the horrific nature of cannibalism. If confronted about it they will insist the slain is serving an important purpose, and to be eaten by one's fellows is a most dignified fate. If the PCs refuse to participate, the boar-men will take insult, sending the PCs away, with accusations of thanklessness and arrogance. If the PCs engage in a pitched battle, the boar-men will swarm the PCs while the Sow-women surround the melee on three sides, leaving an avenue of escape. After the 3rd PC death the boar-men will break off combat and allow the party to flee. If the PCs choose to fight on, the Sow-women will join the melee.

the excitement will reach a crescendo, at which point the boar-men will spontaneously choose the most appetizing partygoer (which may be a boar-man or a PC, as they do not discriminate: roll randomly), and fall upon them, intending to tear them apart and prepare them for the evening meal. Boar-man "victims" will not resist. The cannibals will expect the PCs to join, and will be surprised if they refuse or resist. Assuming the PCs do not flee or attack, the boar-men will expect them to join in the butchery, cooking, and consumption of the unfortunate one.

Boar-men (4d6): Init +0; Atk claw +1 melee (1d3) or club +0 melee (1d4); AC 11; HD 1d8; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

Sow-women (3d6): Init +0; Atk claw -1 melee (1d3); AC 11; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +1; AL N.

Squeaker-kids (6d6): Init -2; Atk none; AC 6; HD 1d4; MV 20'; Act 1d20; SV Fort -1, Ref -1, Will -2; AL N.



Area 1-8 — The Rotten Apple Orchard: In a clearing grows an unkempt orchard, with dozens of tall trees planted in neat rows. The limbs are heavy with fruit and the ground is littered with fallen apples.

The apples appear round and inviting at a distance, but actually they are all rotten, fermenting, and bloated. There is no harm if the PCs eat them. Hostile wolves, elk, or mountain goats offered the apples as a first combat action must succeed at a morale check or break off combat, satisfied with the offering. In evening or night time, there is a 2 in 6 chance

that 2d6 sow-women will visit at some point to forage their pets on the fallen apples. If the PCs have not yet encountered the boar-men in Area 1-6, they will respond similarly, but with more reticence and less menace. If the PCs have met the boar-men, they may be friendly, or flee, depending on the past actions of the party.

Sow-women (2d6): Init +0; Atk claw -1 melee (1d3); AC 11; HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +1; AL N.

CROSSING THE LEOFWINE



he Ilorin wood is a wild, ancient place. Though parts of the northern and eastern regions were once settled, the southwest, in the vales of the Leofwine River and beyond, is a fragment of the forest primeval. The canopy is in most places continuous, and where the light breaks through, sunbeams appear as misty, slanting golden pillars swirling with motes and dragonflies. The air is stuffy but sweet-smelling, and the trees are mossy and twisted. Colorful birds flit high in the boughs and the forest floor beside the trails is carpeted with bluebells. Here the veil between Elfland and the mortal realms is thin. At times the distant tinkling of fairy bells can be heard. The river itself is 30' wide and only 3' deep. PCs move at ¼ speed when crossing. The far bank is rocky and steep.

Areas 2-1 — Trapped Trailheads: The left bank of the Leofwine is a rocky rise, and just past the apex Tolwol has set a different trap at each trailhead to protect his retreat. If the lead character(s) fail a DC 10 Intelligence check they suffer the effect:

- Branches are matted over a shallow pit whose floor is jagged rocks. PCs who fail their intelligence check fall and suffer 1d3 damage. Survivors can climb out.
- An apparent foothold is set to give way, pitching the lead PC into a crag for 1d4 damage. Survivors cannot climb out. Assistance with a rope is required.
- A well-marked, easy, "false" trail leads to a nest of ad-ders, whereas the real trail swings around the danger.

Adders (1d3): Init +1; Atk bite +0 melee (1d3 + poison DC 10 Fort or -1 Stamina); HD 1d4; hp 2; AC 11; MV 15; ACT 1d20; SP Poison DC 5 Fortitude save the next morning or Stamina loss is permanent; SV Fort +0, Will -2, Ref +0; AL N.

FAIRY BOW

This is an ornately carved, dainty, miniature bow 1' high. It will only fire tiny, finely carved hawthorne flechettes for 1d3 damage. The flechettes cost 1 gp each and must be custom made, or require a DC 15 skill check and appropriate materials to create. There will be 3d6 remaining flechettes in the quiver. The bow's range is 25' and it hits unerringly. Every time the wielder is severely injured in battle (3 or fewer HP remaining) and fails a luck check, a fairy recovery specialist will appear with a similar but non-magical bow that does 1d3 damage, and open fire on the PC, with the aim of retrieving the fairy bow, after which the fairy will vanish. If the PCs defeat the fairy recovery specialist, the fairy bow is theirs to keep, though any other fairies encountered will be hostile to its wielder.

- A dead tree is perched precariously, and will collapse. Randomly choose three PCs, each of whom must succeed at a DC 10 Reflex save or suffer 1d3 damage.
- Sharpened metal spikes are driven into a plank hidden behind a tree root. The lead PC suffers 1 hp damage and be reduced to half movement rate for a full day.

Area 2-2 — The Fairy Archer: *The trail takes you through a hilly woodland. It is slow going over the steep, rocky trail. As you crest the latest of many rises, you see the next hillside has been elaborately terraced in miniature. The whole face has been painstakingly landscaped into a series of platforms, with walls of delicately arranged stones, and topped with moss, tiny shrubs, and flowers. The path ends in a curving "fortification" 2' high, near the top of the hill.*

The fairy archer appears as a slightly blue-skinned 2' tall girl, dressed in a shimmering gold tunic. She carries a tiny bow and has pink, glittering wings which can lift her at most 6' above the ground. She shouts in a comically high-pitched voice, insisting the PCs may not pass, but must turn back immediately. The moment a PC steps over or around the barrier, the fairy will attack. She targets the two closest characters each round. If the fairy is reduced to 0 hp her body will vanish, but the enchanted bow will be left behind, with a tiny quiver of 3d6 arrows. Behind her "fortress" is her hoard: 45 sp, a gold ring (20 gp), and a jeweled necklace (10 gp), and the Magic Ointment.

MAGIC OINTMENT

A small clay bowl with a beeswax-sealed lid and the inscription "With One Eye Open", this vessel contains 3d6 doses. Applied to one eyelid, it allows the wearer to see invisible creatures within 60' for one turn. If applied to both eyelids the wearer must also succeed at a DC 5 Will save or turn permanently, subtly transparent.

Fairy archer: Init +4; Atk fairy bow missile fire (automatic hit, 1d3); HD 3d4; hp 8; AC 13; MV 15' or fly 20'; ACT 2d20; SV Fort -1, Will +1, Ref +2; AL C.

Area 2-3 — The Fairy Mere: *The breeze picks up and you hear the sound of a crashing water. Ahead the trail ends at a shimmering pond, fed by a waterfall, which is shrouded in silvery mist. You hear clear laughter, almost like ringing bells.*

A group of invisible fairies is bathing in the cool waters. If the PCs do not alert them of their approach, either by immediately going silent, or a successful DC 10 Agility check when sneaking closer, they will have an opportunity to roll on the fairy eavesdropping table on the next page.



If the fairies become aware of the PCs' approach they will be still and silent, allowing the party to pass around the pond and across the bridge. However if any PCs have applied the magic ointment, the fairies will point at them and buzz.

Bumblebees will then emerge from a hidden nest and attack any eyes that have seen the fairies. Targets must make a DC 15 Reflex save to avoid being stung; if they fail, they must make a DC 10 Fortitude save or be blinded in one eye, permanently reducing agility by 1. The fairies will not engage in melee combat, and will flee into the waterfall, a portal to Elfland only they can traverse, if the PCs approach.

1d5 Fairy Eavesdropping Table 1-3

- 1 Hear a fairy sing an enchanting melody that grants a temporary +1 bonus to Personality checks. DC 8 Intelligence check to commit it to memory.
- 2 Learn the present location of the Court of the Fairies and overhear useful gossip. If a PC is to be cursed by the King of Queen, allow a Luck check to employ gossip to avoid or displace the penalty.

- 3 Imparted with fairy fungus lore! PC learns how to identify a hallucinogenic fungus with magical properties which only grows in the vale of the Leafwine. Can be consumed with the effects described in wandering encounter table 1-2, or can be used to grant an additional +2 to a spell check when accepting automatic corruption (DCC RPG Core Rulebook pg. 126).
- 4 Pre-roll on the wandering fairy table 1-1. The PCs learn whether certain fairy is seelie or unseelie. If there is a wandering fairy encounter, 50% chance the PCs run across this particular fairy.
- 5 The location of a distant fairy-mound is revealed! This is a great adventure seed for Dungeon Crawl Classics #97: *The Queen of Elfland's Son*.

Area 2-4 — The Spider blessing: *You stand at the edge of a circular clearing 120' across. Within, there is a 60' wide grove of mighty, ancient trees, now dead. They are shrouded in spider webs. At the heart of the grove you see an altar, barely visible through the haze of webs.*

Here the fairies make offerings to the demon queen of the spiders, and thereby keep spiders in their ancient wood at



bay and concentrated in this one location. There are tiny pieces of fairy jewelry, cutlery, an axe head, clay pipes, and smooth quartz stones, as well as 4d6 cp, and 4d6 sp on the altar. All metal items are made of bronze rather than iron and are each worth 1d5 sp. The spiders above will not harm the PCs unless their webs are disturbed.

The path to the altar through the thickly webbed boughs is winding and shadowed. Any PC who wishes to navigate to the altar must succeed at a Luck check or stumble into the branches and webs and be bitten by dozens of spiders. PCs with infravision may roll a d16 rather than a d20 for the Luck check. Those who fail the Luck check must succeed at a further DC 8 Fortitude save to escape, or die from a multitude of poisonous spider bites.

PCs foolish enough to bring a torch into the trees or light a fire near the altar must succeed at a DC 5 Reflex save every

round to avoid grazing it against protruding twigs and lighting the trees on fire. The entire grove ignites in a moment, billowing choking smoke and raining hot debris on any unfortunate PCs stuck inside, who suffer 1d3-1 damage per round. It takes 3 rounds to get to the center of the grove (or to escape), and 1 round to make (or steal) an offering.

The first PC to make an offering, even 1 cp, will gain the spiders' blessing: a permanent +1 Luck and immunity to spider poison. Any PC stealing an offering will suffer -1 Luck. An elf or wizard may use the altar as a location of power to patron bond with the demon queen of spiders, gaining a +1 to the spell check.

If the party burns the grove, all will suffer a curse at the hands of the demon queen of spiders and suffer -1 Luck. This curse can be lifted by completing a quest for the demon queen, at the discretion of the Judge.

APPROACHING THE MOUNTAIN RANGE



At the approach to the mountain range, the forest is thick and does not admit a view until the PCs have marched up a steep rise. Suddenly the forest breaks and the mountain looms, so close as to obscure the rest of the chain beyond it. The sun reflects brightly off the cliffs and a cold wind blows in the PCs' faces hard enough to make their eyes tear. The trail passes up an incline and then veers to the left, the first of many switchbacks that lead to the summit and beyond.

Area 3-1 — Out of the frying-pan, into the cauldron: *You come to a leveled clearing with a semicircle of weathered wooden benches and large fire pit. Behind the fire pit is a small cave entrance, and a waterfall rushing down to a silver pond. An elderly dwarven couple bicker over the task of cooking a cauldron of stew, oblivious to your approach. They address one another as "Munko" and "Tiggle," respectively. Two younger couples, one dwarven and one human, sit around the fire pit, savoring trenchers of stew.*

Daddy Munko and Mama Tiggle live in a cave near the root of the mountain. They feign hospitality to passersby, but in fact they poison and murder whomever they can, feeding the dead to their ferocious, overgrown boy, Dixy. They use illusions to deceive visitors. When the PCs approach, the duergar will have already conjured illusory guests who appear to sit around their cauldron enjoying a meal. These illusions will pretend to have full mouths, because the duergar illusions cannot create sound, and the sound of the waterfall will plausibly overwhelm other sounds, further enhancing the illusory effect.

When the PCs approach the duergar will invite them to eat, motioning to the benches around the cauldron. They will begin ladling stew into bowls and passing it out to the party. Tiggle will talk about "her sweet little boy", about whom

she worries "in these dangerous parts." Munko will make a show of tasting from his bowl, and he will refute Tiggle's accusations about his cooking playfully.

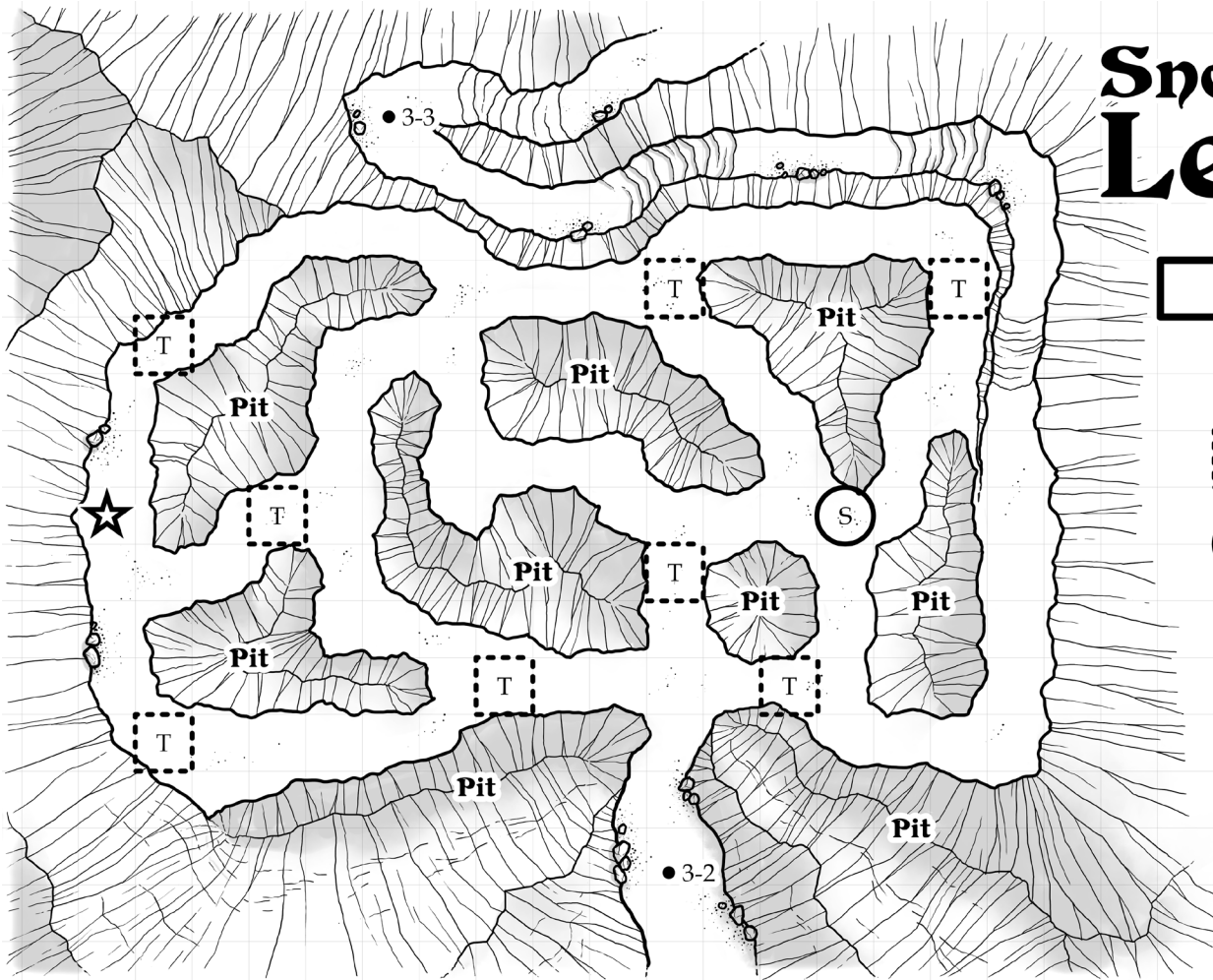
All of this is, of course, a trick. Both Munko and Tiggle's bowls were ladled out before Tiggle added a paralytic poison to the cauldron. PCs who eat must make a DC 12 Fortitude save or become paralysed for 1 hour. The duergar will make small talk until the PCs start to drop, after which they will call for "little Dixy" to come help their guests.

Should the PCs become suspicious and refuse to eat, interact too much with the illusory guests, or become otherwise hostile, the duergar will attack. Munko will kick over the hot cauldron and Tiggle will shovel coals at the PCs as she shouts for Dixy. The 6 PCs nearest the cauldron must make a DC 8 Reflex save suffer 1d3 scalding damage from the hot stew and coals.

Dixy emerges from the cave at the beginning of the second round of combat. He is over 6' tall with exaggerated dwarven proportions and especially enormous hands and forearms, and fights with bare fists, which inflict only subdual damage (PCs reduced to 0 HP are knocked unconscious). On a roll of 3+ on his deed die Dixy will stuff a PC into the scalding hot cauldron. Cauldron-stuffed PCs may make a DC 10 Agility check to escape on their next action. Unconscious cauldron-stuffed PCs will come to at the beginning of their next round.

At the end of each round all PCs inside the cauldron take 1 hp of damage. Dixy can stuff up to 3 people into the cauldron. If there are 2 PCs in the cauldron, the Agility check to escape is made with a d24. If there are 3 PCs in the cauldron, the Agility check to escape is made with a d30.

Snobart's Ledge



□ 5 feet

Legend



Trap

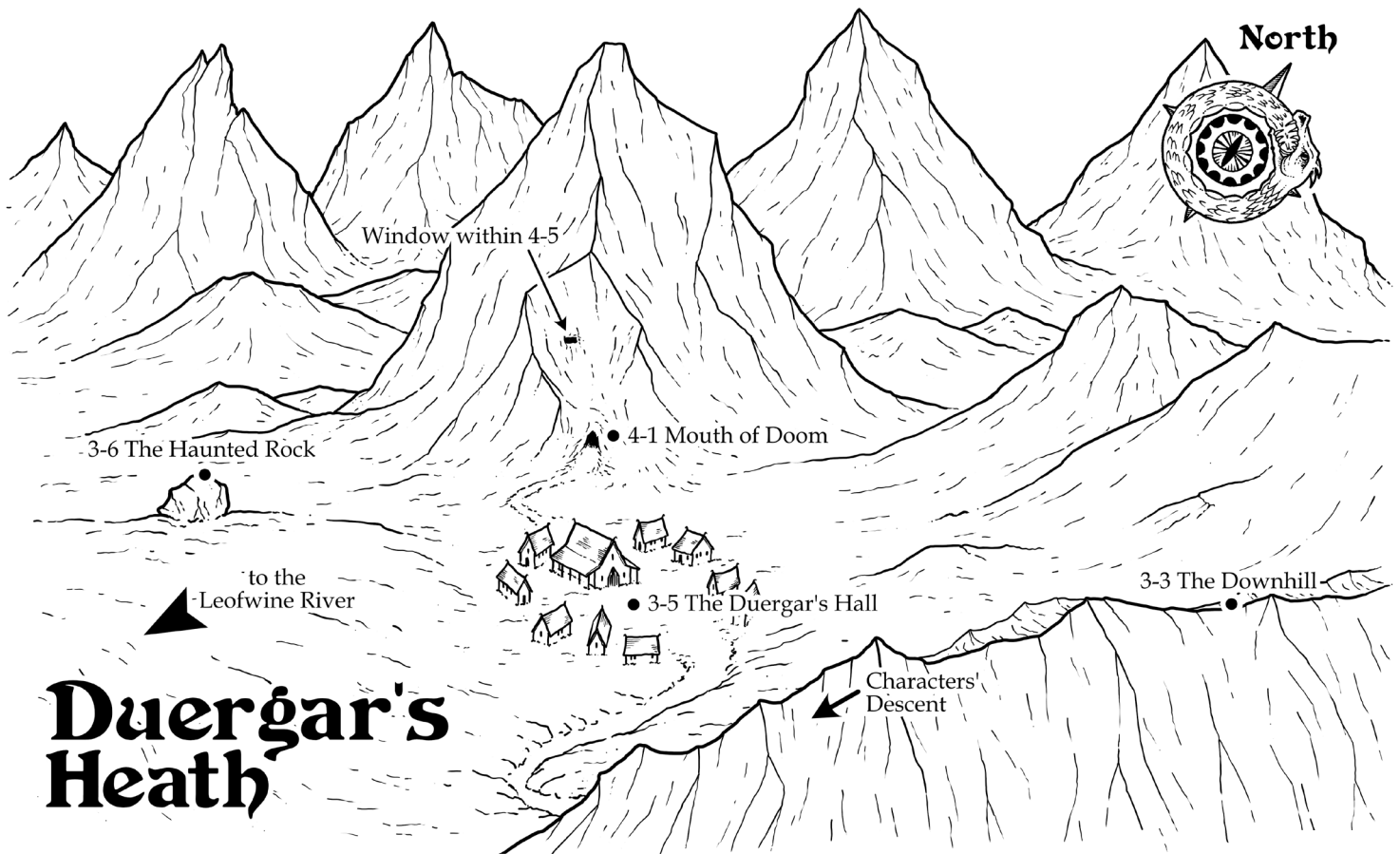


Snobart's Starting Position



Snobart's Home

North



Duergar's Heath

Munko and Tiggie: Init +1; Atk fireprod or ember-shovel +0 melee (1d4); HD 2d10; hp 10, 8; AC 10; MV 25; ACT 1d20; SV Fort +2, Will +1, Ref +1; AL C.

Dixy: Init +3; Atk unarmed +1d4 deed die melee (1d3 subdual damage + mighty deed cauldron-stuffing); HD 2d10; hp 12; AC 12; MV 30; ACT 2d20+1d4 deed die; SV Fort +2, Will +1, R +1; AL C.

Both Tiggie and Munko carry 3d6 sp. Tiggie carries the key to a small ornate chest in the cave. The chest itself is worth 25 gp, and inside of it are 180 cp, 55 sp, 15 gp, and a set of 7 tiny, finely carved statues of goats. The statues carry an ancient, fading chaos-dweomer which makes their bearer love cliffs and high places, and are useful if the ensorcelled mountain goats wandering encounter is rolled. Any lawful character will instantly recognize their subtle malevolence. Dixy wears hide armor suitable for wear by a human PC. If the party is in need of replacement 0-level characters, the cave is an excellent opportunity to have them rescue captives.

Area 3-2 — Snobart's Ledge: *The steep, hazardous trail to the summit levels off and leaves the windy south face behind. The lowering sky turns a steely gray. New cliffs rise on either side as the trail passes through a narrow defile. As the path fades into a dense fog you hear a muttering, remorseful voice. "Munko and Tiggie should not do as they have. There are too few of us left. Best to get along with the tall folk. I mean ye no harm."*

The north face of the mountain looms over a high ledge broken up by deep crags. This windswept, roughly 80' by 50' area is home to Snobart of the duergar. A honey-tongued murderer, Snobart loves to mislead travelers, tricking them into falling to their deaths. Visibility is limited to 10' due to a permanent fog which is of Snobart's conjuring. Unlike his victims, Snobart is able to see through the fog, and navigate the narrow paths at his normal speed of 25', whereas PCs must move at half speed to avoid the risk of falling.

PCs who try to move at normal speed must make a DC 5 Agility check each round or tumble into a crag (1d3 falling damage, and the PC comes to rest 10' below in a pile of scree and human bones). At each point marked "T", the rock is loose and the first PC who crosses will need to make the aforementioned Agility check no matter how slow they move. Snobart knows where all these traps are and is able to bypass them at his normal speed.

Snobart will make his presence known after the last PC passes through the defile. He will attempt to convince the PCs that he wishes them well and despises his fellow duergar. He will offer to guide the PCs to the safety of the valley below. He will refuse to show himself, claiming to be ashamed of his ugliness and afraid of the PCs, but will move about the maze like-paths along the crags just out of vision. Snobart will try to string the PCs along, pretending to guide them to safety but actually recommending paths that lead pit-traps. Tracking Snobart by the sound of his voice is difficult. Sound echoes among the cliffs and is caught up in the wind. A DC 8 Intelligence check is required to determine Snobart's general direction. If he realizes he has been discovered, he will move to a new location.

After the PCs realize Snobart is no ally (which they may assume immediately) he will begin pelting the closest character with stones - one per round. As the PCs advance, Snobart will retreat toward his home, all the while trying to pick off PCs with stones.

If the PCs discover the stairway down and attempt to bypass Snobart, he will bombard them as they pass below. Choose up 2d3 PCs randomly who must succeed at a DC 10 Reflex save or suffer 1d3 damage. A PC who fails their saving throw with a natural 1 falls down the mountain, landing on the switchback below and suffering 1d6 damage.

Note: During playtesting, this was an especially complex encounter. Draw the map out for the players as they move, out to a distance of 10'. They will likely be moving 2-3 squares per round unless they are willing to risk falling. The players may wish to split up - don't discourage them! They will run into traps more quickly, but they will eventually corner Snobart, which will be a satisfying victory.

Snobart: Init +1; Atk Stone +2 missile fire (20' range; 1 hp damage) or Stone club +1 melee (1d4+1); HD 2d8; hp 8; AC 12; MV 20; ACT 1d20; SP fog cloud, echoes; SV Fort +2; Ref +2; Will +0 AL C.

Snobart wears a silver ring, inlaid with tiny yellow citrines, which grants its wearer +1 to attacks with thrown weapons.

Area 3-3 — The Downhill: *After you take only a few steps downhill, the fog clears, and you can see down into a secluded valley. There is a small circle of huts below. You can now see the mountain you are on is but the first in a great range marching off into the northwest. Perhaps 100' above the floor of the valley you can see an opening in the side of the second mountain, now before you. It appears to be hewn into the rock, rather than a natural cave. At the root of the mountain, opposite the huts, there is a carelessly plastered-over area that must have been an entrance, before it was sealed off.*

Be sure to roll for wandering monsters during the descent. The trip down to the valley will require an hour of careful treading.

Area 3-4 — The Duergar's heath: *You descend into a secluded valley between the tall mountains. On both your left and right are high, overgrown ridges. This place is geographically fortunate: inaccessible, remote, and fertile.*

The hidden home of the duergar is a vale two hundred yards across. The ground is thick with yellow flowering shrubs with sharp spines, forcing the PCs to stay to narrow paths. There is a mostly-abandoned hamlet in which the diminished population of duergar live. If the PCs approach them, the adult duergar will attack, though they will surrender if the battle turns ill for them, to save their children. If allowed the chance, they will throw themselves at the mercy of any humans, elves, or halflings in the party, certain that any dwarves present intend to massacre them.

Duergar adult villagers (8): Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; hp 2; MV 20'; ACT 1d20; SV Fort -1; Ref -2; Will -2; AL N.

Duergar children (20): Init -3; Atk rock -2 melee (1 dmg); AC 7; HD 1d4; hp 1; MV 15'; ACT 1d20; SV Fort -2; Ref -2; Will -4; AL N.

Area 3-5 — The Duergar's Hall: The duergar gather for communal meals in this building. From the outside it looks dilapidated and tumbledown, but on the inside it is ornate and well-cared for. If the PCs have received the surrender of the villagers, and inquire about the hall, they will be welcomed in with some trepidation.

There are two fine candelabra in the hall worth 10 gp each, as well as a vast collection of 140 silver cups worth 3d5 sp each. At the back of the duergar's hall is a barred door which opens to a well-stocked, immaculately clean kitchen and larder. Plate stored here is worth a further 180 gp. At the back of the larder is a locked trapdoor to what the duergar will call dismissively, the "root cellar". In this expansive basement, along with pickled vegetables, fruit, and nuts, is another barred door leading to a small underground dwelling.

The kitchen, larder, and apartment emit a faint dweomer which grants the dubious benefit of preventing aging. Herein, a scullery-girl named Haeftne has been long imprisoned. She appears to be around 14 but has been enslaved by the duergar for a further 80 years, putting her at nearly a century old. Since everyone she knew is gone, she will gladly join the PCs. Though small, her long years of servitude have granted her surprising resilience. Haeftne joins the party as a 0-level PC with three occupations owing to her decades of servitude: miller/baker, mushroom farmer, and indentured servant.

Haeftne: Init +0; Str 6; Agi 11; Sta 12; Int 13; Per 13; Luc 10; AC 9; HD 1d4; hp 2; MV 30'; ACT 1d20; SP two-weapon fighting with copper pan and paring knife as Halfling; SV Fort +0; Ref +0; Will +1; XP 5; AL N.

Area 3-6 — The Haunted Rock: A stone's throw from the hamlet is a massive, half buried stone. At sundown, a quiet, distant knocking sound can be heard throughout the valley. Until midnight, it becomes gradually louder, and a young dwarven woman's ghost slowly materializes sitting

atop the stone, banging on it with a spectral hammer. The ghost and the sound of its hammer will fade shortly before sunrise. The ghost will not acknowledge anyone or respond to external stimuli. If it is successfully turned it will vanish for a short time, after which it will return as before. If a PC makes persistent efforts to communicate with the ghost, it will make eye contact. The PC or PCs who were so insistent will receive a glimpse of their own death, innards torn out by giant vultures.

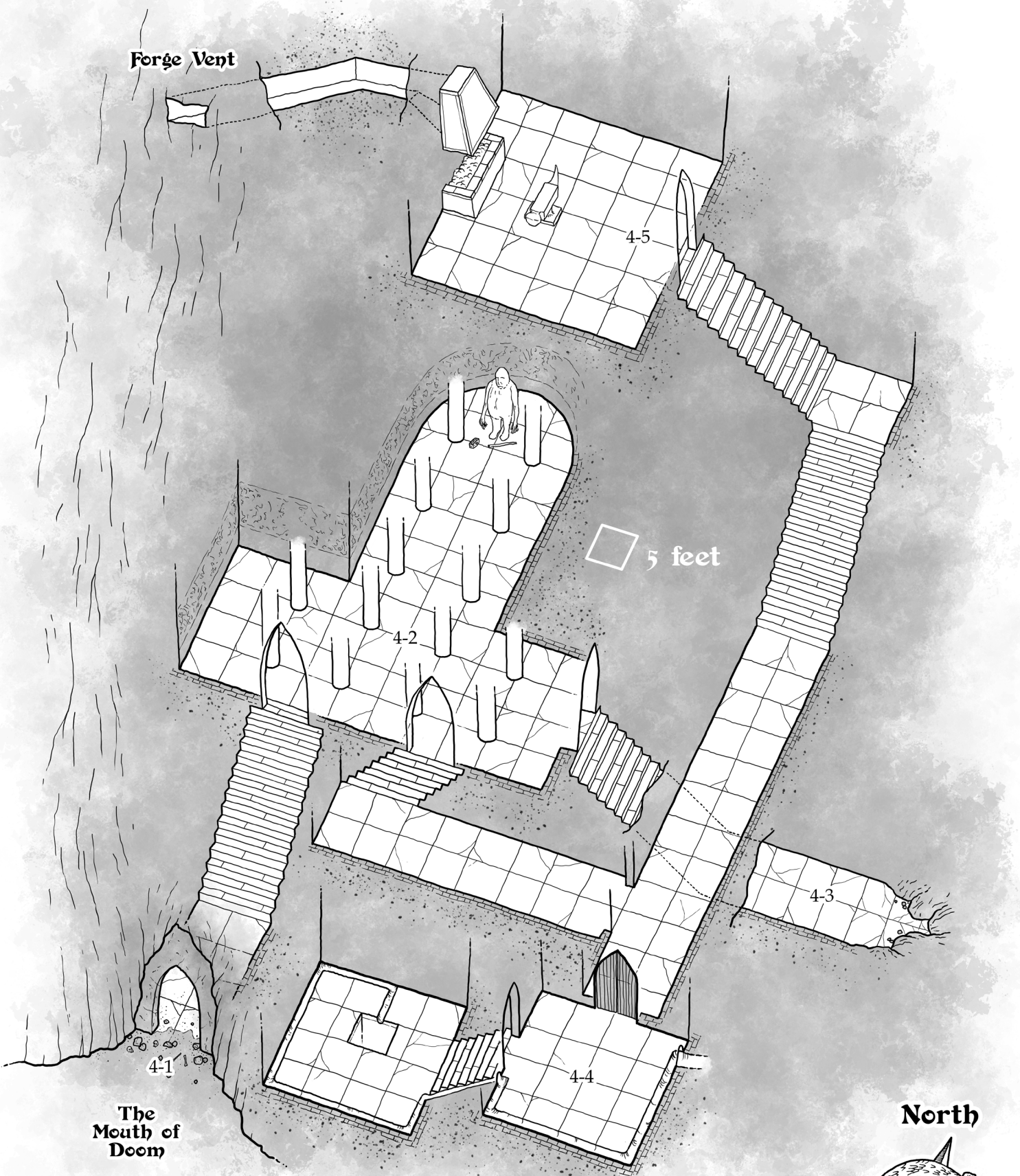
There is an ancient dwarven treasure buried beneath the stone. If the PCs propose a plausible way to move the stone, it will take 24 hours of labor to accomplish. Buried beneath it in the hollow in which the stone rested are six urns which contain a total of 300 gp, 500 sp, and 100 cp, all of which bear the markings of the mint of Gundgathol: a hammer, a drop of water, and a building nested inside a mountain.

Area 4-1 — The mouth of doom: *You stand before what was clearly once a broad-hewn portal into the mountain, ten feet wide and six feet high. It is completely sealed with dried mud. The seal is not continuous, but rather consists of different sections of varying color and consistency. Here and there, fragments of skull and bone protrude.*

This is the former entrance to the first hall of Gundgathol. The Duergar have been burying the bodies of their victims here, blocking access to the ancient holdfast. A curse lays upon those so entombed, and their souls are trapped in their mouldering bones. They bitterly hate the living and ache for vengeance and rest, but the dried mud holds them suspended in time.

If the PCs begin to exhume the bones or dig around them, a general collapse will quickly ensue, as the souls of those buried will sense their moment and strain to escape. Dried earth and the dust of aeons will pour forth from the mouth of doom, as 3d6 skeletons burst free each round. But their bones are old and the dweomer weary, and they will disintegrate as they struggle free and charge the PCs. As long as the PCs flee before them, they will witness the skeletons collapse to dust, their final act in undeath serving to reopen the portal





Forge Vent

4-5

5 feet

4-2

4-3

4-1

4-4

The Mouth of Doom

North



Gundgathol

to Gundgathol. Each attacking skeleton must succeed at a DC 10 Fort save or crumble to dust at the end of each round. As long as the PCs flee before them, they will witness the skeletons collapse to dust, their final act in undeath serving to reopen the portal to Gundgathol.

Dust skeletons (60): Init -2; Atk claw -3 melee (1d3-1); AC 7; HD 1d4; hp 1; MV 15'; ACT 1d20; SV Fort -3; Ref -3; Will +0; AL N.

Area 4-2 — The Upper Hall: It is utterly dark in the ruins of Gundgathol. The echo of footfalls hint at a vast hall, and light sources seem swallowed in the immense void. The walls are covered on all sides with mural sculpture running in a continuous horizontal band, from waist height upwards to 10', which tells the history of the holdfast. Minute details are still clearly visible, here and there obscured by dust and cobwebs easily brushed off.

At the farthest point from the stairs stands the ancient guardian of Gundgathol, too decrepit to recognize friend from foe, greatly weakened by the passing centuries. Its proportions are those of a dwarf with elongated arms and legs, its flesh a cured leather carapace, filled with the dust of its mummified organs. When the PCs torchlight reflects off its dessicated husk, it will attack. Slashing weapon "wounds" open yawning rends in its enchanted skin, granting it an out-of-initiative dust cloud counterattack immediately after it suffers damage (DC 10 Ref save or coughing fit for 1d4 rounds). When destroyed, the head will burst, expelling 1000-year old decayed brain-dust, forcing all within 20' to succeed at a DC 10 Ref save or hallucinate for 1d4 rounds. The hallucinations induced by the sentinel's brain-dust are terrifying visions of a hopeless, panicked flight through tunnels flooding with foul water, finally waking at the moment of drowning in the mire. The sentinel wields a now-broken warhammer, the head of which is solid mithril incised with sigils of Gundgathol and worth 20 gp. Though it lay useless at the feet of the sentinel it can be refashioned into a heavy warhammer (two-handed weapon, dmg. 1d10) at a cost of only 2 gp for a replacement handle. With cautious handling (DC 8 Agility check) 2d4 doses each of organ and brain dust can be collected. Organ dust can be blown into the faces of opponents in combat (DC 10 Reflex save or coughing fit for 1d4 rounds) or can be used as material components which contribute +2 to spell checks for Choking Cloud or Color Spray. Brain dust can be snuffed for a +2 to spell checks for Comprehend Languages, Read Magic, ESP or Forget.

From the immediate left of the stairway begin a series of six complex friezes depicting struggles, heroes, battles, victories, and great projects of the founders and lords of Gundgathol. They wrap around the entire hall, ending again at the right side of the stair:

- 1) A bloody defeat in a fierce battle between dwarves and a great host of vile humanoids with misshapen bodies, bearing multiple extra limbs or heads.
- 2) A clan of dwarves wandering through mountains and tundra, fighting fell beasts and struggling against the hostile elements.

- 3) The discovery of the mountain chain and the selection of the penultimate southeastern peak for a great delve.
- 4) Offerings made by a crowd of dwarves, elves, and men to beings of power, one clearly a spirit of the earth, another of water.
- 5) A great dwarven lord on a throne, attended by a court of functionaries and done obeisance by a series of petitioners, with the symbols of Gundgathol prominently displayed: a hammer, a drop of water, and a building nested inside a mountain.
- 6) The forging of armor, weapons, and great works of beauty and power, culminating in the fashioning of a hammer of renown, wielded by a heroic figure.

Dwarven sentinel: Init -1; Atk warhammer handle +1 melee (1d4); AC 13; HD 2; hp 18; MV 30'; ACT 1d20; SP dust cloud counterattack, death throes; SV Fort +1; Ref -1; Will +0; AL N.

Area 4-3 — Boulder Filled Passage: Large, heavy stones have been deliberately placed here in order to seal off this tunnel. It will take three days for a crew of four to clear the passage and open a way large enough for a human or dwarf to pass through into the area beyond. This tunnel was sealed deliberately by the last remnant of the great dwarven delve of Gundgathol. If the PCs resolve to clear it, they will eventually discover the silent, brooding ruin of a once-thriving dwarven city in the mountain.

Area 4-4 — Ablution Chamber: A 1' wide channel runs along the perimeter of this chamber. In the upper portion of the chamber there are basins along the walls for washing, and downstairs, a communal lavatory. The channel descends beside the stairway, ultimately circling the lower chamber and terminating at a latrine-pit 4' square and 15' deep. The channel is dry and full of dust and debris, but the pit is clear. The channel starts at the north wall, where a pipe and lift gate, now silted, once fed the ablution chamber from a tarn near the summit of the mountain.

At the bottom of the latrine-pit lives a primeval gray ooze which has detected the vibrations from the PCs' footfalls. It will be prepared for this opportunity to sate its hunger of eons, snaking two pseudopods up the side of the pit. When PCs approach the pit it will attack.

PCs hit by a pseudopod take no damage, but must succeed at a DC 12 Reflex save or be slimed. The slime will spread over flesh, seeking an orifice or wound to enter (Luck check each round after sliming to delay). Once the slime enters the body, the PC must succeed at a DC 15 Fortitude save or collapse, rising within d4 rounds as an ooze-thrall. Application of night soil will instantly destroy the slime, and will also do 1d4 HP damage to the ooze if dropped into the pit. If an ooze-thrall is overpowered and force-fed night soil it must succeed at a DC 15 Fortitude save or be destroyed. If an ooze-thrall is destroyed in this manner, the PC may make a "rolling the body" check, with success indicating the character recovers from ooze-thalldom.

Ooze-thralls will attempt to throw their former companions into the pit (resolve via opposed Strength check). PCs thrown into the pit may attempt a DC 15 Reflex save to wedge their limbs against the sides of the pit and avoid hitting the bottom.

PCs who land at the bottom of the pit will not take immediate damage, however they will start sinking into the ooze, which will pull them downward and attempt to drown them. PCs must succeed at a DC 8 Fortitude save each round to remain afloat. If they succeed at a two consecutive Fortitude checks they can extricate themselves from the ooze and begin climbing out of the pit. Climbing out of the pit requires two consecutive rounds of successful DC 5 Climb checks. A modified roll of 1 or lower indicates the PC accidentally touched a pseudopod and is automatically slimed. The ooze will ignore PCs climbing out of the pit, preferring to create ooze-thralls who can threaten other PCs, unless no one else is available.

Primeval ooze: Init (always last); Atk pseudopod +4 melee (no damage); AC 10; HD 2d8, HP 10; MV 5', climb 5'; Act 2d20; SP create slime-thrall, immune to fire and physical attacks, nightsoil vulnerability; SV Fort +6, Ref -8, Will -6, AL N.

Ooze-thrall: Init +0; Atk none; AC 10 or as equipped; HD 3d6; MV 30; SP immune to sleep and charm; SV Fort +4, Ref +0, Will -2; AL N.

Area 4-5 — Wake of Vultures / The Haunted Forge:

Here at last is the lost Forge of the Artificers of Gundgathol. Its treasures long looted, it is now home to a wake of vultures,

corpse-fed for generations by the duergar and inured to consuming human flesh. The anvil radiates powerful magic, and is covered by a centuries-deep layer of dust. The ghost of Shathur, last artificer of Gundgathol, is bound to the anvil, most of the time invisible, incorporeal, and insensate. Intruders will rouse him within 2d4 rounds. The vultures will attack the PCs the moment they enter the room. PCs who saw the glimpse of their own death at the haunted rock will suffer -2 to all rolls during this encounter.

Shathur will appear astride the anvil. The moment he appears, all PCs must succeed on a DC12 Will save or flee in terror. The fear effect lasts d4 rounds. If any PCs flee, at least one vulture will break off the battle and give chase, attacking each round at +1d against the PCs, who will be helpless until the fear effect wears off.

If the PCs are able to overcome the vultures, Shathur will speak. His voice booms in deep registers, as much felt in the chest as heard, like giant pipes playing deep within the mountain, echoing through the very living rock. He will ask whether the PCs defeated the duergar, and will delight in hearing their exploits against them.

Vultures (6): Init +0; Atk beak melee (1d3); AC 11; HD 2d4+2; hp 6; MV 35; ACT 1d20; SP eye pluck on crit (DC 5 Fort save); SV Fort +1; Ref -1; Will +0; AL N.



ENDING THE ADVENTURE

Shathur remained aeons in undeath to pass on his magic. He will offer to train any number of dwarven PCs, who may level as Dwarven Artificers. If a dwarf is already 1st level, offer the player the option to change class, but reduce XP back to 10. Shathur will also teach spells to PCs who level as Wizards or Elves. He will do this single-mindedly and will not answer unrelated questions or take any other action. Shathur will tell the PCs nothing about his life, the fall of Gundgathol, or the duergar. After completing his task, he will go to his final rest, dissolving into the ether, content at having passed on his knowledge. All PCs will gain +1 Luck for putting Shathur to rest.

If the PCs accept the surrender of the duergar villagers at 3-4, they will learn that it is duergar culture and belief that animates their hostility. Though they are phenotypically unusual, being taller and having larger extremities than most dwarves, they are not inherently evil or destructive. The Judge may wish to include the challenges of re-integrating the duergar “civilians” into mainstream dwarven society in future adventures.

The upper halls of Gundgathol are the PCs’ to command. They may wish to make it their new home base. If they clear the closed tunnel (or it is breached from the other side) at 4-3 they will discover the terrible secrets of the Dead City of Gundgathol, intended for future publication.

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APPENDIX A: DWARVEN ARTIFICER



You stand bravely beside your fellows in defense of your holdfasts, or delve for treasures and glory, but your passion for smithing, stonework, and artwork has led you to the ancient magics of your people. A master dwarven artificer can create items of surpassing beauty and extraordinary power, and can wield them with devastating effect.

Hit points: A dwarven artificer gains 1d7 hit points at each level.

Weapon training: Dwarven artificers retain all the weapon proficiencies of their people. They are trained with battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A dwarven artificer is also trained in these missile weapons: crossbow, javelin, shortbow, and sling. A dwarven artificer may wear any type of armor, but they rarely do, as it inhibits their spellcasting.

Alignment: Lawful dwarven artificers might study under the master artificer of their people and dedicate their lives to the glory of their holdfast. A neutral artificer might rise to great heights under a wealthy worldly patron, sovereign, or warlord. Chaotic dwarven artificers are the stuff of infamy: mad, ruthless traitors muttering blasphemous invocations in service of demonic powers.

SPECIAL TRAITS

Artificing: Dwarven artificers may make an artificer check, similar to a skill check, to create items, weapons, armor, or works of art, with a 1d20. A forge, workshop, or other location appropriate to the task; tools and materials; and long periods of focus are required. Much like spell checks, artificer checks can be enhanced, similar to Ritualized Magic (pg. 124). Circle of artificers, locations of power, rare ingredients, taking on dwarven madness, or extra duration may be employed to modify the result at the judge's discretion.

A DC 5 artificing task is a repair, a small carving, or simple stonework. A DC 10 artificing task enables creation of everyday goods such as a wagon, leather armor, or lantern. A DC 15 artificing task is creating a weapon, metal armor, impressive work of art, or small building. A DC 20 artificing task is creating a weapon with inscribed runes, a staff with embedded gems, embossed armor, or other unique, valuable item. A DC 25 artificing task is a masterwork worthy of kings and queens, and is sufficient as base material for the spell sword magic. A DC 30 or higher artificing task imparts a mechanical advantage to an item, such as a short sword that does d7 damage, armor which has a -1d check penalty, at the judge's discretion.

Magic: The magic of the dwarves is intimately tied to their love of craft, and to the practical needs of their lives deep in the earth. A dwarven artificer's level and intelligence bonus apply to spell checks.

At 1st level a dwarven artificer knows three 1st level spells. Known spells are either determined randomly, or learned from a dwarven artificer of high level. Each spell learned in this manner requires one week of intensive study per spell level. The supplicant must always complete a quest or offer great treasures in exchange. But magic is fickle, and it takes a toll on its practitioner. Magical energies with the power to imbue metal and stone can gradually warp the caster's mind. When a dwarven artificer spell result indicates patron taint or corruption, instead roll on the dwarven madness table. For Artificer spells drawn from the Cleric spell lists, refer to the Wizard spells of the same level to interpret the generic Cleric result of "Failure". For example, when an artificer casts Resist Heat, a result of 1 indicates "Lost, failure, and worse!" and 2-13 results in "Lost. Failure."

Spellburn is not available to dwarven artificers, as their magic is not drawn from pacts or exchanges with other-worldly forces. Instead, artificers may make a material sacrifice of gems or other items of value to enhance their spell result. This must be announced before the spell check is rolled. Material sacrifices are reduced to ash, sand, dust, lead, or other base components. For every 50 gp worth of gems or items destroyed the artificer gains +1 to the spell check. An artificer may also cast spells that have been lost for the day via 50 gp worth of material sacrifice per spell level, in the same manner as a wizard or elf can via spellburn (pg. 108). If the caster rolls a 1 when making a material sacrifice, all gems, jewels, and other items appropriate to material sacrifice on their person are destroyed.

Sword and board: *DCC RPG Core Rulebook*, pg. 52

Infra-vision: A dwarven artificer can see in the dark up to 60'.

Slow: A dwarven artificer has a base movement speed of 20', as opposed to 30' for humans.

Luck: A dwarven artificer's luck bonus applies to armor check penalty.



TABLE 1–21: DWARVEN ARTIFICER

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	Max Spell Level	Ref	Fort	Will
1	+0	1d6/III	1d20	3	1	+1	+1	+1
2	+1	1d8/III	1d20	4	1	+1	+1	+1
3	+2	1d8/III	1d20	5	2	+1	+2	+1
4	+2	1d10/III	1d20	6	2	+2	+2	+2
5	+3	1d10/III	1d20	7	3	+2	+3	+2
6	+4	1d12/III	1d20 + d14	8	3	+2	+4	+2
7	+5	1d14/III	1d20 + d14	9	4	+3	+4	+3
8	+5	1d14/III	1d20 + d16	10	4	+3	+5	+3
9	+6	1d16/III	1d20 + d16	12	5	+3	+5	+3
10	+7	1d16/III	1d20 + d20	14	5	+4	+6	+4

SPELLS

1st Level Spells:

Detect Magic, Blessing (object, cl), Flaming hands, Magic Missile, Magic Shield, Mending/Rending, Read Magic, Resist Heat (cl), Ropework, Runic Alphabet (Mortal), Ward Portal

2nd level Spells:

Arcane Affinity, Detect Invisible, Fire Resistance, Invisible Companion, Locate Object, Metal Wyrding, Scorching Ray, Shatter, Knock, Strength, Binding (cl)

3rd level Spells:

Breathe Life, Dispel Magic, Eternal Champion †, Fireball, Lightning Bolt, Remove Curse (cl, on object only), Runic Alphabet (Fey), Spiritual Weapon (cl), Sword Magic §, Turn to Stone, Write Magic

4th level Spells:

Polymorph, Control Fire, Transmute Earth, Cause Earthquake (cl),

5th level Spells:

Magic Bulwark, Replication

† Summons a Dwarf of equal level to Warrior in spell description

§ When gaining 5th or higher level, a Dwarven Artificer may always opt to learn Sword Magic

DWARVEN MADNESS



Dwarven artificers do not suffer corruption in the manner of other arcane spellcasters. Their magic emanates from the accumulated knowledge and tradition of their people and from mysterious sources in the dwarven bloodline, rather than the manipulation of otherworldly forces which characterizes the magic of human wizards and elves. But the way of force-magic carries its own hazards: dwarves who follow the artificer's path become ever more extreme in their predilections, and some eventually become so bizarre as to lose their connection to their fellows, and even their very sanity.

1d7 Result

- The artificer must quest for a great treasure hoard. This treasure will be within 1d4 days travel, and the guardians challenging to defeat. Until the quest is completed the artificer suffers a temporary -1 Luck. If this result is rolled a second time the artificer must lead a quest for a relic of renown: a great gem, work of art, or magic item, which is 1d4 weeks distant and protected by guardians extremely difficult to defeat. If successful the artificer must insist on sole possession of the relic or suffer -2 Luck. If this result is rolled a third time, whenever the artificer smells gold or gems a DC 10 Will save is required to avoid immediate investigation, even if that means offensive behavior, trespassing, or a headlong rush into danger.
- A noted and valuable possession, such as a jewel or small artifact, becomes a good luck charm for the artificer. The item is imbued with 2 points of the artificer's Luck, which are permanently lost. This luck can be burned, as long as the item is carried, and for every point of luck expended the bearer gains +2 to the roll. Note that anyone, not just the artificer, can use the item. This Luck regenerates at a rate of 1 point per day, at sunset. If this result is rolled a second time, the item begins to attract unwanted attention. The artificer must guard it against theft by keeping it close at all times, and must avoid or ward off thieves frequently. If this result is rolled a third time, the artificer is unable to determine who is plotting to steal the item, becoming suspicious and withdrawn, spending hours gloating over it. If the item is lost or stolen the artificer must quest ceaselessly to recover it or suffer -1 Personality damage per day. If the artificer's Personality is reduced to 0 they will become a wraith, forever in thrall to the bearer of the item.
- Obsessed with crafting objects of great beauty and power, the artificer neglects personal hygiene, housekeeping, and nourishment. The second time this result is rolled, the caster totally gives up bathing and only rarely changes garments, suffering -1d to all rolls associated with social interactions. Each additional time this result is rolled the artificer suffers -1 Stamina due to the dire consequences of self-neglect.
- The artificer becomes overly fond of the drink, always sure to have a full wineskin even in the darkest of dungeons. +1 to Will saves as long as the artificer has access to alcohol. If rolled a second time the artificer will always be tipsy, and the rot of alcoholism sets in: -1 randomly to Agility, Personality, or Intelligence. There is no limit to the depths of the artificer's crapulence. Each additional time this result is rolled imposes a further -1 to Agility, Personality, or Intelligence. If any ability score drops below 3 due to this effect, the artificer dies of alcohol poisoning.
- The artificer becomes a bon vivant, always choosing the most expensive lodging, resplendent clothing, and sumptuous fare available. If rolled a second time, the artificer will spend princely sums, even going into debt, and is easily taken advantage of in all transactions as long as fine quality is promised. Triple lifestyle costs. If rolled a third time, the artificer loses all sense of taste and proportion, preferring clownishly ornate raiment and garish armour and weapons. All creations by the artificer, though expertly crafted, are laughably overwrought.
- The artificer becomes wrathful, consumed by hatred toward an enemy of the dwarves, as befits the campaign milieu. If this result is rolled a second time, the artificer must lead an expedition against this enemy as soon as possible or suffer a permanent -1 Luck. For the duration of the expedition the artificer gains a +1 on attack, damage, and spell checks against this foe. If the expedition is successful the artificer gains +1 Luck. If this result is rolled a third time, the artificer becomes bigoted, erroneously identifying a new enemy which in fact represents no threat, spinning paranoid delusions and spewing hateful rhetoric. The artificer must plan, if necessary recruit allies, and embark upon an expedition against this imagined enemy.
- The artificer delves too greedily and too deep into forbidden magical secrets. Turning from the traditions of the dwarves, the artificer may make a one attempt to learn an additional spell from the 1st level wizard and elf spell list which would otherwise not be available (pg. 124, Learning a spell). Whether or not the roll is successful, the artificer must also roll on the minor corruption table and may not burn luck to avoid the corruption. If this result is rolled a second time the artificer may make a one attempt to learn an additional spell from the 2nd level wizard and elf spell list which would otherwise not be available. If the artificer cannot cast 2nd level spells, they must choose from the 1st level spell list. Whether or not the roll is successful, the artificer must also roll on the major corruption table and may not burn luck to avoid the corruption. If this result is rolled a third time the artificer may make a one attempt to learn an additional spell from the 3rd level wizard and elf spell list which would otherwise not be available. If the artificer cannot cast 3rd level spells, they must choose from the 1st or 2nd level spell list. Whether or not the roll is successful, the artificer must also roll on the greater corruption table and may not burn luck to avoid the corruption.

METAL WYRDING

Level: 2 **Range:** 30 + 5 per CL **Duration:** Varies **Casting Time:** 1 round **Save:** None

General: The artificer controls, heats, or melts metal objects, rendering them useless or causing them to harm their owners.

Manifestation: By result

Misfire: Roll 1d4: (1) for the next 1d4 hours the artificer repels metal objects - weapons, tools, and shields are impossible to hold and metal armor worn by the caster shifts about awkwardly - armor check penalty +2, fumble die +2d, -1 AC; (2) one randomly determined metal object on the person of the caster rusts and crumbles into flakes of oxidized dust; (3) One randomly determined small metal object held by an ally within 30' of the caster explodes, sending shrapnel in all directions, and inflicting 2d4 damage to the wielder and 1d4 damage to all within a 10' radius; (4) One randomly determined metal object held by the caster turns into chocolate wrapped in a layer of foil.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) dwarven madness + misfire; (1-3) dwarven madness; (4+) misfire.

2-13 Failure.

14-15 The artificer calls a mundane metal object, such as a tool or weapon, safely to their hand. If the object is held by an unwilling opponent, Strength check vs. spell result to resist; roll d24 for a two-handed weapon.

16-19 The artificer causes up to three mundane metal objects from different opponents or locations to fly harmlessly to a chosen location within range. If any of the objects are held by an unwilling opponent, Strength check vs. spell result to resist; roll d24 for a two-handed weapon.

20-21 The artificer causes up to three mundane metal weapons to animate and engage in melee combat for 1d6+CL rounds. The weapons use the artificer's attack bonus. If cast on weapons being wielded by opponents, Strength check vs. spell result to resist, roll d24 for a two-handed weapon.

22-25 The artificer causes a metal object to heat up for a number of rounds equal to 1d4+CL, or 1 round if the item is magical. Will save vs. spell result is required to hold or use an affected object, otherwise it is dropped. On a successful save the wielder is burned for 1 damage each round the item is held, for the duration of the spell. If armor is targeted, the opponent suffers 1d3 damage per round, -1 to all attacks, +1d to armor check penalty, and -5 movement for the duration of the spell.

26-29 The artificer causes a metal object to heat up for a number of rounds equal to 1d6+CL, or CL rounds if the item is magical. Will save vs. spell result is required to hold or use an affected object, otherwise it is dropped. On a successful save the wielder is burned for 1 damage each round the item is held, for the duration of the spell. If armor is targeted, the opponent suffers 1d6 damage per round, -2 to all attacks, +2d to armor check penalty, and -10 movement for the duration of the spell.

30-31 The artificer causes one metal object held or worn by to three different opponents to grow increasingly hot for a number of rounds equal to 1d6+CL, or CL rounds if the item is magical. The item must be of the same category for all opponents, e.g. melee weapons, armor, or jewelry. Will save vs. spell result is required each round of the spell duration to hold or use an affected object, otherwise it is dropped. On a successful save the wielder suffers 1d3 damage. If armor is targeted, the opponent suffers 1d3 damage the first round, 1d4 the second round, and so on up the dice chain, to a maximum of 1d12 damage each round for the remainder of the spell duration. The opponent also suffers -1 to all attacks cumulative each round of the spell duration, and -5' cumulative movement penalty. Alternatively, one metal construct, or one magic item held or worn by an opponent, may be melted and destroyed.

32-33 The artificer causes all metal objects held or worn by up to three different opponents to spontaneously become molten. 1d12 damage if the target wields a metal weapon or holds a significant amount of metal; Ref save for half damage. If metal armor is worn the wearer suffers 1d12 damage per point of AC bonus the armor provides. If a metal shield is used, the bearer suffers an additional 1d8 damage, Ref save for half damage. Small metal objects such as necklaces, bracelets, pairs of earrings, or brooches do 1d3 damage each. Alternatively, one metal construct, or one magic item held or worn by an opponent, may be melted and destroyed.

34+ The artificer causes all metal within a 45 degree cone with a range of 100' per CL to become molten. Anyone in the cone bearing metal objects takes damage as above. Structures which use nails in construction may collapse. All metal constructs or magic items in the cone are destroyed.

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